



## LAST BASTION



### LIBERATE

When you win a combat, you may unlock 1 planet instead of claiming the normal reward for that combat. When you unlock a planet, spend 2 free  on it.

### GALVANIZE

On Warfare, draw the galvanize icon next to the name of a non-infantry unit. Your units of that type have +1 strength in future wars.



**GALVANIZE**



## THE DEEPWROUGHT SCHOLARATE



### OCEANBOUND

When you explore a planet system, you may spend 1  to draw an ocean around it. If you do, the system cannot be claimed.

The number of times you can resolve a Per Active technology during a round is equal to half the oceans on your sheet, rounded up.



**OCEAN**

### RESEARCH THEORY

Choose a technology and unlock it. If it is already unlocked, draw an ocean around it.



## THE CRIMSON REBELLION



### INCURSION

**Setup:** Cross out the Gravity Drive technology; you cannot unlock it.

When you deploy a non-infantry unit adjacent to an anomaly, either explore from any  system on Navigation or scrap any space on Industry that contains a single . Limit once per anomaly.

### REVENANT

Deploy 1 revenant. If you deploy it adjacent to an anomaly, cross out 2 resource icons in 1 row or column of an unlocked planet on Expansion.



**REVENANT**



## THE RAL NEL CONSORTIUM



### SURVIVAL INSTINCTS

When you claim a commodity, you may spend 1 free resource on Warfare based on the commodity's type:

-  or  = 
-  = 

### LINKSHIP

Deploy a linkship. Then, on Navigation, claim 1 explored  system or explore 3 times in a contiguous path (you can trace the path through wormholes).



**LINKSHIP**



## THE DEEPWROUGHT SCHOLARATE

The Deepwrought faction of Hylar often found themselves at odds with their brethren. Isolationist—and often amoral to the point of apathy—the Universities of Jol-Nar are not known for their altruistic tendencies.

Thus, when the Deepwrought developed a weapon that they believed could be used to subvert Mahact domination of the Creuss, they did so without the blessing of the Universities. In fact, they did so against the Universities' direct orders.

Allying with the technologically brilliant Ral Nel Consortium, the Deepwrought found a target to test their weapon on—a Mahact fleet occupying the ocean planet of Ikatena, its native species, the jellyfish-like Kieros, subjugated by the mad king that commanded there.

The weapon was a roaring success, ripping the dominated Creuss present at Ikatena free from Mahact control and liberating the ocean planet from its occupiers.

But not all were pleased. The Universities were furious that the Deepwrought had not only gone against their direct command, but had shared Hylar tech with a foreign government, and a rift formed between the Hylar factions. The Deepwrought, brimming with confidence after their victory, declared themselves independent, and allied with the Kieros, forming a new government on Ikatena.



## LAST BASTION

The Salient Sun Join Task Force—a coalition of Federation and Xxcha military units—was formed to combat the LIZIX threat and heal the deep cultural wounds inflicted by the bombardment of Archon Tau. But after the appearance of the Nekro Virus, the Salient Sun found itself locked in a desperate struggle for survival.

Ordered by their respective governments to retreat, the Salient Sun were confronted by a dilemma—retreat, accepting that it was all for naught, or risk annihilation with one last gamble. They chose the latter. The lost world of Ordinian was selected as their target, and they attacked the Virus there in a last-ditch effort to take back some of what the Virus had taken from them.

All hope seemed lost, when a massive, metallic avian entity appeared in the sky of Ordinian, raining fire down upon the planet, disintegrating massive swarms of Nekro Virus drones in mere seconds.

Victorious, the Salient Sun declared themselves no longer a part of their respective governments. Thus was Last Bastion established on Ordinian, protectors of the rim and defenders of the weak. But what of the entity that saved Ordinian...? Little is known of the Appolo entity, as it is called, but whispers in dark corners speak aloud an unthinkable thought—that the entity itself was of Nekro origin...



## THE RAL NEL CONSORTIUM

The Ral Nel have long been known to the galaxy. Historically rather small and not very powerful, the Ral Nel found their niche in transport—transport of goods, missives, money, and people. The courier and transportation industries of the Ral Nel thrived, even as the galaxy experienced tumultuous conflict, bolstered by the Ral Nel's advanced miniaturization and microprocessor technology.

And it was precisely that technology that made the Ral Nel a perfect partner for the Deepwrought. The Deepwrought needed the Ral Nel's technology to complete their weapon—the one that would eventually be used to free the Creuss at Ikatena—and the Ral Nel needed the Deepwrought to vault them into the forefront of galactic politics.

Together, the alliance of Ral Nel and Deepwrought freed the enslaved Creuss and oppressed Kieros, and the galaxy—for once—took notice of the Ral Nel. Soon, emissaries from all of the great civilizations began to appear in Consortium space, looking to strike up new and lucrative contracts with the Ral Nel. No more were the Ral Nel overshadowed and overlooked. The galaxy owed them a debt. And they intend to collect.



## THE CRIMSON REBELLION

When the Mahact returned to the galaxy, they brought with them technology so advanced that it made the tools of the Hylar seem as toys in comparison. The Mahact, while widely known for their mastery of genetic engineering, were masters in many fields, including that of energy manipulation.

So, when an entire fleet of Creuss fell under the direct control of the Mahact, many viewed the event as something bordering supernatural. The Mahact were known as gene-sorcerers, after all.

But not the Deepwrought. Together with the Ral Nel and their penchant for developing incredibly fast processors, they developed a weapon that was used to free the enslaved Creuss.

But freedom came at a price. Violently ripped from Mahact control, something within the enthralled Creuss changed. Something fundamental. Their blue cores—shifted red by the Mahact—splintered, and the energy that made up their bodies shifted into a different phase.

Unable to return to Creuss in their present form, the former thralls wander, sorrowful and angry, searching for a way to heal their shattered bodies and return to their homeworld.



## THE FIRMAMENT



### PLOTS WITHIN PLOTS

**Setup:** Draw 1 random, unused objective of each type except Warfare as secret objectives. Place each secret objective next to its corresponding sheet.

When you complete a secret objective, tuck it under the corresponding sheet. If you satisfied its condition, also gain 2 .

### PUPPETS OF THE BLADE

Choose one:

- Gain 1  and 1 .
- Complete a secret objective whose condition is not satisfied.
- Replace this card with the Obsidian faction card and resolve its setup text.




## THE OBSIDIAN



### PLOTS WITHIN PLOTS

**Setup:** You cannot choose this faction at setup. For each completed secret objective, resolve that objective type's effect (X = that card's lower  value).

- Navigation: Claim X explored systems.
- Expansion: Claim X  assets on the  track.
- Industry: Mark X commodities in the Industry chart.

### DECAYED

Deploy a non-infantry unit. Then, cross out that unit type's name; you cannot build units of that type.




## 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.

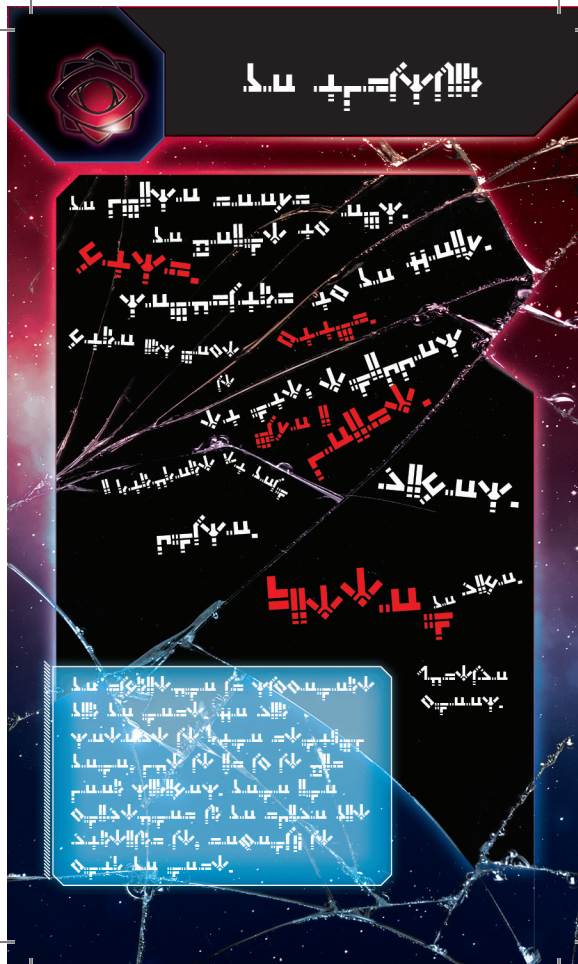
Once per strategy event, you can spend 2  as 1 .

### 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



## THE FIRMAMENT



## THE FIRMAMENT

Formed on the tenets of freedom from tyranny and governance, the Firmament have been, since their inception, a radical and anarchic but fairly inconsequential presence on the galactic stage. Too few in number and too extreme in ideology, the Firmament never gained much traction with the great civilizations of the galaxy.

Lately, things have been different. As various threats close in on the core worlds from all directions, more and more people grow dissatisfied with their apathetic governments. More and more people begin to listen to the words of the disenfranchised. More and more, whispers in the shadows speak of a utopian society where no being would stand above another and all people would be equal.

But whispers are not the only things living in the shadows. Something lost has been found. Something ancient. And in the Firmament, it has found easy purchase for its deadly talons, growing fear in the galaxy feeding its ranks and increasing its ravenous appetite.

Yet things continue much as they have before. Whatever secret lurks within the Firmament, it remains hidden, biding its time, waiting for the right moment to reveal itself. The galaxy remains blissfully unaware. For now.



## THE COUNCIL KELERES

Everything changed when the lost planet of Ixth was catapulted into the galaxy. Ancient gensorcerers, 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...