

Name	When?	Effect
Archaeological Expedition	As an Action:	Reveal the top 3 cards of an exploration deck that matches a planet you control; gain any relic fragments that you reveal and discard the rest.
Cripple Defenses	As an Action:	Choose 1 planet. Destroy each PDS on that planet.
Divert Funding	As an Action:	Return a non-unit upgrade, non-faction technology that you own to your technology deck. Then, research another technology.
Economic Initiative	As an Action:	Ready each cultural planet you control.
Exploration Probe	As an Action:	Explore a frontier token that is in or adjacent to a system that contains 1 or more of your ships.
Fighter Conscription 2	As an Action:	Place 1 fighter from your reinforcements in each system that contains 1 or more of your space docks or units that have capacity; they cannot be placed in systems that contain other players' ships.
Focused Research	As an Action:	Spend 4 trade goods to research 1 technology.
Frontline Deployment	As an Action:	Place 3 infantry from your reinforcements on 1 planet you control.
Ghost Ship	As an Action:	Place 1 destroyer from your reinforcements in a non-home system that contains a wormhole and does not contain other player's ships.
Impersonation 2	As an Action:	Spend 3 influence to draw 1 secret objective.
Industrial Initiative	As an Action:	Gain 1 trade good for each industrial planet you control.
Insubordination	As an Action:	Remove 1 token from another player's tactical pool and return it to their reinforcements.
Lucky Shot	As an Action:	Destroy a dreadnought, cruiser or destroyer in a system that contains a planet you control.
Mining Initiative	As an Action:	Gain trade goods equal to the resource value of 1 planet you control.
Plagiarize 2	As an Action:	Spend 5 influence and choose a non-faction technology owned by 1 of your neighbors; gain that technology.
Plague	As an Action:	Choose 1 planet that is controlled by another player. Roll 1 die for each infantry on that planet. For each result of 6 or greater destroy 1 of those units.
Reactor Meltdown	As an Action:	Destroy 1 space dock in a non-home system.
Refit Troops	As an Action:	Choose 1 or 2 of your infantry on the game board; replace each of those infantry with mechs.
Repeal Law	As an Action:	Discard 1 law from play.
Rise of a Messiah	As an Action:	Place 1 infantry from your reinforcements on each planet you control.
Scuttle	As an Action:	Choose 1 or 2 of your non-fighter ships on the game board and return them to your reinforcements; gain trade goods equal to the combined cost of those ships.
Seize artifact	As an Action:	Choose 1 of your neighbors that has 1 or more relic fragments. That player must give you 1 relic fragment of your choice.
Signal Jamming	As an Action:	Choose 1 non-home system that contains or is adjacent to 1 of your ships. Place a command token from another player's reinforcements in that system.
Spy	As an Action:	Choose 1 player. That player gives you 1 random action card from their hand.
Tactical Bombardment	As an Action:	Choose 1 system that contains 1 or more of your units that have Bombardment. Exhaust each planet controlled by other players in that system.
Unexpected Action	As an Action:	Remove 1 of your command tokens from the game board and return it to your reinforcements.
Unstable Planet*	As an Action:	Choose 1 hazardous planet. Exhaust that planet and destroy up to 3 infantry on it.
Uprising	As an Action:	Exhaust a non-home planet controlled by another player. Then, gain trade goods equal to its resource value.
War Effort	As an Action:	Place 1 cruiser from your reinforcements in a system that contains 1 or more of your ships.

* - Indicates that the entry includes the card's errata

2 - Indicates that the card is from the Codex

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Ancient Burial Sites	Agenda Phase	At the start of the agenda phase: Choose 1 player. Exhaust each cultural planet owned by that player.
Assassinate Representative	Agenda Phase	After an agenda is revealed: Choose 1 player. That player cannot vote on this agenda.
Bribery *	Agenda Phase	After the speaker votes on an agenda: Spend any number of trade goods. For each trade good spent, cast 1 additional vote for the outcome on which you voted.
Confounding Legal Text	Agenda Phase	When another player is elected as the outcome of an agenda: You are the elected player instead.
Confusing Legal Text	Agenda Phase	When you are elected as the outcome of an agenda: Choose 1 player. That player is the elected player instead.
Construction Rider	Agenda Phase	After an agenda is revealed: You cannot vote on this agenda. Predict aloud an outcome of this agenda. If your prediction is correct, place 1 space dock from your reinforcements on a planet you control.
Deadly Plot	Agenda Phase	During the agenda phase, when an outcome would be resolved: If you voted for or predicted another outcome, discard the agenda instead; the agenda is resolved with no effect and it is not replaced. Then, exhaust all of your planets.
Diplomacy Rider	Agenda Phase	After an agenda is revealed: You cannot vote on this agenda. Predict aloud an outcome of this agenda. If your prediction is correct, choose 1 system that contains a planet you control. Each other player places a command token from their reinforcements in that system.
Diplomatic Pressure x4	Agenda Phase	When an agenda is revealed: Choose another player; that player must give you 1 promissory note from their hand.
Distinguished Councilor	Agenda Phase	After you cast votes on an outcome of an agenda: Cast 5 additional votes for that outcome.
Hack Election 2	Agenda Phase	After an agenda is revealed: During this agenda, voting begins with the player to the right of the speaker and continues counterclockwise.
Imperial Rider	Agenda Phase	After an agenda is revealed: You cannot vote on this agenda. Predict aloud an outcome of this agenda. If your prediction is correct, gain 1 victory point.
Insider Information 2	Agenda Phase	After an agenda is revealed: Look at the top card of the agenda deck.
Leadership Rider	Agenda Phase	After an agenda is revealed: You cannot vote on this agenda. Predict aloud an outcome of this agenda. If your prediction is correct, gain 3 command tokens.
Politics Rider	Agenda Phase	After an agenda is revealed: You cannot vote on this agenda. Predict aloud an outcome of this agenda. If your prediction is correct, draw 3 action cards and gain the speaker token.
Sanction 2	Agenda Phase	After an agenda is revealed: You cannot vote on this agenda. Predict aloud an outcome of this agenda. If your prediction is correct, each player that voted for that outcome returns 1 command token from their fleet supply to their reinforcements.
Technology Rider	Agenda Phase	After an agenda is revealed: You cannot vote on this agenda. Predict aloud an outcome of this agenda. If your prediction is correct, research 1 technology.
Trade Rider	Agenda Phase	After an agenda is revealed: You cannot vote on this agenda. Predict aloud an outcome of this agenda. If your prediction is correct, gain 5 trade goods.
Veto*	Agenda Phase	When an agenda is revealed: Discard that agenda and reveal 1 agenda from the top of the deck. Players vote on this agenda instead.
Warfare Rider	Agenda Phase	After an agenda is revealed: You cannot vote on this agenda. Predict aloud an outcome of this agenda. If your prediction is correct, place 1 dreadnought from your reinforcements in a system that contains 1 or more of your ships.

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Blitz 2	Combat	At the start of an invasion: Each of your non-fighter ships in the active system that do not have Bombardment gain Bombardment 6 until the end of the invasion.
Bunker	Combat	At the start of an invasion: During this invasion apply -4 to the result of each bombardment roll against planets you control.
Courageous to the End	Combat	After 1 of your ships is destroyed in space combat: Roll 2 dice. For each result equal to or greater than that ship's combat value, your opponent must choose and destroy one of their ships.
Direct Hit * x4	Combat	After another player's ship uses sustain damage to cancel a hit produced by your units or abilities: Destroy that ship.
Disable	Combat	At the start of an invasion in a system that contains 1 or more of your opponents' PDS units: Your opponent's PDS units lose planetary shield and space cannon during this invasion.
Emergency Repairs	Combat	At the start or end of a combat round: Repair all of your units that have sustain damage in the active system.
Fighter Prototype	Combat	At the start of the first round of a space combat: Apply +2 to the result of each of your fighters' combat rolls during this combat round.
Fire Team	Combat	After your ground forces make combat rolls during a round of ground combat: Reroll any number of your dice.
Ghost Squad 2	Combat	After a player commits units to land on a planet you control: Move any number of ground forces from any planet you control in the active system to any other planet you control in the active system.
Infiltrate	Combat	When you gain control of a planet: Replace each PDS and space dock that is on that planet with a matching unit from your reinforcements.
Intercept	Combat	After your opponent declares a retreat during a space combat: Your opponent cannot retreat during this round of space combat.
Maneuvering Jets x4	Combat	Before you assign hits produced by another player's space cannon roll: Cancel 1 hit.
Morale Boost x4	Combat	At the start of a combat round: Apply +1 to the result of each of your unit's combat rolls during this combat round.
Parley	Combat	After another player commits units to land on a planet you control: Return the committed units to the space area.
Reflective Shielding 2	Combat	When one of your ships uses sustain damage during combat: Produce 2 hits against your opponent's ships in the active system.
Reveal Prototype	Combat	At the start of combat: Spend 4 resources to research a unit upgrade technology of the same type as 1 of your units that is participating in this combat.
Rout	Combat	At the start of the "Announce Retreats" step of space combat, if you are the defender: Your opponent must announce a retreat, if able.
Salvage	Combat	After you win a space combat: Your opponent gives you all of their commodities.
Scramble Frequency 2	Combat	After another player makes a Bombardment, Space Cannon or Anti-Fighter Barrage roll: That player rerolls all of their dice.
Shields Holding x4	Combat	Before you assign hits to your ships during a space combat: Cancel up to 2 hits.
Skilled Retreat x4	Combat	At the start of a combat round: Move all of your ships from the active system into an adjacent system that does not contain another player's ships; the space combat ends in a draw. Then, place a command token from your reinforcements in that system.
Waylay	Combat	Before you roll dice for Anti-Fighter Barrage: Hits from this roll are produced against all ships (not just fighters).

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