

Twilight Imperium: Exploration & Relic Cards

Cultural		
Cultural Relic Fragment (x9)	Action	Purge 3 of your cultural relic fragments to gain 1 relic.
Demilitarized Zone	Attach	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.

Hazardous		
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		
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.

Frontier

Derelict Vessel (x2)	Draw 1 secret objective.
Enigmatic Device (x2)	Place this card faceup 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 faceup. Then, place this card in the common play area. At the end of the "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

Dynamis Core*	Action	While this card is in your play area, your commodity value is increased by 2. ACTION: Purge this card to gain trade goods equal to your printed commodity value +2.
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 your command tokens.
JR-XS455-O (Lost Titan Prototype) Agent*	Action	Exhaust this agent and choose a player; that player may spend 3 resources to place a structure on a planet they control. If they do not, they gain 1 trade good.
Maw of Worlds		At the start of the agenda phase, you may purge this card and exhaust all of your planets to gain any 1 technology.
Nano-Forge*	Action	Attach this card to a non-legendary, non-home planet you control; its resource and influence values are increased by 2 and it is a legendary planet.
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 <i>Bombardment</i> ; 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.
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.
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.

*Codex Volume II: Affinity