



THE COUNCIL KELERES

Everything changed when the lost planet of Ixth was catapulted into the galaxy. Ancient gen-sorcerers, abominations from another dimension, watchers from beyond space, enigmas from beyond time—suddenly, the old quarrels and petty grudges felt so small and meaningless in the shadow of these new unknowns. It was from this shadow that the idea of the Council Keleres was born.

Uniting under the Galactic Council to stand strong against the terrifying entities that now menace the already tenuous peace—or worse, threaten the existence of all sentient life—the Keleres call for all willing, sovereign factions to send forth their best agents to wear Keleres colors.

While they operate at the Council's behest, the Keleres are operated by three elected officials known as the Tribunii. These three leaders plan all major Keleres operations in the galaxy, weighing each request for aid against another, and sending the Keleres to help where they are needed most. Though officially neutral, the Keleres have been growing in power, and many cannot help but wonder if a unified galaxy under the Keleres might not be such a bad thing after all...



THE COUNCIL KELERES



COUNCIL PATRONAGE

Setup: On Navigation, claim the Mecatol Rex system and explore each system adjacent to it. Do not write your name on the Mecatol Rex sheet.

Once per strategy event, you can spend 2  as 1 .



TRIBUNII

Draw 1 tribune icon on any sheet that does not have one and claim any dotted asset there except . When you would draw the fourth tribune, instead write your name in the topmost open slot on the Mecatol Rex sheet and triple its rewards.



TRIBUNE

Permission to print support items for individual use only. Not for commercial use, not for retail sale.

TM/® & © 2022 Fantasy Flight Games.

