# **TI4 POK Factions**

# The Arborec

# **ABILITIES**

# Mitosis

Your space docks cannot produce infantry.

At the start of the status phase, place 1 infantry from your reinforcements on any planet you control.

# PROMISSORY NOTE

# Stymie

ACTION: Place this card face-up in your play area

While this card is in your play area, the Arborec player cannot produce units in or adjacent to non-home systems that contain 1 or more of your units.

If you activate a system that contains 1 or more of the Arborec player's units, return this card to the Arborec player.

# LEADERS

# AGENT-Letani Ospha

ACTION: Exhaust this card and choose a player's non-fighter ship; that player may replace that ship with one from their reinforcements that costs up to 2 more than the replaced ship.

# COMMANDER-Dirzuga Rophal

UNLOCK: Have 12 Ground Forces on planets you control

After another player activates a system that contains 1 or more of your units that have Production:

You may produce 1 unit in that system.

# HERO-Letani Miasmiala ; Ultrasonic Emitter

UNLOCK: Have 3 scored objectives.

ACTION: Produce any number of units in any number of systems that contain 1 or more of your ground forces.

Then, purge this card.

# STARTING COMPONENTS

**Home System** 

· Nestphar 3/2

· Magen Defense Grid

Technology

# Fleet

- 1 carrier
- 1 cruiser
- 2 fighters
- 4 infantry
- 1 space dock1 PDS

# COMMODITIES

3

COMPLEXITY

# UNITS

# FLAGSHIP-Duha Menaimon

After you activate this system, you may produce up to 5 units in this system.

· Sustain Damage

8 Cost 7 (x2)

1 Move

5 Capacity

# MECH-Letani Behemoth

DEPLOY: When you use your Mitosis faction ability, you may replace 1 of your infantry with 1 mech from your reinforcements instead.

- · Sustain Damage
- Production 2
- · Planetary Shield

2 Cost

6 Combat \_ Move \_\_ Capacity

# INFANTRY I-Letani Warrior I

Production 1

1 [x2]

8 Combat \_ Move -Capacity

# **TECHNOLOGY**

# Bioplasmosis

At the end of the status phase, you may remove any number of infantry from planets you control and place them on 1 or more planets you control in the same or adjacent systems.



# INFANTRY II-Letani Warrior II

After this unit is destroyed, roll 1 die. If the result is 6 or greater, place the unit on this card. At the start of your next turn, place each unit that is on this card on a planet you control in your home system.

• Production 2

1 [x2]

7 Combat

Move

-Capacity

# The Argent Flight

# ABILITIES

# Zeal

You always vote first during the agenda phase. When you cast at least 1 vote, cast 1 additional vote for each player in the game, including you.

# **Raid Formation**

When 1 or more of your units uses Anti-Fighter Barrage, for each hit produced in excess of your opponent's fighters, choose 1 of your opponent's ships that has Sustain Damage to become damaged.

# PROMISSORY NOTE

# Strike Wing Ambuscade

When 1 or more of your units make a roll for a unit ability:

Choose 1 of those units to roll 1 additional die.

Then, return this card to the Argent player.

# LEADERS

# Agent-Trilossa Aun Mirik

When a player produces ground forces in a system:

You may exhaust this card: that player may place those units on any planets they control in that system and any adjacent systems.

# Commander-Trrakan Aun Zulok

UNLOCK: Have 6 units that have Anti-Fighter Barrage, Space Cannon, or Bombardment on the game board.

When 1 or more of your units make a roll for a unit

You may choose 1 of those units to roll 1 additional die.

# Hero-Mirik Aun Sissiri: Helix Protocol

UNLOCK: Have 3 scored objectives.

ACTION: Move any number of your ships from any systems to any number of other systems that contain 1 of your command tokens and no other players' shins

Then, purge this card.

# STARTING COMPONENTS

# Fleet

- 1 carrier
- · 2 destroyers
- · 2 fighters
- 5 infantry
- 1 space dock
- 1 PDS

# Valk 2/0 • Ylir 0/2 Technology

Avar 1/1

Choose 2 of the following:

- Neural Motivator
- · Sarween Tools

**Home System** 

· Plasma Scoring

# UNITS

# FLAGSHIP-Quetzecoatl

Other players cannot use Space Cannon against your ships in this system.

· Sustain Damage

8 7(x2)3 Cost Combat Move Capacity

# MECH-Aerie Sentinel

This unit does not count against capacity if it is being transported or if it is in a space area with 1 or more of your ships that have capacity values.

· Sustain Damage



# DESTROYER I-Strike Wing Alpha I

· Anti-Fighter Barrage 9 (x2)



# **TECHNOLOGY**

# Aerie Hololattice

Other players cannot move ships through systems that contain your structures.

Each planet that contains 1 or more of your structures gains the Production 1 ability as if it were a unit



# DESTROYER II-Strike Wing Alpha II

When this unit uses Anti-Fighter Barrage, each result of 9 or 10 also destroys 1 of your opponent's infantry in the space area of the active system.

· Anti-Fighter Barrage 6 (x3)



COMMODITIES

COMPLEXITY



# The Barony of Letnev

# **ABILITIES**

# **Munitions Reserves**

At the start of each round of space combat, you may spend 2 trade goods; you may re-roll any number of your dice during that combat round.

# Armada

The maximum number of non-fighter ships you can have in each system is equal to 2 more than the number of tokens in your fleet pool.

# PROMISSORY NOTE

# War Funding

At the start of a round of space combat:

The Letnev player loses 2 trade goods.

During this combat round, re-roll any number of your

Then, return this card to the Letnev player.

# LEADERS

# Agent-Viscount Unlenn

At the start of a space combat round you may exhaust this card to choose 1 ship in the active system; that ship rolls 1 additional die during this combat round.

# Commander—Rear Admiral Farran

UNLOCK: Have 5 non-fighter ships in 1 system.

After 1 of your units uses Sustain Damage, you may gain 1 trade good.

# Hero-Darktalon Treilla; Dark Matter Affinity

UNLOCK: Have 3 scored objectives.

ACTION: Place this card near the game board; the number of non-fighter ships you can have in systems is not limited by laws or by the number of command tokens in your fleet pool during this game round.

At the end of that game round, purge this card.

# STARTING COMPONENTS

# Fleet

- 1 dreadnought
- 1 carrier
- 1 destroyer
- 1 fighter
- · 3 infantry
- · 1 space dock

# Wren Terra 2/1 Technology · Antimass Deflectors

**Home System** 

Arc Prime 4/0

· Plasma Scoring

COMMODITIES

COMPLEXITY

# UNITS

# FLAGSHIP-Arc Secundus

Other players' units in this system lose Planetary Shield. At the start of each space combat round, repair this ship.

- · Sustain Damage
- · Bombardment 5 (x3)

8 5 (x2) Cost Combat Move

# MECH-Dunlain Reaper

DEPLOY: At the start of a round of ground combat, you may spend 2 resources to replace 1 of your infantry in that combat with 1 mech.

· Sustain Damage



# **TECHNOLOGY**

# L4 Disruptors

During an invasion, units cannot use Space Cannon against your units.



3

Canacity

# Non-Euclidean Shielding

When 1 of your units uses Sustain Damage, cancel 2 hits instead of 1.



# The Clan of Saar

# **ABILITIES**

# Scavenge

After you gain control of a planet, gain 1 trade good.

Nomadic

You can score objectives even if you do not control the planets in your home system.

# PROMISSORY NOTE

# Ragh's Call

After you commit 1 or more units to land on a planet:

Remove all of the Saar player's ground forces from that planet and place them on a planet controlled by the Saar player.

Then return this card to the Saar player.

# LEADERS

# Agent-Captain Mendosa

After a player activates a system:

You may exhaust this card to increase the move value of 1 of that player's ships to match the move value of the ship on the game board that has the highest move value.

# Commander-Rowl Sarrig

UNLOCK: Have 3 space docks on the game board.

When you produce fighters or infantry:

You may place each of those units at any of your space docks that are not blockaded.

# Hero-Gurno Aggero; Armageddon Relay

UNLOCK: Have 3 scored objectives.

ACTION: Choose 1 system that is adjacent to 1 of your space docks.

Destroy all other players' infantry and fighters in that system.

Then, purge this card.

# STARTING COMPONENTS

# Fleet

# Home System

- 2 carriers
- Lisis II 1/0
- 1 cruiser
- Ragh 2/1
- · 2 fighters

# Technology

- 4 infantry
- · Antimass Deflectors
- 1 space dock

COMMODITIES

3

COMPLEXITY

# UNITS

# FLAGSHIP-Son of Ragh

- Sustain Damage
- · Anti-Fighter Barrage 6 (x4)

8 Cost

5 (x2)

1 Move

3 Capacity

# MECH-Scavenger Zeta

DEPLOY: After you gain control of a planet, you may spend 1 trade good to place 1 mech on that planet.

· Sustain Damage

2

6 Combat

\_ Move — Capacity

# SPACE DOCK I-Floating Factory I

This unit is placed in a space area instead of on a planet. This unit can move and retreat as if it were a ship. If this unit is blockaded, it is destroyed.

Production 5



1 Move 4
Capacity

# **TECHNOLOGY**

# **Chaos Mapping**

Other players cannot activate asteroid fields that contain 1 or more of your ships.

Combat

At the start of your turn during the action phase, you may produce 1 unit in a system that contains at least 1 of your units that has Production.



# SPACE DOCK II-Floating Factory II

This unit is placed in a space area instead of on a planet. This unit can move and retreat as if it were a ship. If this unit is blockaded, it is destroyed.

· Production 7



\_\_ Combat

2 Move 5 Capacity



# The Embers of Muaat

# ABILITIES

# Star Forge

ACTION: Spend 1 token from your strategy pool to place either 2 fighters or 1 destroyer from your reinforcements in a system that contains 1 or more of your war suns.

# Gashlai Physiology

Your ships can move through supernovas.

# PROMISSORY NOTE

# Fires of the Gashlai

ACTION: Remove 1 token from the Muaat player's fleet pool and return it to his reinforcements. Then, gain your war sun unit upgrade technology card.

Then, return this card to the Muaat player.

# LEADERS

# Agent-Umbat

ACTION: Exhaust this card to choose a player. That player may produce up to 2 units that each have a cost of 4 or less in a system that contains one of their war suns or their flagship.

# Commander-Magmus

UNLOCK: Produce a war sun.

After you spend a token from your strategy pool:

You may gain 1 trade good.

# Hero-Adjudicator Ba'al; Nova Seed

UNLOCK: Have 3 scored objectives.

After you move a war sun into a non-home system other than Mecatol Rex:

You may destroy all other players' units in that system and replace that system tile with the Muaat supernova tile. If you do, purge this card and each planet card that corresponds to the replaced system tile.

# STARTING COMPONENTS

Technology

Additional

· Plasma Scoring

· Muaat Supernova Tile

# Fleet

- 1 war sun
- · 2 fighters
- · 4 infantry
- 1 space dock
- **Home System**

Muaat 4/1

COMMODITIES

COMPLEXITY

# UNITS

# FLAGSHIP-The Inferno

ACTION: Spend 1 token from your strategy pool to place 1 cruiser in this unit's system.

· Sustain Damage

8 5 (x2) 1 3 Cost Combat Move Capacity

# MECH-Ember Colossus

When you use your Star Forge faction ability in this system or an adjacent system, you may place 1 infantry from your reinforcements with this unit.

· Sustain Damage



# WAR SUN-Prototype War Sun I

Other players' units in this system lose Planetary Shield.

- · Sustain Damage
- · Bombardment 3 (x3)



# **TECHNOLOGY**

# Magmus Reactor

Your ships can move into supernovas.

After 1 or more of your units use Production in a system that either contains a war sun or is adjacent to a supernova, gain 1 trade good.



# WAR SUN II-Prototype War Sun II

Other players' units in this system lose Planetary Shield.

- · Sustain Damage
- · Bombardment 3 (x3)



3 (x3)	
Combat	

3
Maura





# The Emirates of Hacan

# **ABILITIES**

### Masters of Trade

You do not have to spend a command token to resolve the secondary ability of the "Trade" strategy card.

### Guild Ships

You can negotiate transactions with players who are not your neighbor.

### Arbiters

When you are negotiating a transaction, action cards can be exchanged as part of that transaction.

# PROMISSORY NOTE

# Trade Convoys

ACTION: Place this card faceup in your play area.

While this card is in your play area, you may negotiate transactions with players who are not your neighbor.

If you activate a system that contains 1 or more of the Hacan player's units, return this card to the Hacan player.

# **LEADERS**

# Agent—Carth of Golden Sands

During the action phase:

You may exhaust this card to gain 2 commodities or replenish another player's commodities.

# Commander-Gila the Silvertongue

UNLOCK: Have 10 trade goods.

When you cast votes, you may spend any number of trade goods; cast 2 additional votes for each trade good spent.

# Hero-Harrugh Gefhara; Galactic Securities Net

UNLOCK: Have 3 scored objectives.

When 1 or more of your units use Production:

You may reduce the cost of each of your units to 0 during this use of Production. If you do, purge this card.

# STARTING COMPONENTS

# Fleet

# Home System

- 2 carriers Arretze 2/0
  - · Hercant 1/1
- 2 fighters Kamdorn 0/1

# 1 cruiser2 fighters4 infantry1 space dock

- Technology

   Antimass Deflectors
- Sarween Tools

COMMODITIES



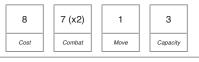
COMPLEXITY

# UNITS

# FLAGSHIP-Wrath of Kenara

After you roll a die during a space combat in this system, you may spend 1 trade good to apply +1 to the result.

· Sustain Damage



# MECH-Pride of Kenara

This planet's planet card may be traded as part of a transaction; if you do, move all of your units from this planet to another planet you control.

· Sustain Damage



# TECHNOLOGY

# **Production Biomes**

ACTION: Exhaust this card and spend 1 token from your strategy pool to gain 4 trade goods and choose 1 other player; that player gains 2 trade goods.



# Quantum Datahub Node

At the end of the strategy phase, you may spend 1 token from your strategy pool and give another player 3 or your trade goods. If you do, give 1 of your strategy cards to that player and take 1 of their strategy cards.



# The Empyrean

# **ABILITIES**

# Voidborn

Nebulae do not affect your ships' movement.

# Aetherpassage

After a player activates a system, you may allow that player to move their ships through systems that contain your ships.

# Dark Whispers

During setup, take the additional Empyrean faction promissory note; you have 2 faction promissory notes.

# PROMISSORY NOTES

### Blood Pact

ACTION: Place this card face up in your play area. When you and the Empyrean player cast votes for the same outcome, cast 4 additional votes for that outcome.

If you activate a system that contains 1 or more of the Empyrean player's units, return this card to the Empyrean player.

# Dark Pact

ACTION: Place this card face up in your play area. When you give a number of commodities to the Empyrean player equal to your maximum commodity value, you each gain 1 trade good.

If you activate a system that contains 1 or more of the Empyrean player's units, return this card to the Empyrean player.

# LEADERS

# Agent-Acamar

After a player moves ships into a system that does not contain any planets:

You may exhaust this card; that player gains 1 command token

# Commander-Xuange

UNLOCK: Be neighbors with all other players.

After another player moves ships into a system that contains 1 of your command tokens:

You may return that token to your reinforcements.

# Hero-Conservator Procyon; Multiverse Shift

UNLOCK: Have 3 scored objectives.

ACTION: Place 1 frontier token in each system that does not contain any planets and does not already have a frontier token. Then, explore each frontier token that is in a system that contains 1 or more of your ships.

Then, purge this card.

# COMMODITIES

4

COMPLEXITY

# UNITS

# FLAGSHIP-Dynamo

After any player's unit in this system or an adjacent system uses Sustain Damage, you may spend 2 influence to repair that unit.

· Sustain Damage



# MECH-Watcher

You may remove this unit from a system that contains or is adjacent to another player's units to cancel an action card played by that player.

· Sustain Damage

2	6	_	-
Cost	Combat	Move	Capacity

# **TECHNOLOGY**

# Aetherstream

After you or one of your neighbors activates a system that is adjacent to an anomaly, you may apply +1 to the move value of all of that player's ships during this tactical action.



# Voidwatch

After a player moves ships into a system that contains 1 or more of your units, they must give you 1 promissory note from their hand, if able.



# STARTING COMPONENTS

STARTING COMPONENTS				
Fleet	Home System			
• 2 carriers	The Dark 3/4			
• 1 destroyer	Technology			
• 2 fighters	<ul> <li>Dark Energy Tap</li> </ul>			
4 infantry				
• 1 space dock				

# The Federation of Sol

# ABILITIES

# **Orbital Drop**

ACTION: Spend 1 token from your strategy pool to place 2 infantry from your reinforcements on 1 planet

# Versatile

When you gain command tokens during the status phase, gain 1 additional command token.

# PROMISSORY NOTE

# Military Support

At the start of the Sol player's turn:

Remove 1 token from the Sol player's strategy pool, if able, and return it to his reinforcements. Then, you may place 2 infantry from your reinforcements on any planet you control.

Then, return this card to the Sol player.

# LEADERS

# Agent-Evelyn Delouis

At the start of a ground combat round:

You may exhaust this card to choose 1 ground force in the active system; that ground force rolls 1 additional die during this combat round.

### Commander-Claire Gibson

UNLOCK: Control planets that have a combined total of at least 12 resources.

At the start of a ground combat on a planet you control:

You may place 1 infantry from your reinforcements on that planet.

# Hero-Jace X, 4th Air Legion; Helio Command

UNLOCK: Have 3 scored objectives.

ACTION: Remove each of your command tokens from the game board and return them to your reinforcements.

Then, purge this card.

# STARTING COMPONENTS

# Fleet

# **Home System**

- 2 carriers
- Jord 4/2
- 1 destroyer
- Technology
- · 3 fighters
- · Antimass Deflectors
- 5 infantry
- Neural Motivator
- 1 space dock

COMMODITIES

COMPLEXITY

# UNITS

# FLAGSHIP-Genesis

At the end of the status phase, place 1 infantry from your reinforcements in this system's space area.

· Sustain Damage



# MECH-ZS Thunderbolt M2

DEPLOY: After you use your Orbital Drop faction ability you may spend 3 resources to place 1 mech on that planet.

· Sustain Damage

2	6	-	-
Cost	Combat	Move	Capacity

# CARRIER I-Advanced Carrier I

3	9	1	6	
Cost	Combat	Move	Capacity	

# INFANTRY I-Spec Ons I

1 [x2]	7	_	_
Cost	Combat	Move	Capacity

# TECHNOLOGY

# CARRIER II—Advanced Carrier II

· Sustain D	an	nage			
3		9	2	8	*
Cost		Combat	Move	Capacity	

# INFANTRY II-Spec Ops II

After this unit is destroyed, roll 1 die. If the result is 5 or greater, place the unit on this card. At the start of your next turn, place each unit that is on this card on a planet you control in your



# The Ghosts of Creuss

# **ABILITIES**

# Quantum Entanglement

You treat all systems that contain either an alpha or beta wormhole as adjacent to each other. Game effects cannot prevent you from using this ability.

# Slipstream

During your tactical actions, apply +1 to the move value of each of your ships that starts its movement in your home system or in a system that contains either an alpha or beta wormhole.

### Creuss Gate

When you create the game board, place the Creuss Gate (tile 17) where your home system would normally be placed The Creuss Gate system is not a home system. Then, place your home system (tile 51) in your play area.

# PROMISSORY NOTE

### Creuss IFF

At the start of your turn during the action phase:

Place or move a Creuss wormhole token into either a system that contains a planet you control or a nonhome system that does not contain another player's ships.

Then, return this card to the Creuss player.

# LEADERS

# Agent—Emissary Taivra

After a player activates a system that contains a nondelta wormhole:

You may exhaust this card; if you do, that system is adjacent to all other systems that contain a wormhole during this tactical action.

# Commander—Sai Seravus

UNLOCK: Have units in 3 systems that contain alpha or beta wormholes.

After your ships move:

For each ship that has a capacity value and moved through 1 or more wormholes, you may place 1 fighter from your reinforcements with that ship if you have unused capacity in the active system.

# Hero-Riftwalker Meian; Singularity Reactor

UNLOCK: Have 3 scored objectives.

ACTION: Swap the positions of any two systems that contain wormholes or your units, other than the Creuss system and the Wormhole Nexus.

Then, purge this card.

# UNITS

# FLAGSHIP-Hil Colish

This ship's system contains a delta wormhole. During movement, this ship may move before or after your other ships.

· Sustain Damage



# MECH-Icarus Drive

After any player activates a system, you may remove this unit from the game board to place or move a Creuss wormhole token into this system.

· Sustain Damage



# TECHNOLOGY

# **Dimensional Splicer**

At the start of space combat in a system that contains a wormhole and 1 or more of your ships, you may produce 1 hit and assign it to 1 of your opponent's ships.



# Wormhole Generator

At the start of the status phase, place or move a Creuss wormhole token into either a system that contains a planet you control or a non-home system that does not contain another player's ships.



# STARTING COMPONENTS

### Fleet Technology

- 1 carrier
- · 1 destroyer
- · 2 fighters
- 4 infantry
- 1 space dock
- Home System
- · Gravity Drive
- Creuss wormhole

# tokens

- Alpha
- Beta Gamma

٠.	Creuss	4/	2

	Creuss 4/2
COMMODITIES	
4	
COMPLEXITY	

# The LIZIX Mindnet

# ABILITIES

# Assimilate

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.

### Harrow\*

At the end of each round of ground combat, your ships in the active system may use their Bombardment abilities against your opponent's ground forces on the planet.

# PROMISSORY NOTE

# Cybernetic Enhancements

At the start of your turn:

Remove 1 token from the L1Z1X player's strategy pool and return it to his reinforcements. Then, place 1 command token from your reinforcements in your strategy pool.

Then, return this card to the L1Z1X player.

# LEADERS

# Agent-I48S

After a player activates a system:

You may exhaust this card to allow that player to replace 1 of their infantry in the active system with 1 mech from their reinforcements.

# Commander-2RAM

UNLOCK: Have 4 dreadnoughts on the board.

Units that have Planetary Shield do not prevent you from using Bombardment.

# Hero-The Helmsman; Dark Space Navigation

UNLOCK: Have 3 scored objectives.

ACTION: Choose 1 system that does not contain other players' ships; you may move your flagship and any number of your dreadnoughts from other systems into the chosen system.

Then, purge this card.

# STARTING COMPONENTS

# Fleet

· 1 dreadnought

• 1 carrier

· 3 fighters

• 5 infantry

1 space dock

1 PDS

# **Home System**

• [0.0.0] 5/0

Technology

Neural Motivator

· Plasma Scoring

COMMODITIES

COMPLEXITY

# UNITS

# FLAGSHIP-0.0.1

During a space combat, hits produced by this ship and by your dreadnoughts in this system must be assigned to non-fighter ships if able.

· Sustain Damage

8 5 (x2) 5 Coet Combat Move Capacity

# MECH-Annihilator

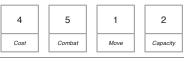
While not participating in ground combat, this unit can use its Bombardment ability on planets in its system as if it were a ship.

- · Sustain Damage
- Bombardment 8



# DREADNOUGHT I—Super-Dreadnought I

- · Sustain Damage
- Bombardment 5



# **TECHNOLOGY**

# Inheritance Systems

You may exhaust this card and spend 2 resources when you research a technology; ignore all of that technology's prerequisites.



# DREADNOUGHT II-Super-Dreadnought II

This unit cannot be destroyed by "Direct Hit" action cards.

- · Sustain Damage
- Bombardment 4



4	4	2	2	
Cost	Combat	Move	Capacity	

\*Living rules modification v3.3

# The Mahat Gene-Sorcerers

# **ABILITIES**

# Edict

When you win a combat, place 1 command token from your opponent's reinforcements in your fleet pool if it does not already contain 1 of that player's tokens: other player's tokens in your fleet pool increase your fleet limit but cannot be redistributed.

### Imperia

While another player's command token is in your fleet pool, you can use the ability of that player's commander, if it is unlocked.

During setup, purge your "Alliance" promissory note. Other players cannot give you their 'Alliance" promissory note.

# PROMISSORY NOTE

# Scepter of Dominion

At the start of the strategy phase:

Choose 1 non-home system that contains your units; each other player who has a command token on the Mahact player's command sheet places a token from their reinforcements in that system

Return this card to the Mahact player.

# **LEADERS**

# Agent-Jae Mir Kan

When you would spend a command token during the secondary ability of a strategic action:

You may exhaust this card to remove 1 of the active player's command tokens from the board and use it

# Commander—II Na Viroset

UNLOCK: Have 2 other factions' command tokens in your fleet pool.

During your tactical actions, you can activate systems that contain your command tokens. If you do, return both command tokens to your reinforcements and end your turn.

# Hero-Airo Shir Aur; Benediction

UNLOCK: Have 3 scored objectives.

ACTION: Move all units in the space area of any system to an adjacent system that contains a different player's ships. Space Combat is resolved in that system; neither player can retreat or resolve abilities that would move their ships.

Then, purge this card.

# STARTING COMPONENTS

# Fleet

- · 1 space dock **Home System**
- 1 dreadnought
- lxth 3/5
- 1 carrier 1 cruiser
- Technology

- · 2 fighters
- · Predictive Intelligence
- 3 infantry
- · Bio-Stims

# UNITS

# FLAGSHIP-Arvicon Rex

During combat against an opponent whose command token is not in your fleet pool, apply +2 to the results of this unit's combat rolls.

· Sustain Damage



# MECH-Starlancer

After a player whose command token is in your fleet pool activates this system, you may spend their token from your fleet pool to end their turn; they gain that

Sustain Damage



# INFANTRY I-Crimson Legionnaire I

After this unit is destroyed, gain 1 commodity or convert 1 of your commodities to a trade good.



# **TECHNOLOGY**

# INFANTRY II—Crimson Legionnaire II

After this unit is destroyed, gain 1 commodity or convert 1 of your commodities to a trade good. Then, place the unit on this card. At the start of your next turn, place each unit that is on this card on a planet you control in your home svstem.



# Genetic Recombination

You may exhaust this card before a player casts votes; that player must cast at least 1 vote for an outcome of your choice or remove 1 token from their fleet pool and return it to their reinforcements



COMMODITIES



# The Mentak Coalition

# ABILITIES

# **Amhush**

At the start of a space combat, you may roll 1 die for each of up to 2 of your cruisers or destroyers in the system. For each result equal to or greater than that ship's combat value, produce 1 hit; your opponent must assign it to 1 of his ships.

### Pillage

After 1 of your neighbors gains trade goods or resolves a transaction, if that neighbor has 3 or more trade goods, you may take 1 of their trade goods or commodities.

# **PROMISSORY NOTE**

### Promise of Protection

ACTION: Place this card faceup in your play area.

While this card is in your play area, the Mentak player cannot use his Pillage faction ability against you.

If you activate a system that contains 1 or more of the Mentak player's units, return this card to the Mentak player

# LEADERS

# Agent-Suffi An

After the Pillage faction ability is used against another

You may exhaust this card; if you do, you and that player each draw 1 action card.

# Commander-S'Ula Mentarion

UNLOCK: Have 4 cruisers on the game board.

After you win a space combat:

You may force your opponent to give you 1 promissory note from their hand.

# Hero-Ipswitch, Loose Cannon; Sleeper Cell

UNLOCK: Have 3 scored objectives.

At the start of a space combat that you are participating in:

You may purge this card; if you do, for each other player's ship that is destroyed during this combat, place 1 ship of that type from your reinforcements in the active system.

# STARTING COMPONENTS

# Fleet

# **Home System**

- 1 carrier
- Moll Primus 4/1
- · 2 cruisers
- Technology
- · 3 fighters
- · Sarween Tools
- · 4 infantry
- · Plasma Scoring
- 1 space dock

1 PDS

COMMODITIES

COMPLEXITY

# UNITS

# FLAGSHIP-Fourth Moon

Other players' ships in this system cannot use Sustain Damage.

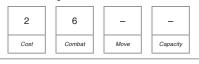
· Sustain Damage



# MECH-Moll Terminus

Other players' ground forces on this planet cannot use Sustain Damage.

Sustain Damage



# **TECHNOLOGY**

# Mirror Computing

When you spend trade goods, each trade good is worth 2 resources or influence instead of 1.



# Salvage Operations

After you win or lose a space combat, gain 1 trade good; if you won the combat, you may also produce 1 ship in that system of any ship type that was destroyed during the combat.

# The Naalu Collective

# **ABILITIES**

# Telepathic

At the end of the strategy phase, place the Naalu "0" token on your strategy card; you are first in initiative order.

# Foresight

After another player moves ships into a system that contains 1 or more of your ships, you may place 1 token from your strategy pool in an adjacent system that does not contain another player's ships; move your ships from the active system into that system.

# PROMISSORY NOTE

# Gift of Prescience

At the end of the strategy phase:

Place this card faceup in your play area and place the Naalu "0" token on your strategy card; you are first in initiative order. The Naalu player cannot use his Telepathic faction ability during this game round.

Return this card to the Naalu player at the end of the status phase.

# **LEADERS**

# Agent-Z'eu

After an agenda is revealed:

You may exhaust this card to look at the top card of the agenda deck.

Then, you may show that card to 1 other player.

# Commander-M'aban

UNLOCK: Have 12 fighters on the game board

You may produce 1 additional fighter for their cost; these additional units do not count against your PRODUCTION limit.

# Hero-The Oracle ; C-Radium Geometry

UNLOCK: Have 3 scored objectives.

At the end of the status phase:

You may force each other player to give you 1 promissory note from their hand.

If you do, purge this card.

COMMODITIES

3

COMPLEXITY

# UNITS

# FLAGSHIP-Matriarch\*

During an invasion in this system, you may commit fighters to planets as if they were ground forces. When combat ends, return those units to the space area

· Sustain Damage



# MECH-Iconoclast

During combat against an opponent who has at least 1 relic fragment, apply +2 to the results of this unit's combat rolls.

· Sustain Damage



# FIGHTER I—Hybrid Crystal Fighter I



# **TECHNOLOGY**

# Neuroglaive

After another player activates a system that contains 1 or more of your ships, that player removes 1 token from their fleet pool and returns it to their reinforcements.



# FIGHTER II-Hybrid Crystal Fighter II

This unit may move without being transported. Each fighter in excess of your ships' capacity count as 1/2 of a ship against your fleet pool.



7	
Combat	٨.







# STARTING COMPONENTS

# Fleet

- 1 carrier
- 1 cruiser
- 1 destroyer
- · 3 fighters
- 4 infantry
- · 1 space dock
- 1 PDS

# **Home System**

- Druaa 3/1
- Maaluuk 0/2

# Technology

- · Sarween Tools
- · Neural Motivator

# Additional

· Naalu "0" token

# The Naaz-Rokha Alliance

# **ABILITIES**

# Distant Suns

When you explore a planet that contains 1 of your mechs, you may draw 1 additional card; choose 1 to resolve and discard the rest.

### Fabrication

ACTION: Either purge 2 of your relic fragments of the same type to gain 1 relic or purge 1 of your relic fragments to gain 1 command token.

# PROMISSORY NOTES

# Black Market Forgery

ACTION: Purge 2 of your relic fragments of the same type to gain 1 relic.

Then, return this card to the Naaz-Rokha player.

# LEADERS

# Agent-Garv and Gunn

At the end of a player's turn:

You may exhaust this card to allow that player to explore 1 of their planets.

# Commander-Dart and Tai

UNLOCK: Have 3 mechs in 3 systems.

After you gain control of a planet that was controlled by another player:

You may explore that planet.

# Hero-Hesh and Prit; Perfect Synthesis

UNLOCK: Have 3 scored objectives.

ACTION: Gain 1 relic and perform the secondary ability of up to 2 readied or unchosen strategy cards; during this action, spend command tokens from your reinforcements instead of your strategy pool.

Then, purge this card.

# STARTING COMPONENTS

# Floot

# · 2 carriers

- 1 destroyer
- · 2 fighters
- 1 mech
- · 3 infantry
- · 1 space dock

# Home System

- Naazir 2/1
- Rokha 1/2

# Technology

- Psychoarchaeology
- · Al Development
- Algorithm

# UNITS

# FLAGSHIP-Visz el Vir

Your mechs in this system roll 1 additional die during combat.

· Sustain Damage



Move

4 Capacity

# MECH-Eidolon

If this unit is in the space area of the active system at the start of a space combat, flip this card.

Sustain Damage

This card begins the game with this side faceup.



6 (x2) Combat

Move

Capacity

# MECH-Z-Grav Eidolon

If this unit is in the space area of the active system, it is also a ship. At the end of a space battle in the active system, flip this card.







# TECHNOLOGY

# Supercharge

At the start of a combat round, you may exhaust this card to apply +1 to the result of each of your unit's combat rolls during this combat round.



# Pre-Fab Arcologies

After you explore a planet, ready that planet.



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COMPLEXITY

# **ABILITIES**

# **Galactic Threat**

You cannot vote on agendas. Once per agenda phase, after an agenda is revealed, you may predict aloud the outcome of that agenda. If your prediction is correct, gain 1 technology that is owned by a player who voted how you predicted.

# **Technological Singularity**

Once per combat, after 1 of your opponent's units is destroyed, you may gain 1 technology that is owned by that player.

# Propagation

You cannot research technology. When you would research a technology, gain 3 command tokens instead.

# PROMISSORY NOTE

# Antivirus

At the start of a combat:

Place this card faceup in your play area. While this card is in your play area, the Nekro player cannot use their Technological Singularity faction ability against you.

If you activate a system that contains 1 or more of the Nekro player's units, return this card to the Nekro player.

# LEADERS

# Agent-Nekro Malleon

During the action phase:

You may exhaust this card to choose a player; that player may discard 1 action card or spend 1 command token from their command sheet to gain 2 trade

# Commander-Nekro Acidos

UNLOCK: Own 3 technologies. A "Valefar Assimilator" technology counts only if its X or Y token is on a technology.

After you gain a technology:

You may draw 1 action card.

 $\label{lem:hero-UNIT.DSGN.FLAYESH} Hero-UNIT.DSGN.FLAYESH; Polymorphic Algorithm$ 

UNLOCK: Have 3 scored objectives

ACTION: Choose a planet that has a technology specialty in a system that contains your units. Destroy any other player's units on that planet. Gain trade goods equal to that planet's combined resource and influence values and gain 1 technology that matches the specialty of that planet. Then, purge this card.

COMMODITIES

3

COMPLEXITY

# UNITS

# FLAGSHIP-The Alastor

At the start of a space combat, choose any number of your ground forces in this system to participate in that combat as if they were ships.

· Sustain Damage

8 9 (x2) 1 3

Cost Combat Move Capacity

# MECH-Mordred

During combat against an opponent who has an "X" or "Y" token on 1 or more of their technologies, apply +2 to the result of each of this unit's combat rolls.

· Sustain Damage



# **TECHNOLOGY**

# Valefar Assimilator X

When you would gain another player's technology using 1 of your faction abilities, place the "X" token on a faction technology owned by that player instead. While that token is on a technology, this card gains that technology's text. You cannot place an assimilator token on technology that already has an assimilator token.

# Valefar Assimilator Y

When you would gain another player's technology using 1 of your faction abilities, place the "Y" token on a faction technology owned by that player instead. While that token is on a technology, this card gains that technology's text. You cannot place an assimilator token on technology that already has an assimilator token.

# STARTING COMPONENTS

# Fleet

- · 1 dreadnought
- 1 carrier
- 1 cruiser
- 2 fighters
- 2 infantry
- 1 space dock

# **Home System**

• Mordai II 4/0

# Technology

- · Dacxive Animators
- Valefar Assimilator X
- Valefar Assimilator Y

# Additional

- · X Assimilator token
- · Y Assimilator token

# The Nomad

# ABILITIES

# The Company

During setup, take the 2 additional Nomad faction agents and place them next to your faction sheet; you have 3 agents.

# **Future Sight**

During the agenda phase, after an outcome you voted for or predicted is resolved, gain 1 trade good.

# PROMISSORY NOTE

# The Cavalry

At the start of a space combat against a player other than the Nomad:

During this combat, treat 1 of your non-fighter ships as if it has the Sustain Damage ability, combat value, and Anti-Fighter Barrage value of the Nomad's flagship.

Return this card to the Nomad player at the end of the combat.

# **LEADERS**

# Agent-Artuno the Betrayer

When you gain trade goods from the supply:

You may exhaust this card to place an equal number of trade goods on this card. When this card readies, gain the trade goods on this card.

# Agent-Field Marshall Mercer

At the end of a player's turn:

You may exhaust this card to allow that player to remove up to 2 of their ground forces from the game board and place them on planets they control in the active system.

# Agent-The Thundarian

After the "Roll Dice" step of combat:

You may exhaust this card. If you do, hits are not assigned to either player's units. Return to the start of this combat round's "Roll Dice" step.

# Commander-Navarch Feng

UNLOCK: Have 1 scored secret objective.

You can produce your flagship without spending resources.

# Hero-Ahk-Syl Siven; Probability Matrix

UNLOCK: Have 3 scored objectives.

ACTION: Place this card near the game board; your flagship and units it transports can move out of systems that contain your command tokens during this game round.

At the end of that game round, purge this card.

COMMODITIES

4

COMPLEXITY

# UNITS

# FLAGSHIP-Memoria I

You may treat this unit as if it were adjacent to systems that contain 1 or more of your mechs.

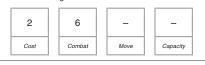
- · Sustain Damage
- · Anti-Fighter Barrage 8 (x3)



# MECH-Quantum Manipulator

While this unit is in a space area during combat, you may use its Sustain Damage ability to cancel a hit that is produced against your ships in this system.

· Sustain Damage



# **TECHNOLOGY**

# **Temporal Command Suite**

After any player's agent becomes exhausted, you may exhaust this card to ready that agent; if you ready another player's agent, you may perform a transaction with that player



# FLAGSHIP II - Memoria II

You may treat this unit as if it were adjacent to systems that contain 1 or more of your mechs.

- · Sustain Damage
- Anti-Fighter Barrage 5 (x3)



# STARTING COMPONENTS

# Fleet Home System

- 1 flagship
- 1 carrier
- 1 destroyer
- 3 fighters
- 4 infantry
- 1 space dock

-			, -	
•	Arc	turi	ıs.	4/4

Alciulus 4/2

Technology

Sling Relay

# Sardakk N'orr

# **ABILITIES**

# Unrelenting

Apply +1 to the result of each of your unit's combat rolls.

# PROMISSORY NOTE

# Tekklar Legion

At the start of a ground combat:

Apply +1 to the result of each of your unit's combat rolls during this combat. If your opponent is the N'orr player, apply -1 to the result of each of his unit's combat rolls during this combat.

Then, return this card to the N'orr player.

# LEADERS

# Agent-T'ro

At the end of a player's tactical action:

You may exhaust this card; if you do, that player may place 2 infantry from their reinforcements on a planet they control in the active system.

# Commander-G'hom Sek'kus

UNLOCK: Control 5 planets in non-home systems.

During the "Commit Ground Forces" step:

You can commit up to 1 ground force from each planet in the active system and each planet in adjacent systems that do not contain 1 of your command tokens

# Hero-Sh'val, Harbinger; Tekklar Conditioning

UNLOCK: Have 3 scored objectives.

After you move ships into the active system:

You may skip directly to the "Commit Ground Forces" step. If you do, after you commit ground forces to land on planets, purge this card and return each of your ships in the active system to your reinforcements.

# STARTING COMPONENTS

**Home System** 

· Quinarra 3/1

Tren'lak 1/0

# Fleet

- 2 carriers
- 1 cruiser
- 5 infantry
- · 1 space dock
- 1 PDS

COMMODITIES

3

COMPLEXITY

# UNITS

# FLAGSHIP—C'Morran N'orr

Apply +1 to the result of each of your other ship's combat rolls in this system.

· Sustain Damage



# MECH-Valkyrie Exoskeleton

After this unit uses its Sustain Damage ability during ground combat, it produces 1 hit against your opponent's ground forces on this planet.

· Sustain Damage



# DREADNOUGHT I-Exotrireme I

- Sustain Damage
- · Bombardment 4 (x2)

4	5	1	1	
Cost	Combat	Move	Capacity	

# TECHNOLOGY

# Valkyrie Particle Weave

After making combat rolls during a round of ground combat, if your opponent produced 1 or more hits, you produce 1 additional hit.



# DREADNOUGHT II-Exotrireme II

This unit cannot be destroyed by "Direct Hit" action cards.

After a round of space combat, you may destroy this unit to destroy up to 2 ships in this system.

- · Sustain Damage
- · Bombardment 4 (x2)





1

Capacity

# The Titans of Ul

# ABILITIES\*

# Terragenesis

After you explore a planet that does not have a sleeper token, you may place or move 1 sleeper token onto that planet.

# Awaken

After you activate a system that contains 1 or more of your sleeper tokens, you may replace each of those tokens with 1 PDS from your reinforcements.

### Coalescence

If your flagship or your Awaken faction ability places your units into the same space area or onto the same planet as another player's units, your units must participate in combat during the "Space Combat" or "Ground Combat" steps.

# PROMISSORY NOTE

### Terraform

ACTION: Attach this card to a non-home planet you control other than Mecatol Rex. Its resource and influence values are each increased by 1, and it is treated as having all 3 planet traits (cultural, hazardous, and industrial).

# **LEADERS**

# Agent-Tellurian

When a hit is produced against a unit:

You may exhaust this card to cancel that hit.

# Commander—Tungstantus

UNLOCK: Have 5 structures on the game board.

When 1 or more of your units use Production:

You may gain 1 trade good.

# Hero-UI The Progenitor; Geoform

UNLOCK: Have 3 scored objectives

ACTION: Ready Elysium and attach this card to it. Its resource and influence values are each increased by 3, and it gains the Space Cannon 5 (x3) ability as if it were a unit.

# STARTING COMPONENTS

Technology

Additional

· Antimass Deflectors

• 5 UI Sleeper tokens

· Scanlink Drone Network

# Fleet

# 1 dreadnought

- · 2 cruisers
- · 2 fighters
- · 3 infantry
- 1 space dock

# **Home System**

Elysium 4/1

COMMODITIES COMPLEXITY

# UNITS

# FLAGSHIP-Ouranos

DEPLOY: After you activate a system that contains 1 or more of your PDS, you may replace 1 of those PDS with this unit.

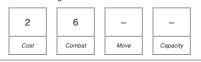
· Sustain Damage



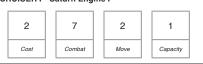
# MECH-Hecatoncheires

DEPLOY: When you would place a PDS on a planet, you may place 1 mech and 1 infantry on that planet instead.

· Sustain Damage



# CRUISER I-Saturn Engine I



# PDS I-Hel Titan I

This unit is treated as both a structure and a ground force. It cannot be transported.

7	<ul> <li>Planetary Shield</li> </ul>
	<ul> <li>Sustain Damage</li> </ul>
Combat	Production 1

# Production 1

· Space Cannon 6

# TECHNOLOGY

# CRUISER II-Saturn Engine II

2 6



# PDS II-Hel Titan II

Combat

This unit is treated as both a structure and a ground force. It cannot be transported. You may use this unit's Space Cannon against ships that are adjacent to this unit's system.



· Production 1



# The Universities of Jol-Nar

# ABILITIES

# Fragile

Apply -1 to the result of each of your unit's combat rolls.

# Brilliant

When you spend a command token to resolve the secondary ability of the "Technology" strategy card, you may resolve the primary ability instead.

When you research a technology that is not a unit upgrade technology, you may ignore 1 prerequisite.

# PROMISSORY NOTE

# Research Agreement

After the Jol-Nar player researches a technology that is not a faction technology:

Gain that technology.

Then, return this card to the Jol-Nar player.

# LEADERS

# Agent-Doctor Sucaban

When a player spends resources to research:

You may exhaust this card to allow that player to remove any number of their infantry from the game board. For each unit removed, reduce the resources spent by 1.

# Commander-Ta Zern

UNLOCK: Own 8 technologies.

After you roll dice for a unit ability:

You may reroll any of those dice.

# Hero-Rin, the Master's Legacy: Genetic Memory

UNLOCK: Have 3 scored objectives.

ACTION: For each non-unit upgrade technology you own, you may replace that technology with any technology of the same color from the deck.

Then, purge this card.

# STARTING COMPONENTS

# Fleet

- 1 dreadnought
- · 2 carriers
- 1 fighter
- · 2 infantry
- 1 space dock
- 2 PDS

# Home System

- Jol 1/2
- Nar 2/3

# Technology

- · Antimass Deflectors
- · Sarween Tools
- Neural Motivator
- · Plasma Scoring

COMMODITIES

COMPLEXITY

# UNITS

# FLAGSHIP-J.N.S. Hylarim

When making a combat roll for this ship, each result of 9 or 10, before applying modifiers, produces 2 additional hits.

· Sustain Damage



# MECH-Shield Paling

Your infantry on this planet are not affected by your Fragile faction ability.

· Sustain Damage



# **TECHNOLOGY**

# E-Res Siphons

After another player activates a system that contains 1 or more of your ships, gain 4 trade goods.



# Spacial Conduit Cylinder

You may exhaust this card after you activate a system that contains 1 or more of your units; that system is adjacent to all other systems that contain 1 or more of your units during this activation.



# The Vuil'Raith Cabal

# ABILITIES

# Devour

Capture your opponent's non-structure units that are destroyed during combat.

# Amalgamation

When you produce a unit, you may return 1 captured unit of that type to produce that unit without spending resources.

# Riftmeld

When you research a unit upgrade technology, you may return 1 captured unit of that type to ignore all of that technology's prerequisites.

# PROMISSORY NOTE

### Crucible

After you activate a system:

Your ships do not roll for gravity rifts during this movement; apply an additional +1 to the move values of your ships that would move out of or through a gravity rift instead.

Then, return this card to the Vuil'raith player.

# **LEADERS**

# Agent-The Stillness of Stars

After another player replenishes commodities:

You may exhaust this card to convert their commodities to trade goods and capture 1 unit from their reinforcements that has a cost equal to or lower than their commodity value.

# Commander-That Which Molds Flesh

UNLOCK: Have units in 3 gravity rifts.

When you produce fighter or infantry units:

Up to 2 of those units do not count against your Production limit.

# Hero-It Feeds on Carrion; Dimensional Anchor UNLOCK: Have 3 scored objectives.

ACTION: Each other player rolls a die for each of his non-fighter ships that are in or adjacent to a system that contains a dimensional tear; on a 1-3, capture that unit. If this causes a player's ground forces or fighters to be removed, also capture those units.

Then, purge this card.

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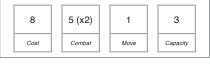
# COMPLEXITY

# UNITS

# FLAGSHIP-The Terror Between

Capture all other non-structure units that are destroyed in this system, including your own.

- Sustain Damage
- Bombardment 5



# MECH-Reanimator

When your infantry on this planet are destroyed, place them on your faction sheet; those units are captured.

Sustain Damage



# SPACE DOCK I-Dimensional Tear I

This system is a gravity rift; your ships do not roll for this gravity rift. Place a dimensional tear token beneath this unit as a reminder.

Up to 6 fighters in this system do not count against your ships' capacity.

Production 5

# TECHNOLOGY

# Vortex

ACTION: Exhaust this card to choose another player's non-structure unit in a system that is adjacent to 1 or more of your space docks Capture 1 unit of that type from that player's reinforcements



# SPACE DOCK II—Dimensional Tear II

This system is a gravity rift; your ships do not roll for this gravity rift. Place a dimensional tear token beneath this unit as a reminder.

Up to 12 fighters in this system do not count against your ships' capacity.

Production 7



# STARTING COMPONENTS

# Fleet

- 1 dreadnought
- 1 carrier
- 1 cruiser
- · 3 fighters • 3 infantry
- · 1 space dock

# **Home System**

- · Acheron 4/0
- Technology
- · Self-Assembly Routines

# Additional

· 3 Dimensional Tear tokens

# ABILITIES

# **Blood Ties**

You do not have to spend influence to remove the custodians token from Mecatol Rex.

After you resolve a tactical action during which you gained control of Mecatol Rex, you may place 1 PDS and 1 space dock from your reinforcements on Mecatol Rex.

# PROMISSORY NOTE

# Acquiesence

At the end of the strategy phase:

Exchange 1 of your strategy cards with a strategy card that was chosen by the Winnu player.

Then, return this card to the Winnu player.

# **LEADERS**

# Agent-Berekar Berekon

When 1 or more of a player's units use Production: You may exhaust this card to reduce the combined

# cost of the produced units by 2. Commander-Rickar Rickani

UNLOCK: Control Mecatol Rex or enter into a combat in the Mecatol Rex system.

# During combat:

Apply +2 to the result of each of your unit's combat rolls in the Mecatol Rex system, your home system, and each system that contains a legendary planet.

# Hero-Mathis Mathinus: Imperial Seal

UNLOCK: Have 3 scored objectives.

ACTION: Perform the primary ability of any strategy card. Then, choose any number of other players. Those players may perform the secondary ability of that strategy card.

Then, purge this card.

# STARTING COMPONENTS

**Home System** 

# Fleet

COMPLEXITY

# UNITS

# FLAGSHIP-Salai Sai Corian

When this unit makes a combat roll, it rolls a number of dice equal to the number of your opponent's nonfighter ships in this system.

· Sustain Damage

8 Coet Combat

Move

3 Capacity

# MECH-Reclaimer

After you resolve a tactical action during which you gained control of this planet, you may place 1 PDS or 1 space dock from your reinforcements on this planet.

· Sustain Damage

2 Cost

6 Combat Move

Canacity

# TECHNOLOGY

Lazax Gate Folding

During tactical actions, if you do not control Mecatol Rex, treat its system as if it has both an alpha and beta wormhole.

ACTION: If you control Mecatol Rex, exhaust this card to place 1 infantry from your reinforcements on Mecatol Rex.



# Hegemonic Trade Policy\*

Exhaust this card when 1 or more of your units use Production; swap the resource and influence values of 1 planet you control until the end of your turn.



<ul> <li>1 carrier</li> </ul>	• Winnu 3/4
• 1 cruiser	Technology
<ul><li>2 fighters</li><li>2 infantry</li></ul>	Choose any 1 technology that has no prerequisites.
1 space dock	
• 1 PDS	
COMMODITIES	

\*Living rules modification v3.3

# The Xxcha Kingdom

# **ABILITIES**

# Peace Accords

After you resolve the primary or secondary ability of the "Diplomacy" strategy card, you may gain control of 1 planet other than Mecatol Rex that does not contain any units and is in a system that is adjacent to a planet you control.

# Quash

When an agenda is revealed, you may spend 1 token from your strategy pool to discard that agenda and reveal 1 agenda from the top of the deck. Players vote on this agenda instead.

# PROMISSORY NOTE

# Political Favor\*

When an agenda is revealed:

Remove 1 token from the Xxcha player's strategy pool and return it to their reinforcements. Then, discard the revealed agenda and reveal 1 agenda from the top of the deck. Players vote on this agenda instead.

Then, return this card to the Xxcha player.

# **LEADERS**

# Agent-Ggrocuto Rinn

ACTION: Exhaust this card to ready any planet; if that planet is in a system that is adjacent to a planet you control, you may remove 1 infantry from that planet and return it to its reinforcements.

# Commander-Elder Qanoi

UNLOCK: Control planets that have a combined total of at least 12 influence.

Each planet you exhaust to cast votes provides 1 additional vote.

Game effects cannot prevent you from voting on an agenda.

# Hero-Xxekir Grom; Political Data Nexus

UNLOCK: Have 3 scored objectives.

ACTION: You may discard 1 law from play. Look at the top 5 cards of the agenda deck. Choose 2 to reveal, and resolve each as if you had cast 1 vote for an outcome of your choice; discard the rest. Other players cannot resolve abilities during this action.

Then, purge this card.

# STARTING COMPONENTS

# Fleet

- 1 carrier
- · 2 cruisers
- · 3 fighters
- 4 infantry
- · 1 space dock
- 1 PDS

# **Home System**

- · Archon Ren 2/3
- Archon Tau 1/1

# Technology

· Graviton Laser System

COMMODITIES

COMPLEXITY



# UNITS

# FLAGSHIP-Loncarra Ssodu

You may use this unit's Space Cannon against ships that are in adjacent systems.

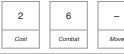
- Sustain Damage
- · Space Cannon 5 (x3)

7 (x2) Combat Move

# MECH-Indomitus

You may use this unit's Space Cannon against ships that are in adjacent systems.

- Sustain Damage
- · Space Cannon 8





Capacity

# TECHNOLOGY

# Instinct Training

You may exhaust this card and spend 1 token from your strategy pool when another player plays an action card; cancel that action card.



# **Nullification Field**

After another player activates a system that contains 1 or more of your ships, you may exhaust this card and spend 1 token from your strategy pool; immediately end that player's turn.



\*Living rules modification v3.3

# The Yin Brotherhood

# **ABILITIES**

# Indoctrination

At the start of a ground combat, you may spend 2 influence to replace 1 of your opponent's participating infantry with 1 infantry from your reinforcements.

# Devotion\*

After each space battle round, you may destroy 1 of your cruisers or destroyers in the active system to produce 1 hit and assign it to 1 of your opponent's ships in that system.

# PROMISSORY NOTE

# Greyfire Mutagen

After a system is activated:

The Yin player cannot use faction abilities or faction technology during this tactical action.

Then, return this card to the Yin player.

# **LEADERS**

# Agent-Brother Milor

After a player's destroyer or cruiser is destroyed, you may exhaust this card.

If you do, that player may place up to 2 fighters from their reinforcements in that unit's system.

# Commander-Brother Omar

UNLOCK: Use your Indoctrination faction ability.

This card satisfies a green technology prerequisite.

You may produce 1 additional infantry for their cost, these infantry do not count against your production

# Hero-Dannel of the Tenth; Spinner Overdrive

UNLOCK: Have 3 scored objectives.

ACTION: For each planet that contains any number of your infantry, either ready that planet or place an equal number of infantry from your reinforcements on that planet.

Then, purge this card.

# STARTING COMPONENTS

· Darien 4/4

Technology

· Sarween Tools

# Fleet Home System

# 2 carriers

• 1 destrover

4 fighters

4 infantry

4 1111001101 y

1 space dock

COMMODITIES

2

COMPLEXITY

# UNITS

# FLAGSHIP-Van Hauge

When this ship is destroyed, destroy all ships in this system.

· Sustain Damage



# MECH-Moyin's Ashes

DEPLOY: When you use your Indoctrination faction ability, you may spend 1 additional influence to replace your opponent's unit with 1 mech instead of 1 infantry.

· Sustain Damage



# TECHNOLOGY

# Impulse Core

At the start of a space combat, you may destroy 1 of your cruisers or destroyers in the active system to produce 1 hit against your opponent's ships; that hit must be assigned by your opponent to 1 of their non-fighters ships if able.



# Yin Spinner

After 1 or more of your units use Production, place 1 infantry from your reinforcements on a planet you control in that system.

1	)
1	)

\*<u>Living rules</u> modification v3.3

# The Yssaril Tribes

# ABILITIES

# Stall Tactics

ACTION: Discard 1 action card from your hand.

# Schemina

When you draw 1 or more action cards, draw 1 additional action card. Then, choose and discard 1 action card from your hand.

You can have any number of action cards in your hand. Game effects cannot prevent you from using this ability

# PROMISSORY NOTE

# Spy Net

At the start of your turn:

Look at the Yssaril player's hand of action cards. Choose 1 of those cards and add it to your hand.

Then, return this card to the Yssaril player.

# LEADERS

# Agent-Ssruu

This card has the text ability of each other player's agent, even if that agent is exhausted.

# Commander-So Ata

UNLOCK: Have 7 Action cards.

After another player activates a system that contains

You may look at that player's action cards, promissory notes, or secret objectives.

# Hero-Kyver, Blade and Key; Guild of Spies

UNLOCK: Have 3 scored objectives.

ACTION: Each other player shows you 1 action card from their hand. For each player, you may either take that card or force that player to discard 3 random action cards from their hand.

Then, purge this card.

# STARTING COMPONENTS

# Fleet

# **Home System** · Retillion 2/3

- · 2 carriers
- 1 cruiser · Shallog 1/2
- · 2 fighters
- Technology 5 infantry Neural Motivator
- 1 space dock
- 1 PDS

COMMODITIES

COMPLEXITY

# UNITS

# FLAGSHIP-Y'sia Y'ssrila

This ship can move through systems that contain other player's ships.

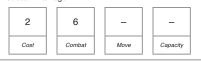
· Sustain Damage



# MECH-Blackshade Infiltrator

DEPLOY: After you use your Stall Tactics faction ability, you may place 1 mech on a planet you control.

Sustain Damage



# **TECHNOLOGY**

# Transparasteel Plating

During your turn of the action phase, players that have passed cannot play action cards.



# Mageon Implants

ACTION: Exhaust this card to look at another player's hand of action cards. Choose 1 of those cards and add it to your hand.

(	)
1	)
ľ	)

# Notes

# TITANS ABILITY FLOW CHART

# Activation (When)

- 1. Do you have units on planets in the system?
  - If YES— May explore one planet that has your units [Scanlink Drone Network]
  - i. Did you explore a planet without a sleeper token?
  - If YES— May place or move 1 sleeper token onto that planet [Terragenesis]

# Activation (After)

- 2. Do you have a PDS in this system? (must have been present at start of the tactical action)
  - If YES— May replace 1 PDS with your flagship [Flagship ability]
- Do you have sleeper tokens in the system? (must have been present at the start of the tactical action)
  - If YES— May replace each sleeper token with 1 PDS [Awaken] or 1 mech and 1 inf [Mech ability]

# Invasion (Establish Control)

- 4. Did you explore a planet?
  - If YES— May place or move 1 sleeper token onto that planet [Terragenesis]

# Production

- · REMINDER- Your PDS have Production 1
- 5. Is your Commander unlocked and you are producing at least 1 unit?
  - If YES— Gain 1 TG (may be spent during production) [Commander ability]

# Notes

Design and edit by KingDaDaDog

TI4 POK Game Summary

# STRATEGY CARDS

# LEADERSHIP .

# Primary ability

- · Gain 3 command tokens.
- Spend any amount of influence to gain 1 command token for every 3 influence spent.

# Secondary ability

 Spend any amount of influence to gain 1 command token for every 3 influence spent.

# DIPLOMACY

# Primary ability\*

 Choose 1 system other than the Mecatol Rex system that contains a planet you control; each other player places a command token from their reinforcements in the chosen system. Then, ready up to 2 exhausted planets you control.

2

# Secondary ability

• Spend 1 token from your strategy pool to ready up to 2 exhausted planets you control.

# POLITICS |

# Primary ability

- Choose a player other than the speaker. That player gains the speaker token.
- · Draw 2 action cards
- Look at the top 2 cards of the agenda deck. Place each card on the top or bottom of the deck in any order.

# Secondary ability

Spend 1 token from your strategy pool to draw 2 action cards.

# CONSTRUCTION

# Primary ability

- Place 1 PDS or 1 space dock on a planet you control.
- Place 1 PDS on a planet you control.

# Secondary ability'

 Spend 1 token from your strategy pool and place it in any system; you may place either 1 space dock or 1 PDS on a planet you control in that system.

# TRADE

# Primary ability

- · Gain 3 trade goods.
- · Replenish commodities.
- Choose any number of other players. Those players use the secondary ability of this strategy card without spending a command token.

# Secondary ability

 Spend 1 token from your strategy pool to replenish your commodities.

# WARFARE

# Primary ability

- Remove 1 of your command tokens from the game board; then, gain 1 command token.
- Redistribute any number of the command tokens on your command sheet.

# Secondary ability

 Spend 1 token from your strategy pool to use the Production ability of 1 of your space docks in your home system.

# TECHNOLOGY |

# Primary ability

- · Research 1 technology.
- · Spend 6 resources to research 1 technology.

# Secondary ability

 Spend 1 token from your strategy pool and 4 resources to research 1 technology.

# IMPERIAL

7

# Primary ability

- Immediately score 1 public objective if you fulfill its requirements.
- Gain 1 victory point if you control Mecatol Rex; otherwise, draw 1 secret objective.

# Secondary ability

 Spend 1 token from your strategy pool to draw 1 secret objective.

\*<u>Living rules</u> modification v3.3

# **BASE UNITS**

# CARRIER I

# 3 9 1 4 Cost Combat Move Capacity

# CRUISER I

2	7	2	_	
Cost	Combat	Move	Capacity	

# DESTROYER I

Anti-Fighter Barrage 9 (x2)



# DREADNOUGHT I

- · Sustain Damage
- Bombardment 5



# FIGHTER I

1 [x2]	9	-	_
Cost	Combat	Move	Capacity

# INFANTRY I

1 [x2]	8	_	_
Cost	Combat	Move	Capacity

# PDS I

- · Planetary Shield
- · Space Cannon 6

# SPACE DOCK I

This unit's Production value is equal to 2 more than the resource value of this planet.

Up to 3 fighters in this system do not count against your ships' capacity.

• Production X

# PROMISSORY NOTES

# Alliance

When you receive this card, if you are not the [player], you must place it faceup in your play area.

While this card is in your play area, you can use the [player]'s commander ability, if it is unlocked.

If you activate a system that contains 1 or more of the [player]'s units, return this card to the [player].

### Ceasefire

After the [player] activates a system that contains 1 or more of your units:

The [player] cannot move units into the active system.

Then, return this card to the [player].

### Political Secret

When an agenda is revealed:

The [player] cannot vote, play action cards, or use faction abilities until after that agenda has been resolved.

Then, return this card to the [player].

# Support for the Throne

When you receive this card, if you are not the [player], you must place it faceup in your play area and gain 1 victory point.

If you activate a system that contains 1 or more of the [player]'s units, or if the [player] is eliminated, lose 1 victory point and return this card to the [player].

# Trade Agreement

When the [player] replenishes commodities:

Then, return this card to the [player].

The [player] gives you all of his commodities.

# BIOTIC TECH Neural Motivator During the status phase, draw 2 action cards instead of 1. Psychoarchaeology You can use technology specialties on planets you control without exhausting them, even if those planets are exhausted. During the action phase, you can exhaust planets you control that have technology specialties to gain 1 trade good. **Dacxive Animators** After you win a ground combat, you may place 1 infantry from your reinforcements on that planet. Bio-Stims You may exhaust this card at the end of your turn to ready 1 of your planets that has a technology specialty or 1 of your other technologies. Hyper Metabolism During the status phase, gain 3 command

# X-89 Bacterial Weapon

tokens instead of 2.

ACTION: Exhaust this card and choose 1 planet in a system that contains 1 or more of your ships that have Bombardment; destroy all infantry on that planet

# PROPULSION TECH

# Antimass Deflectors

Your ships can move into and through asteroid

When other players' units use Space Cannon against your units, apply -1 to the result of each die roll.

# Dark Energy Tap

After you perform a tactical action in a system that contains a frontier token, if you have 1 or more ships in that system, explore that token.

Your ships can retreat into adjacent systems that do not contain other players' units, even if you do not have units or control planets in that

# **Gravity Drive**

After you activate a system, apply +1 to the move value of 1 of your ships during this tactical action.

# Sling Relay

ACTION: Exhaust this card to produce 1 ship in any system that contains 1 of your space docks.

# Fleet Logistics

During each of your turns of the action phase, you may perform 2 actions instead of 1.

# Light/Wave Deflector

Your ships can move through systems that contain other players' ships.

CYB	ERN	ETIC TECH	
Sarween Tools		Predictive Intelligence	
When 1 or more of your units use Production, reduce the combined cost of the produced units by 1.	-	At the end of your turn, you may exhaust this card to redistribute your command tokens.  When you cast votes during the agenda phase,	
Scanlink Drone Network When you activate a system, you may explore 1 planet in that system that contains 1 or more	_	you may cast 3 additional votes; if you do, and the outcome you voted for is not resolved, exhaust this card.	
of your units.		Transit Diodes	
Graviton Laser System  You may exhaust this card before 1 or more of your units use Space Cannon; hits produced	~	You may exhaust this card at the start of your turn during the action phase; remove up to 4 of your ground forces from the game board and place them on 1 or more planets you control.	
y those units must be assigned to non-fighter hips if able.		Integrated Economy  After you gain control of a planet, you may produce any number of units on that planet that have a combined cost equal to or less than that planet's resource value.	<b>*</b>

# WARFARE TECH

# Plasma Scoring

When 1 or more of your units use Bombardment or Space Cannon, 1 of those units may roll 1 additional die.

# Al Development Algorithm

When you research a unit upgrade technology, you may exhaust this card to ignore any 1 prerequisite.

When 1 or more of your units use Production, you may exhaust this card to reduce the combined cost of the produced units by the number of unit upgrade technologies that you own.

# Magen Defense Grid

You may exhaust this card at the start of a round of ground combat on a planet that contains 1 or more of your units with Planetary Shield; your opponent cannot make combat rolls this round.

# **Self-Assembly Routines**

After 1 or more of your units use Production, you may exhaust this card to place 1 mech from your reinforcements on a planet you control in that system.

After 1 of your mechs is destroyed, gain 1 trade good.

# **Duranium Armor**

During each combat round, after you assign hits to your units, repair 1 of your damaged units that did not Sustain Damage during this combat round.

# 1

### **Assault Cannon**

At the start of a space combat in a system that contains 3 or more of your non-fighter ships, your opponent must destroy 1 of their non-fighter ships.



# **UNIT UPGRADE TECH**

# CARRIER II



CRUISER II						
	2	6	3	1	•	
	Cost	Combat	Move	Capacity	•	

# **DESTROYER II**

· Anti-Fighter Barrage 6 (x3)

1	8	2	-	1
Cost	Combat	Move	Capacity	

# DREADNOUGHT II

This unit cannot be destroyed by "Direct Hit" action cards.

- · Sustain Damage
- Bombardment 5

Cost Combat Move Capa	city

# FIGHTER II

This unit may move without being transported. Fighters in excess of your ships' capacity count against your fleet pool.



# INFANTRY II

After this unit is destroyed, roll 1 die. If the result is 6 or greater, place the unit on this card. At the start of your next turn, place each unit that is on this card on a planet you control in your home system.



# PDS II

You may use this unit's Space Cannon against ships that are adjacent to this unit's system.

- Planetary Shield
- · Space Cannon 5

# SPACE DOCK II

This unit's Production value is equal to 4 more than the resource value of this planet.

Up to 3 fighters in this system do not count against your ships' capacity.

Production X

# WAR SUN

Other players' units in this system lose Planetary Shield.

· Sustain Damage

•	Bombardn	nent 3 (x3)			
	12	3 (x3)	2	6	ě
	Cost	Combat	Move	Capacity	

# TOKEN SHEET QUICK REFERENCE

# Types of actions

- · Strategic Action
- Tactical Action
- · Component Action

# The Tactical Action

- 1 Activation
- 2. Movement
- i. Move Ships
- ii. Space Cannon Offense
- 3. Space Combat
- i. Anti-Fighter Barrage
- ii. Announce Retreats
- iii. Make Combat Rolls
- iv. Assign Hits
- v. Retreat
- 4. Invasion
- i. Bombardment
- ii Commit Ground Forces
- iii. Space Cannon Defense
- iv. Ground Combat
- v. Establish Control
- 5. Production

# Status Phase

- 1. Score Objectives
- 2. Reveal Public Objectives
- 3. Draw Action Cards
- 4. Remove Command Tokens
- 5. Gain and Redistribute Tokens
- 6. Ready Cards
- 7. Repair Units
- 8. Return Strategy Cards

# **Anomalies**

- · Asteroid Field
- » Ships cannot move through or into
- Nebula
- » Ships cannot move through
- » Ships in Nebula move set to 1; other abilities/ effects can increase the number
- » +1 combat die results to defender in space combat
- · Supernova
- » Ships cannot move through or into
- · Gravity Rift
- » Each ship moving through or out of applies +1 move and rolls 1 die; unit is destroyed on results of 1-3

# LEADER SHEET QUICK REFERENCE

# Agenda phase

- 1. First Agenda
- i. Reveal Agenda
- ii Vote
- iii. Resolve Outcome
- 2. Second Agenda
- i. Reveal Agenda
- ii. Vote
- iii. Resolve Outcome
- 3. Ready Planets

# Leaders

- Agent
- » Can be exhausted to use its ability
- » Can interact with other players
- Commander
- » Must be unlocked to use its ability
- » Can be shared via "Alliance" note
- Hero
- » Must be unlocked to use its ability
- » Powerful once-per-game ability

# **Terminology**

- Purge
  - » A purged card is removed from the game and returned to the game box
- Explore
- » Draw a card from the exploration deck that
- matches the planet or token
- Attach
- » This card attaches to a planet card
- · Deploy
- » This ability can be used to place a unit from a player's reinforcements

# **Exploration Tokens**

- · Ion Storm
- » Flips when ships use its wormholes
- · Destroyed Planet
  - » Card is purged; cannot land units

# **Wormhole Nexus**

# POK REMINDERS

### Leaders

· Use them! And be aware of other's abilities

# Deploy

- · Alternate way to place units on the game board
- · Can only be resolved for units in reinforcements
- · Can be resolved only once per timing window

# Capture

- Placed on the capturing player's faction sheet until "returned"
- If at least one of a player's space docks is being blockaded, they cannot capture from the player who is blockading them
- · Rules for capture vary depending on type of unit
- · Non-fighter ships and mechs
- » Place it on faction sheet
- » When returned, placed in that players reinforcements
- » Can be returned as follows— as part of a transaction, through an ability (as a cost for an effect), blockading a space dock of the player who captured it
- · Fighters and ground forces
- » Goes in the captured player's reinforcements
- » Capturing player places a corresponding token from the supply on their faction sheet
- » Cannot be returned as part of transaction or blockade
- » When returned through an ability, they return to the supply

# Legendary planets

- · When first explored, ability cards are active
- If player gains control of an exhausted ability, it remains exhausted

# Exploration

- · Don't forget to explore uncontrolled planets!
- If you gain control of multiple planets, you choose the order to explore (drawing and resolving before going to next one)
- Dark Energy Tap can explore frontier tokens

# Relic fragments & Relics

- · Fragments and relics go faceup in player area
- Purging fragments is a component action
- Fragments can be exchanged as part of a transaction

# **LEGENDARY PLANETS**

# Hope's End

• 3/0

Hazardous

Imperial Arms Vault

You may exhaust this card at then end of your turn to place 1 mech from your reinforcements on any planet you control or draw 1 action card.

# Mallice

- 0/3
- Cultural

Exterrix Headquarters

You may exhaust this card at then end of your turn to gain 2 trade goods or convert all of your commodities to trade goods.

# Mirage

- 1/2
- Cultural

Mirage Flight Academy

You may exhaust this card at the end of your turn to place up to 2 fighters from your reinforcements in any system that contains 1 or more of your ships.

# Primor

- 2/1
- Cultural

The Atrament

You may exhaust this card at the end of your turn to place up to 2 infantry from your reinforcements on any planet you control.

# **GAME OVERVIEW**

# Strategy Phase

- · Start with the speaker go clockwise
- · Any cards not taken gain 1 trade good

# **Action Phase**

- · Initiative order
- Do one of 3 types of action, or pass; must do strategic action before passing
- · Repeat until everyone has passed
- Strategic Action
- » Use the primary ability of a strategy card
- » All players, start to left and going clockwise, can do the secondary action
- » Players who have passed may do secondary action
- · Component Action
- » Do an action granted by your faction sheet, tech, prommisory note, or action card
- Tactical Action
- 1. Activation
- » Place a command token (from your tactic pool) in a system that does not contain one of your command tokens
- 2. Movement
- i. Move ships
- » Can't move ships from a system that has your command token, but you may move through
- » Can pick up ground forces and fighters on the way (if no command token in their system)
- » Can move from and then back into the active system
- » All movement happens simultaneously
- ii. Space Cannon Offense
- » Starting with the active player and going clockwise, players may target the active system
- » Players other than the active player must target the active player's units
- » All player's dice are rolled before assigning hits
- » Assign hits, clockwise through players
- » Can use Sustain Damage (and "Direct Hit")
- 3. Space Combat
- » Before space combat: Any ability that states "before space combat"
- i. Anti-Fighter Barrage
- » Players assign hits to their respective fighters (excess hits have no effect)
- ii. Announce Retreats
- » Defender first, the attacker cannot retreat if the defender retreats
- iii. Make Combat Rolls
- » Abilities allowing "rerolls" are used after all dice are rolled
- iv. Assign Hits
- » Owner decides which units get hit
- » Capacity is not enforced during space combat, but will apply after
- v. Retreat
- » Cannot retreat if there are none of the opposing player's ships left
- » Can only retreat to an adjacent system that has a planet you control or one of your units; cannot retreat to a system that contains another player's ships

- » Move all ships to the system and place a command token (from reinforcements)
- vi. Space Combat ends?
- » Repeat from ii. if combat is unresolved
- » Check capacity and Fleet Pool
- » In case of a stalemate, the attacker must retreat or their units are destroyed
- » To win a space combat, the player must have at least one ship left in the system
- 4. Invasion
- i. Bombardment
- » The attacker decides which units (if any) are going to bombard which planets before rolling any dice
- » Planets that have a unit that provides Planetary Shield cannot be bombarded
- ii. Commit Ground Forces
- » Decide which ground forces are invading which planets. (can be zero)
- iii. Space Cannon Defence
- » Units with the Space Cannon ability on the planet may fire at the ground forces
- iv. Ground Combat
- » Make combat rolls for each ground force on the planet; assign hits after all rolls
- » Repeat until all units on one or both sides are destroyed
- v. Establish Control
- » If all ground forces are destroyed the defender retains control
- » If the attacker wins, remove enemy structures and gain planet card (exhausted)
- vi. Production
- » Units with Production can produce
- » Blockade: A unit cannot produce ships if there are other players ships in the system
- » A space dock can only produce a number of units equal to the resource (yellow) value of the planet it is on +2
- » If you do not have a unit in your reserve, you may remove one from a system that does not have one of your command tokens

# Status Phase

- · All steps in Initiative order
- · Can score 1 public, 1 secret objective
- Cannot score public if you do not control all your home planets

# Agenda Phase

- · Skip until Mecatol Rex has been invaded
- Speaker draws and reads top agenda card
  - » "When agenda card is revealed" effects
  - » "After agenda card is revealed" effects
- · Vote using influence (planets only, no trade goods)
  - » Clockwise, starting from left of speaker
  - » Can only vote on one outcome; can abstain
- » Speaker is tie-breaker
- During each agenda, anyone may make a single transaction with each player
- · Repeat for second agenda
- · Ready planets

#### IMPORTANT RULES

#### Units

- · A space dock can support 3 fighters
- · PDS II can fire through wormholes
- · 2 PDS and 1 space dock max on planets
- Game effects that affect combat rolls (reroll, modify) do not apply to abilities

#### Objectives

- You can only have 3 total scored and unscored secret objectives
- Can only score 1 objective during each combat;
   Can score during both space and ground combat of same action
- Objectives that require to "destroy" a unit can be from hits in combat, an action card, technology, or any other ability that uses "destroy" terminology

#### **Action Cards**

- · There is a hand limit of 7 action cards
- Multiple cards with the same name can't be played during a single timing window to affect the same units or game effect
- » Exception– If your first copy of a card gets sabotaged you can play a second
- The "Skilled Retreat" is not the same as a tactical action "retreat"

#### **Transactions and Promissory Notes**

- · Only one transaction with each player per turn
- Players can exchange only one promissory note each as part of a single transaction
- Players can trade promissory notes of other factions that they've received
- Promissory notes in the play area cannot be traded (Support for the Throne, Alliance)

#### Technology

- You can exhaust a planet with a tech speciality as a prerequisite when researching
- Unit upgrades do not have a color, so they do not count as a prerequisites or count towards certain tech objectives

#### **Warfare Secondary**

Command token goes in reinforcements, not home system

#### Agenda phase

- "Whens" and "Afters" are in speaker order, starting with the speaker
- If an agenda outcome affects multiple players, it does so in speaker order
- Riders are resolved after the agenda is fully resolved, in speaker order
- If a player successfully predicts multiple riders, they resolve one at a time, in the order that player chooses, with each other player having the opportunity to resolve an ability between each

#### PLANET TRAITS







CULTURAL

HAZARDOUS

INDUSTRIAL

#### **SCENARIOS**

#### Age of Exploration

Relics require only 2 matching fragments be purged instead of 3.

The Naaz-Rokha Alliance's Fabrication faction ability and Black Market Forgery promissory note do not require purged fragments to match.

All players can perform the following action:

ACTION: You may exhaust Dark Energy Tap and roll 1 die. On a result of 1–4, draw a random unused red tile, on a result of 5–10, draw a random unused blue tile; place that tile adjacent to any border system that contains your ships\*. Place a frontier token in the newly placed system if it does not contain any planets.

\*adjacent to any 2 border systems?

#### Minor Factions

During setup, players are dealt 1 fewer blue tile. Before creating the galaxy, shuffle the reference cards for factions not being played and deal 1 to each player. In speaker order, players take turns placing those faction's home systems in the second ring, equidistant from players' home systems. Then, they place 3 neutral infantry on those planets, split as evenly as possible between them.

When a player owns each planet in a non-player faction's home system, they take that faction's alliance ability from the deck or from the player that owned it previously.

Non-player home planets gain all three planet traits (cultural, industrial, and hazardous).

Notes	
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	-

Notes	

Design and edit by KingDaDaDog





CARD	FOR	AGAINST	NOTES
Anti-Intellectual Revolution	After a player researches a technology, that player must destroy 1 of their non-fighter ships.	At the start of the next strategy phase, each player chooses and exhausts 1 planet for each technology that they own.	Does affect: "Research" in any phase Does NOT affect: "Gain" in any phase
Articles of War	All mechs lose their printed abilities except for Sustain Damage.	Each player that voted "For" gains 3 trade goods.	
Checks and Balances	When a player chooses a strategy card during the strategy phase, they give that strategy card to another player that does not have one (or a player that does not have two in a 3- or 4-player game), if able.	Each player readies only 3 of their planets at the end of this agenda phase.	
Classified Document Leaks	When this agenda is revealed, if there are no scored secret objectives, discard this card and reveal another agenda from the top of the deck.  Elect Scored Secret Objective  The elected secret objective becomes a public objective; place it near the other public objectives in the common play area.	-	The chosen SO no longer counts towards the regular limit of 3 SO for original owner. WHEN REPEALED: If original owner has 3 scored SO, they now have 4. If original owner has less than 3 scored SO, he discards down to a total of 3 scored and unscored. All others who had scored the publicized SO are not affected.
Committee Formation	Elect Player The elected player gains this card. Before players vote on an agenda that requires a player to be elected, the owner of this card may discard this card to choose a player to be elected. Players do not vote on that agenda.	-	
Conventions of War	Players cannot use Bombardment against units that are on cultural planets.	Each player that voted "Against" discards all of their action cards.	
Enforced Travel Ban	Alpha and beta wormholes have no effect during movement.	Destroy each PDS in or adjacent to each system that contains a wormhole.	Ghost of Creuss are not affected by the "For".
Executive Sanctions	Each player can have a maximum of 3 action cards in their hand.	Each player discards 1 random action card from their hand.	The Yssaril Tribes are not affected by the "For".
Fleet Regulations	Each player cannot have more than 4 tokens in their fleet pool.	Each player places 1 command token from their reinforcements in their fleet pool.	
Homeland Defense Act	Each player can have any number of PDS units on planets they control.	Each player destroys 1 of their PDS units.	When repealed: Destroy down to 2 PDS on each planet.
Imperial Arbiter	Elect Player The elected player gains this card. At the end of the strategy phase, the owner of this card may discard this card to swap 1 of their strategy cards with 1 of another player's strategy cards.	-	Any TGs on the SC remain with the player that picked the SC first.  Timing window afterwards to play cards/abilities in clockwise order from owner of this card (Hacan with QDN).
Minister of Commerce	Elect Player The elected player gains this card. After the owner of this card replenishes commodities, they gain 1 trade good for each player that is their neighbor.	-	
Minister of Exploration	Elect Player The elected player gains this card. When the owner of this card gains control of a planet, they gain 1 trade good.	-	
Minister of Industry	Elect Player The elected player gains this card. When the owner of this card places a space dock in a system, that player's units in that system may use their Production abilities.	-	Can use the Production ability of ALL units in the system.  Does not apply to effects that "replace" units.
Minister of Peace	Elect Player The elected player gains this card. After a player activates a system that contains 1 or more of a different player's units, the owner of this card may discard this card; immediately end the active player's turn.	-	
Minister of Policy	Elect Player The elected player gains this card. At the end of the status phase, the owner of this card draws 1 action card.	-	
Minister of Sciences	Elect Player The elected player gains this card. When the owner of this card resolves the primary or secondary ability of the "Technology" strategy card, they do not need to spend resources to research technology.	-	



## Laws (continued)

CARD	FOR	AGAINST	NOTES
Minister of War	Elect Player The elected player gains this card. The owner of this card may discard this card after performing an action to remove 1 of their command tokens from the game board and return it to their reinforcements; then, they may perform 1 additional action.	-	
Nexus Sovereignty	Alpha and beta wormholes in the wormhole nexus have no effect during movement.	Place a gamma wormhole token in the Mecatol Rex system.	
Political Censure	Elect Player The elected player gains this card and 1 victory point. The elected player cannot play action cards. If the owner of this card loses this card, they lose 1 victory point.	-	
Prophecy of Ixth	Elect Player The elected player gains this card. The owner of this card applies +1 to the result of their fighter's combat rolls. When the owner of this card uses Production, they discards this card unless they produce 2 or more fighters.	-	Applies to all units with Production ability
Publicize Weapon Schematics	If any player owns a war sun technology, all player may ignore all prerequisites on war sun technologies. All war suns lose Sustain Damage.	Each player that owns a war sun technology discards all of their action cards.	Muaat's PWS I does NOT count as a WS technology. PWS II does.
Regulated Conscription	When a player produces units, they produce only 1 fighter or infantry for its cost instead of 2.	No effect.	
Representative Government	Players cannot exhaust planets to cast votes during the agenda phase; each player may cast 1 vote on each agenda instead. Players cannot cast additional votes.	At the start of the next strategy phase, each player that voted "Against" exhausts all of their cultural planets.	
Search Warrant	Elect Player The elected player gains this card and draws 2 secret objectives. The owner of this card plays with their secret objectives revealed.	-	
Shared Research	Each player's units can move through nebulae.	Each player places a command token from their reinforcements in their home system, if able.	If a player doesn't have CC in reinforcements, they don't place a CC.
Wormhole Reconstruction	All systems that contain either an alpha or beta wormhole are adjacent to each other.	Each player places a command token from their reinforcements in each system that contains a wormhole and 1 or more of their ships.	

## Directives

CARD	FOR	AGAINST	NOTES
Archived Secret	Elect Player The elected player draws 1 secret objective.	-	
Armed Forces Standardization	Elect Player The elected player places command tokens from their reinforcements so that they have 3 tokens in their tactic pool, 3 tokens in their fleet pool and 2 tokens in their strategy pool. They return any excess tokens to their reinforcements.	-	
Arms Reduction	Each player destroys all but 2 of their dreadnoughts and all but 4 of their cruisers.	At the start of the next strategy phase, each player exhausts each of their planets that have a technology specialty.	
Clandestine Operations	Each player removes 2 command tokens from their command sheet and returns those tokens to their reinforcements.	Each player removes 1 command token from their fleet pool and returns that token to their reinforcements.	
Colonial Redistribution	Elect Non-Home Planet Other Than Mecatol Rex Destroy each unit on the elected planet. Then, the player who controls that planet chooses 1 player with the fewest victory points; that player may place 1 infantry from their reinforcements on the elected planet.	-	Can choose the target of "Demilitarized Zone", in which case the player cannot place an infantry on the planet.
Compensated Disarmament	Elect Planet  Destroy each ground force on the elected planet; for each unit that was destroyed, the player who control that planet gains 1 trade good.	-	Infantry II roll for survival



## Directives (continued)

CARD	FOR	AGAINST	NOTES
Covert Legislation	When this agenda is revealed, the speaker draws the next card in the agenda deck but does not reveal it to the other players. Instead, the speaker reads the eligible outcomes aloud (for, against, elect elayer, etc.); the other players vote for these outcomes as if they were outcomes of this agenda, without knowing their effects.	-	
Economic Equality	Each player returns all of their trade goods to the supply. Then, each player gains 5 trade goods.	Each player returns all of their trade goods to the supply.	Happens before riders (Trade rider comes into effect after the agenda).
Galactic Crisis Pact	Elect Strategy Card  Each player may perform the secondary ability of the elected strategy card without spending a command token; command tokens placed by the ability are placed from a player's reinforcements instead.	-	
Incentive Program	Draw and reveal 1 stage I public objective from the deck and place it near the public objectives.	Draw and reveal 1 stage II public objective from the deck and place it near the public objectives.	
Ixthian Artifact	The speaker rolls 1 die. If the result is 6-10, each player may research 2 technologies. If the result is 1-5, destroy all units in Mecatol Rex's system, and each player with units in systems adjacent to Mecatol Rex's system destroys 3 of their own units in each of those systems.	No effect.	
Judicial Abolishment	When this agenda is revealed, if there are no laws in play, discard this card and reveal another agenda from the top of the deck.  Elect Law  Discard the elected law from play.	-	
Minister of Antiques	Elect Player The elected player gains 1 relic.	-	
Miscount Disclosed	When this agenda is revealed, if there are no laws in play, discard this card and reveal another agenda from the top of the deck.  Elect Law  Vote on the elected law as if it were just revealed from the top of the deck.	-	
Mutiny	Each player that voted "For" gains 1 victory point.	Each player that voted "For" loses 1 victory point.	
New Constitution	When this agenda is revealed, if there are no laws in play, discard this card and reveal another agenda from the top of the deck.  Discard all laws from play. At the start of the next strategy phase, each player exhausts each planet in their home system.	No effect.	
Public Execution	Elect Player The elected player discards all of their action cards. If that player has the speaker token, they give it to the player on their left. The elected player cannot vote on any agendas during this agenda phase.	-	
Rearmament Agreement	Each player places 1 mech from their reinforcements on a planet they control in their home system.	Each player replaces each of their mechs with 1 infantry from their reinforcements.	
Research Grant Reallocation	Elect Player The elected player gains any 1 technology of their choice. Then, for each prerequisite on that technology, they remove 1 token from their fleet pool and return it to their reinforcements.	-	
Seed of an Empire	The player with the most victory points gains 1 victory point.	The player with the fewest victory points gains 1 victory point.	In case of a tie, all elligible players gain the VP.
Swords to Plowshares	Each player destroys half of their infantry on each planet they control, rounded up. Then, each player gains trade goods equal to the number of their infantry that were destroyed.	Each player places 1 infantry from their reinforcements on each planet he controls.	Infantry II roll for survival
Unconventional Measures	Each player that voted "For" draws 2 action cards.	Each player that voted "For" discards all of their action cards.	
Wormhole Research	Each player who has 1 or more ships in a system that contains a wormhole may research 1 technology. Then, destroy all ships in systems that contain an alpha or beta wormhole.	Each player that voted "Against" removes 1 command token from their command sheet and returns it to their reinforcements.	Delta wormhole applies for the technology, does not require destroy ships.

## Exploration and Relic cards

## Cultural planets

Cultural Relic Fragment (x9)	ACTION: Purge 3 of your cultural relic fragments to gain 1 Relic.	
Demilitarized Zone	Return all structures on this planet to your reinforcements. Then, return all ground forces on this planet to the space area.  ATTACH: Units cannot be committed to, produced on or placed on this planet. During the agenda phase, this planet's planet card can be traded as part of a transaction.	
Dyson Sphere	ATTACH: This planet's resource value is increased by 2 and its influence value is increased by 1.	
Freelancers (x3)	You may produce 1 unit in this system; you may spend influence as if it were resources to produce this unit.	
Gamma Wormhole	Place a gamma wormhole token in this system. Then, purge this card.	
Mercenary Outfit (x3)	You may place 1 infantry from your reinforcements on this planet.	
Paradise World	ATTACH: This planet's influence value is increased by 2.	
Tomb of Emphidia	ATTACH: This planet's influence value is increased by 1.  If the player who has the "Crown of Emphidia" relic has control of this planet, they can use that relic to gain 1 VP	

## Hazardous planets

CARD/QTY DESCRIPTION NOTES

Core Mine (x3)	If you have at least 1 mech on this planet, or if you remove 1 infantry from this planet, gain 1 trade good.	
Expedition (x3)	If you have at least 1 mech on this planet or if you remove 1 infantry from this planet, ready this planet.	
Hazardous Relic Fragment (x7)	ACTION: Purge 3 of your hazardous relic fragments to gain 1 Relic.	
Lazax Survivors	ATTACH: This planet's resource value is increased by 1 and its influence value is increased by 2.	
Mining World	ATTACH: This planet's resource value is increased by 2.	
Rich World	ATTACH: This planet's resource value is increased by 1.	
Volatile Fuel Source (x3)	If you have at least 1 mech on this planet, or if you remove 1 infantry from this planet, gain 1 command token.	
Warfare Research Facility	ATTACH: This planet has a red technology specialty; if this planet already has a technology specialty, this planet's resource and influence values are each increased by 1 instead.	

### Industrial planets

CARD/QTY DESCRIPTION NOTES

Abandoned Warehouses (x4)	You may gain 2 commodities, or you may convert up to 2 of your commodities to trade goods.
Biotic Research Facility	ATTACH: This planet has a green technology specialty; if this planet already has a technology specialty, this planet's resource and influence values are each increased by 1 instead.
Cybernetic Research Facility	ATTACH: This planet has a yellow technology specialty; if this planet already has a technology specialty, this planet's resource and influence values are each increased by 1 instead.
Functioning Base (x4)	You may gain 1 commodity, or you may spend 1 trade good or 1 commodity to draw 1 action card.
Industrial Relic Fragment (x5)	ACTION: Purge 3 of your industrial relic fragments to gain 1 Relic.
Local Fabricators (x4)	You may gain 1 commodity, or you may spend 1 trade good or 1 commodity to place 1 mech from your reinforcements on this planet.
Propulsion Research Facility	ATTACH: This planet has a blue technology specialty; if this planet already has a technology specialty, this planet's resource and influence values are each increased by 1 instead.

# Exploration and Relic cards

## Frontier tokens

CARD / QTY	DESCRIPTION	NOTES
Derelict Vessel (x2)	Draw 1 secret objective.	
Enigmatic Device (x2)	Place this card face up in your play area. ACTION: You may spend 6 resources and purge this card to research 1 technology.	
Gamma Relay	Place a gamma wormhole token in this system. Then, purge this card.	
Ion Storm	Place the ion storm token in this system with either side face up. Then, place this card in the common play area.  At the end of a "Move Ships" or "Retreat" substep of a tactical action during which 1 or more of your ships use the ion storm wormhole, flip the ion storm token to its opposing side.	
Lost Crew (x2)	Draw 2 Action Cards.	
Merchant Station (x2)	You may replenish your commodities, or you may convert your commodities to trade goods.	
Mirage	Place the Mirage planet token in this system. Gain the Mirage planet card and ready it. Then, purge this card.	
Unknown Relic Fragment (x3)	This card counts as a relic fragment of any type.	

## Relics

CARD/QTY	DESCRIPTION		NOTES
The Codex	ACTION: Purge this card to take up to 3 action cards of your choice from the action card discard pile.		
The Crown of Emphidia	After you perform a tactical action, you may exhaust this card to explore 1 planet you control.  At the end of the status phase, if you control the "Tomb of Emphidia", you may purge this card to gain 1 victory point.		
The Crown of Thalnos	During each combat round, this card's owner may reroll any number of their dice, applying +1 to the results; any units that reroll dice but do not produce at least 1 hit are destroyed.		
Dominus Orb	Before you move units during a tactical action, you may purge this card to move and transport units that are in systems that contain 1 of your command tokens.		
Maw of Worlds	At the start of the agenda phase, you may purge this card and exhaust all of you	r planets to gain any 1 technology.	
The Obsidian	When you gain this card, draw 1 secret objective. You can have 1 additional scored or unscored secret objective.		
The Prophet's Tears	When you research a technology, you may exhaust this card to ignore 1 prerequisite or draw 1 action card.		
Scepter of Emelpar	When you would spend a token from your strategy pool, you may exhaust this card to spend a token from your reinforcements instead.		
Shard of the Throne	When you gain this card, gain 1 victory point; when you lose this card, lose 1 victory point.  When a player gains control of a legendary planet you control or a planet you control in your home system, that player gains this card.		
Stellar Converter	ACTION: Choose 1 non-home, non-legendary planet other than Mecatol Rex in a system that is adjacent to 1 or more of your units that have Bombardment; destroy all units on that planet and purge its attachments and its planet card. Then, place the destroyed planet token on that planet and purge this card.		

## Objective cards

## Stage I

Stage II

CARD	CATEGORY	DESCRIPTION	CARD	CATEGORY	DESCRIPTION
Amass Wealth	Commerce	Spend 3 influence, 3 resources, and 3 trade goods	Centralize Galactic Trade	Commerce	Spend 10 Trade goods
Erect a Monument	Commerce	Spend 8 resources	Found a Golden Age	Commerce	Spend 16 resources
Lead from the Front	Commerce	Spend a total of 3 tokens from your tactic and/or strategy pool	Galvanize the People	Commerce	Spend a total of 6 tokens from your tactic and/or strategy pool
Negotiate Trade Routes	Commerce	Spend 5 Trade Goods	Hold Vast Reserves	Commerce	Spend 6 influence, 6 resources and 6 trade goods
Sway the Council	Commerce	Spend 8 influence	Manipulate Galactic Law	Commerce	Spend 16 influence
Corner the Market	Control	Control 4 planets that have the same trait	Achieve Supremacy	Control	Have your flagship or a war sun in another player's home system or the Mecatol Rex system
Discover Lost Outposts	Control	Control 2 planets that have attachments	Become a Legend	Control	Have units in 4 systems that contain legendary planets, Mecatol Rex, or anomalies
Expand Borders	Control	Control 6 planets in non-home systems	Conquer the Weak	Control	Control 1 planet in another player's home system
Explore Deep Space	Control	Have units in 3 systems that do not contain planets	Control the Borderlands	Control	Have units in 5 systems on the edge of the game board (other than your home system)
Found Research Outposts	Control	Control 3 planets that have tech specialties	Form Galactic Brain Trust	Control	Control 5 Planets that have tech specialties
Intimidate the Council	Control	Have 1 or more ships in 2 systems that are adjacent to Mecatol Rex	Patrol Vast Territories	Control	Have units in 5 systems that do not contain planets
Make History	Control	Have units in 2 systems that contain legendary planets, Mecatol Rex or anomalies	Reclaim Ancient Monuments	Control	Control 3 planets that have attachments
Populate the Outer Rim	Control	Have units in 3 systems on the edge of the game board (other than your home system)	Rule Distant Lands	Control	Control 2 planets that are each in or adjacent to a different, other player's home system
Push Boundaries	Control	Control more planets than each of 2 of your neighbors	Subdue the Galaxy	Control	Control 11 planets in non-home systems
Develop Weaponry	Tech	Own 2 unit upgrade technologies	Unify the Colonies	Control	Control 6 planets with the same planet trait
Diversify Research	Tech	Own 2 technologies in 2 colors	Master of Sciences	Tech	Own 2 technologies in each of 4 colors
Build Defenses	Units	Have 4 or more structures (on the game board)	Revolutionize Warfare	Tech	Own 3 unit upgrade technologies
Engineer a Marvel	Units	Have your flagship or a war sun on the game board	Command an Armada	Units	Have 8 or more non-fighter ships in 1 system
Improve Infrastructure	Units	Have structures on 3 planets outside of your home system	Construct Massive Cities	Units	Have 7 or more structures (on the game board)
Raise a Fleet	Units	Have 5 or more non-fighter ships in one system	Protect the Border	Units	Have structures on 5 planets outside of your home system

## Objective cards

## Secret

CARD	CATEGORY	DESCRIPTION	CARD	CATEGORY	DESCRIPTION
Become a Martyr	Action Combat	Lose control of a planet in a home system	Forge an Alliance	Status Control	Control 4 Cultural Planets
Betray a Friend	Action Combat	Win a combat against a player whose p note you had in your play area at start of your tactical action	Foster Cohesion	Status Control	Be neighbors with all other players
Brave the Void	Action Combat	Win a combat in an anomaly	Hoard Raw Materials	Status Control	Control planets that have a combined resource value of at least 12
Darken the Skies	Action Combat	Win a combat in another player's home system	Learn the Secrets of the Cosmos	Status Control	Have 1 or more ships in at least 3 systems adjacent to anomalies (Supernova, Neb., Grav. Rift, Ast. Field)
Demonstrate Your Power	Action Combat	Have 3 or more non-fighter ships in the active system at the end of a space combat	Mine Rare Minerals	Status Control	Control 4 Hazardous Planets
Destroy their Greatest Ship	Action Combat	Destroy an enemy's Flagship or Warsun	Monopolize Production	Status Control	Control 4 Industrial Planets
Fight With Precision	Action Combat	Use Anti-Fighter Barrage to destroy the last of a player's fighters in a system.	Occupy the Seat of the Empire	Status Control	Own Mecatol Rex and have 3 or more ships in the system
Make an Example of their World	Action Combat	Use Bombardment to destroy the last of a player's ground forces on a planet.	Seize An Icon	Status Control	Control a legendary planet
Turn their Fleets to Dust	Action Combat	Use Space Cannon to destroy the last of a player's ships in a system.	Stake your Claim	Status Control	Control a planet in a system that contains a planet controlled by another player
Spark a Rebellion	Action Combat	Win a combat against a player with the most VP	Threaten Enemies	Status Control	Have 1 or more ships adjacent to an enemy's home system
Unveil Flagship	Action Combat	Win a space combat with your flagship (it must survive)	Adapt New Strategies	Status Tech	Own 2 Faction Technologies
Prove Endurance	Action	Be the last player to pass during a game round	Master the Laws of Physics	Status Tech	Have 4 Technologies of the same color
Destroy Heretical Works	Status Commerce	Purge 2 of your relic fragments of any type	Establish a Perimeter	Status Units	Have 4 Planetary Defense Systems (PDS)
Form a Spy Network	Status Commerce	Discard 5 action cards	Fuel the War Machine	Status Units	Have 3 Space Docks
Strengthen Bonds	Status Commerce	Have another player's promissory note in your play area	Gather a Mighty Fleet	Status Units	Have 5 Dreadnoughts
Become the Gatekeeper	Status Control	Have 1 or more ships on an Alpha and Beta wormhole	Mechanize The Military	Status Units	Have 1 mech on each of 4 planets
Control the Region	Status Control	Have 1 or more ships in 6 different systems	Occupy The Fringe	Status Units	Have 9 or more ground forces on a planet that does not contain 1 of your space docks
Cut their Supply Lines	Status Control	Have 1 or more ship in the same system as another player's space dock	Produce En Masse	Status Units	Have units with a combined Production value of at least 8 in a single system
Defy Space and Time	Status Control	Have units in the wormhole nexus	Dictate Policy	Agenda	There are 3 or more laws in play
Establish Hegemony	Status Control	Control planets that have a combined influence value of at least 12	Drive the Debate	Agenda	You or a planet you control are elected by an agenda



## Agenda phase

CARD/QTY	DESCRIPTION	WHEN TO SABOTAGE	NOTES
Ancient Burial Sites	At the start of the agenda phase: Choose 1 player. Exhaust each cultural planet owned by that player.	After the player is chosen	A player with zero cultural planets may be chosen
Assassinate Representative	After an agenda is revealed: Choose 1 player. That player cannot vote on this agenda.	After the player is chosen	That player may still play riders
Bribery*	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.	After the amount of trade goods are decided (but before they're spent)	Can play if: Speaker does not vote Cannot play if: You did not vote
Confounding Legal Text	When another player is elected as the outcome of an agenda: You are the elected player instead.		
Confusing Legal Text	When you are elected as the outcome of an agenda: Choose 1 player. That player is the elected player instead.	After the player is chosen	Riders use the target of Confusing Legal Text as the final outcome.
Construction Rider	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.	After the outcome is predicted	Saar needs to control a planet for this to have effect.  Can scuttle when placing Space Dock.  Does trigger "Minister of Industry".
Deadly Plot	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.	Before the agenda is discarded	
Diplomacy Rider	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.	After the outcome is predicted	
Diplomatic Pressure (x4)	When an agenda is revealed: Choose another player; that player must give you 1 promissory note from their hand.	After the player is chosen	
Distinguished Councilor	After you cast votes on an outcome of an agenda: Cast 5 additional votes for that outcome.	Before votes are added	
Imperial Rider	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.	After the outcome is predicted	
Leadership Rider	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.	After the outcome is predicted	
Politics Rider	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.	After the outcome is predicted	
Technology Rider	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.	After the outcome is predicted	
Trade Rider	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.	After the outcome is predicted	
Warfare Rider	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.	After the outcome is predicted	
Veto*	When an agenda is revealed: Discard that agenda and reveal 1 agenda from the top of the deck. Players vote on this agenda instead.	Before agenda is discarded	

\*Living rules modification v3.3



## Action Phase: After activation

CARD/QTY	DESCRIPTION	WHEN TO SABOTAGE	NOTES
Decoy Operation	After another player activates a system that contains 1 or more of your structures:  Remove up to 2 of your ground forces from the game board and place them on a planet you control in the active system.	After units and planet are chosen	
Flank Speed (x4)	After you activate a system: Apply +1 to the move value of each of your ships during this tactical action.	Before movement	
In The Silence Of Space	After you activate a system:  Choose 1 system. During this tactical action, your ships in the chosen system can move through systems that contain other players' ships.	After the system is chosen	
Lost Star Chart	After you activate a system:  During this tactical action, systems that contain alpha and beta wormholes are adjacent to each other.	Before movement	Works even if Enforced Travel Ban is in play
Nav Suite	After you activate a system:  During the "Movement" step of this tactical action, ignore the effects of anomalies.	Before ships are moved	
Upgrade	After you activate a system that contains 1 or more of your ships:  Replace 1 of your cruisers in that system with 1 dreadnought from your reinforcements.	After unit is chosen	

#### Miscellaneous

CARD/QTY	DESCRIPTION	WHEN TO SABOTAGE	NOTES
Coup D'Etat	When another player would perform a strategic action: End that player's turn; the strategic action is not resolved and the strategy card is rexhausted.	ot Before the player ends their turn.	
Manipulate Investments	At the start of the strategy phase: Place a total of 5 trade goods from the supply on strategy cards of your choice; you place these tokens on at least 3 different cards.	After placement of trade goods is decided	
Political Stability	When you would return your strategy card(s) during the status phase:  Do not return your strategy card(s). You do not choose strategy cards during the ne strategy phase.	xt After card is played	
Public Disgrace	When another player chooses a strategy card during the strategy phase: That player must choose a different strategy card instead, if able.	Before choosing different card	Trade goods on disgraced strategy card remain on that card
Reverse Engineer	When another player discards an action card that has a component action:  Take that action card from the discard pile.	Before the card is taken	
Sabotage (x4)	When another player plays an action card other than "Sabotage": Cancel that action card.	N/A	
Summit	At the start of the strategy phase: Gain 2 command tokens.	Before tokens are gained	



\*Living rules modification

#### Action phase: Combat

Bunker Durin control  Courageous to the End After Roll 2 oppo  Direct Hit* After abiliti Destr  Disable At the units: Your of Repa  Emergency Repairs After Choo uses  Fighter Prototype At the	er 1 of your ships is destroyed during a space combat:  Il 2 dice. For each result equal to or greater than that ship's combat value, your connent must choose and destroy 1 of his ships.  er another player's ship uses Sustain Damage to cancel a hit produced by your units or lities:  stroy that ship.  the start of an invasion in a system that contains 1 or more of your opponents' PDS ts:  ur opponents' PDS units lose Planetary Shield and Space Cannon during this invasion.  the start or end of a combat round:  pair all of your units that have Sustain Damage in the active system.  er another player moves ships into a system during a tactical action:  cose 1 of your space docks that is either in or adjacent to that system. That space dock as Space Cannon 5 (x3) against ships in the active system.  the start of the first round of a space combat:  ply +2 to the result of each of your fighters' combat rolls during this combat round.  er your ground forces make combat rolls during a round of ground combat:	Before Bombardment  Before rolling dice  After card is played  Before Bombardment  Before ships are repaired  Before rolls are made	Part of Space Cannon Offense. Can benefit from Plasma Scoring.
Courageous to the End Roll 2 oppoor the End Roll 2 oppoor	Il 2 dice. For each result equal to or greater than that ship's combat value, your connent must choose and destroy 1 of his ships.  er another player's ship uses Sustain Damage to cancel a hit produced by your units or lities: stroy that ship.  the start of an invasion in a system that contains 1 or more of your opponents' PDS ts:  ur opponents' PDS units lose Planetary Shield and Space Cannon during this invasion.  the start or end of a combat round: pair all of your units that have Sustain Damage in the active system.  er another player moves ships into a system during a tactical action: cose 1 of your space docks that is either in or adjacent to that system. That space dock as Space Cannon 5 (x3) against ships in the active system.  the start of the first round of a space combat: ply +2 to the result of each of your fighters' combat rolls during this combat round.  er your ground forces make combat rolls during a round of ground combat:	After card is played  Before Bombardment  Before ships are repaired  Before rolls are made	· ·
birect fit abiliti (x4) abiliti Destr  Disable At the units: Your of Repairs  Emergency Repairs At the Repairs  Experimental Battlestation After Choo uses  Fighter Prototype At the	lities: stroy that ship.  the start of an invasion in a system that contains 1 or more of your opponents' PDS ts: ur opponents' PDS units lose Planetary Shield and Space Cannon during this invasion.  the start or end of a combat round: pair all of your units that have Sustain Damage in the active system.  er another player moves ships into a system during a tactical action: cose 1 of your space docks that is either in or adjacent to that system. That space dock as Space Cannon 5 (x3) against ships in the active system.  the start of the first round of a space combat: ply +2 to the result of each of your fighters' combat rolls during this combat round.  er your ground forces make combat rolls during a round of ground combat:	Before Bombardment  Before ships are repaired  Before rolls are made	· ·
Disable units: Your of Repairs  Emergency Repairs  At the Repairs  Experimental Battlestation  After Choo uses  Fighter Prototype  At the	ts:  ur opponents' PDS units lose Planetary Shield and Space Cannon during this invasion.  the start or end of a combat round: pair all of your units that have Sustain Damage in the active system.  er another player moves ships into a system during a tactical action: pose 1 of your space docks that is either in or adjacent to that system. That space dock as Space Cannon 5 (x3) against ships in the active system.  the start of the first round of a space combat: ply +2 to the result of each of your fighters' combat rolls during this combat round.  er your ground forces make combat rolls during a round of ground combat:	Before ships are repaired  Before rolls are made	· ·
Experimental Battlestation After Choo uses  Fighter Prototype  Repairs  After Choo uses	pair all of your units that have Sustain Damage in the active system.  er another player moves ships into a system during a tactical action: cose 1 of your space docks that is either in or adjacent to that system. That space dock as Space Cannon 5 (x3) against ships in the active system.  the start of the first round of a space combat: ply +2 to the result of each of your fighters' combat rolls during this combat round.  er your ground forces make combat rolls during a round of ground combat:	Before rolls are made	· ·
Experimental Battlestation Choo uses Fighter Prototype At the	cose 1 of your space docks that is either in or adjacent to that system. That space dock as Space Cannon 5 (x3) against ships in the active system.  The start of the first round of a space combat:  The ply +2 to the result of each of your fighters' combat rolls during this combat round.  The round forces make combat rolls during a round of ground combat:		· ·
Fighter Prototype	ply +2 to the result of each of your fighters' combat rolls during this combat round.  er your ground forces make combat rolls during a round of ground combat:	Before rolls are made	
Fire Team	roll any number of your dice.	Before rerolls are made	Combat roll modifiers apply to the reroll
Infiltrate Repla	ien you gain control of a planet: place each PDS and space dock that is on that planet with a matching unit from your nforcements.	Before placing units on the board.	Does NOT trigger "Minister of Industry" law.
Intercept	er your opponent declares a retreat during a space combat: ur opponent cannot retreat during this round of space combat.	Before combat is rolled	Cannot be used after a Skilled Retreat
( 1)	fore you assign hits produced by another player's Space Cannon roll: ncel 1 hit.	Before hits are cancelled	Can cancel Experimental Battle Station shots
	the start of a combat round: ply +1 to the result of each of your unit's combat rolls during this combat round.	Before rolls are made	
l Parlev	er another player commits units to landon a planet you control: turn the committed units to the space area.	After card is played	Units returned to space area cannot be redeployed.
Reparations	er another player gains control of a planet you control: naust 1 planet that player controls and ready 1 planet you control.	After planets are chosen	Must target ready enemy planet, if able.  Must target exhausted own planet, if able.
Reveal Prototype Spend	the start of a combat: end 4 resources to research a unit upgrade technology of the same type as 1 of your ts that is participating in this combat.	After unit upgrade technology is chosen	Must have necessary pre-reqs or tech specialties
l Rout	the start of the "Announce Retreats" step of space combat, if you are the defender: ur opponent must announce a retreat, if able.	Before combat rolls	
Salvage	er you win a space combat: ur opponent gives you all of his commodities.	Before commodities are given	
	fore you assign hits to your ships during a space combat: ncel up to 2 hits.	Before cancelling hits	
Skilled Retreat Move (x4)	the start of a combat round: we all of your ships from the active system into an adjacent system that does not ntain another player's ships; the space combat ends in a draw. Then, place a command en from your reinforcements in that system.	Before ships are moved	
l Waylay	fore you roll dice for Anti-Fighter Barrage: s from this roll are produced against all ships (not just fighters).	Before Anti-Fight Barrage is rolled	

v3.3



#### Action phase: Component Action

CARD/QTY	DESCRIPTION	WHEN TO SABOTAGE	NOTES
Archaeological Expedition	ACTION: Reveal the top 3 cards of an exploration deck that matches a planet you control; gain any relic fragments that you revealed and discard the rest.	Before cards are revealed	
Cripple Defenses	ACTION: Choose 1 planet. Destroy each PDS on that planet.	After planet is chosen	
Divert Funding	ACTION: Return a non-unit upgrade, non-faction technology that you own to your technology deck.  Then, research another technology.	After the tech is chosen	
Economic Initiative	ACTION: Ready each cultural planet you control.	After planets are chosen	
Exploration Probe	ACTION: Explore a frontier token that is in or adjacent to a system that contains 1 or more of your ships.	After token is chosen, before it is explored	
Focused Research	ACTION: Spend 4 trade goods to research 1 technology.	Before tech is researched	
Frontline Deployment	ACTION: Place 3 infantry from your reinforcements on 1 planet you control.	After planet is chosen	
Ghost Ship	ACTION: Place 1 destroyer from your reinforcements in a non-home system that contains a wormhole and does not contain other players' ships.	After wormhole is chosen	
Industrial Initiative	ACTION: Gain 1 trade good for each industrial planet you control.	Before gaining TGs	
Insubordination	ACTION: Remove 1 token from another player's tactic pool and return it to his reinforcements.	After player is chosen	
Lucky Shot	ACTION: Destroy 1 dreadnought, cruiser, or destroyer in a system that contains a planet you control.	After the ship is chosen	
Mining Initiative	ACTION: Gain trade goods equal to the resource value of 1 planet you control.	After planet is chosen	
Plague	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.	After planet is chosen	Infantry II rolls for survival
Reactor Meltdown	ACTION: Destroy 1 space dock in a non-home system.	After SD is chosen	
Refit Troops	ACTION: Choose 1 or 2 of your infantry on the game board; replace each of those infantry with mechs.	After infantry are chosen	
Repeal Law	ACTION: Discard 1 law from play.	After the law is chosen	
Rise of a Messiah	ACTION: Place 1 infantry from your reinforcements on each planet you control.	Before units are placed	
Scuttle	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.	After ships are chosen	
Seize Artifact	ACTION: Choose 1 of your neighbors that has 1 or more relic fragments. That player must give you 1 relic fragment of your choice.	After player is chosen	
Signal Jamming	ACTION: Chose 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.	After the system is chosen	
Spy	ACTION: Choose 1 player. That player gives you 1 random action card from their hand.	After the player is chosen	
Tactical Bombardment	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.	After system is chosen	
Unexpected Action	ACTION: Remove 1 of your command tokens from the game board and return it to your reinforcements.	After token is chosen	
Unstable Planet*	ACTION: Choose 1 hazardous planet. Exhaust that planet and destroy up to 3 infantry on it.	After planet is chosen	Can be played if planet is exhausted
Uprising	ACTION: Exhaust 1 non-home planet controlled by another player. Then, gain trade goods equal to its resource value.	After planet is chosen	
War Effort	ACTION: Place 1 cruiser from your reinforcements in a system that contains 1 or more of your ships.	After system is chosen	
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\*Living rules modification v3.3

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