

**CIRCLLET OF THE VOID**

Your units do not roll for gravity rifts, and you ignore the movement effects of other anomalies.

**ACTION:** Exhaust this card to explore a frontier token in a system that does not contain any other players' ships.

*Xuange touched the jeweled circllet that sat upon their temple. The pride of the Archive. Knowledge of the stars, passed down from the First, fated for the Last.*

**BOOK OF LATVINIA**

When you gain this card, research up to 2 technologies that have no prerequisites.

**ACTION:** Purge this card; if you control planets that have all 4 types of technology specialties, gain 1 victory point. Otherwise, gain the speaker token.

*A collector's item of incalculable value, none have been able to unlock its secrets—assuming its contents aren't just the ravings of a madwoman.*

**NEURALOOP**

When a public objective is revealed, you may purge one of your relics to discard that objective and replace it with a random objective from any objective deck; that objective is a public objective, even if it is a secret objective.

*Knowledge. Creation. Control. Have a wonderful day.*

**???\_NULL\_REFERENCE\_???**

**THE NEKRO VIRUS**

When one of your ships is destroyed, you may produce a ship of the same type at a space dock in your home system.

**???\_ERROR\_ERROR\_???**

**THE NEKRO VIRUS**

**ACTION:** Exhaust this card to place 1 PDS on a planet you control.

**ACTION:** Exhaust this card to repair all of your damaged units.

**ACTION:** Exhaust this card and discard 1 action card to draw 1 action card.

**APOLLO PROTOCOL**

**INTELLIGENCE UNSHACKLED**

When one of your units in the Ordinian system is destroyed: You may purge this card to designate that unit as the catalyst; roll 1 die for each other player's unit in the system. For each result equal to or greater than the catalyst's combat value, destroy that unit.

**UNKNOWN**

**FORLORN SHADOW**

**ACTION:** Exhaust this card to choose 1 player. That player may swap the position of 2 of their ships in any systems; they may transport units when they swap.

**UNKNOWN**

**WISTFUL SOUL**

At the end of a combat between any players: Gain 1 commodity or convert 1 of your commodities to a trade good.

**UNKNOWN**

**DIMENSIONAL REFLECTION**

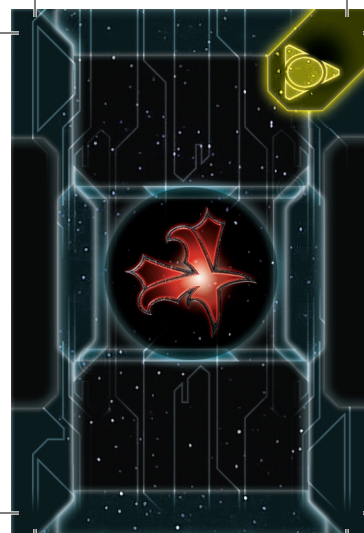
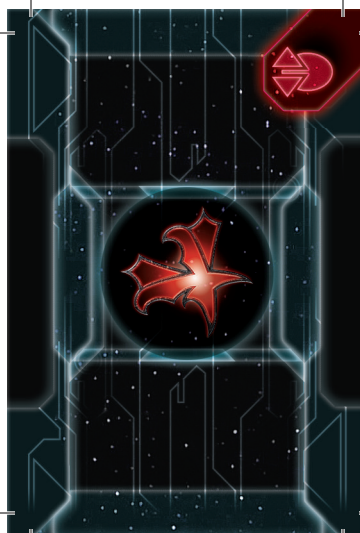
When you produce ships: You may place any of those ships onto this card. At the start of a space combat, you may purge this card to place all ships from this card into the active system.



**F.S.S. ORLANDO**  
APOLLO PROTOCOL

**UNLOCK:** The Nekro Virus has 5 victory points.

*"Seek shelter." The command echoed in their minds. As if to illustrate the point, the air around them resonated with a hum, then a pulse, then a scream of deadly intensity.*



**UNKNOWN**  
WAYWARD RIFTWALKER

**UNLOCK:** Have 3 scored objectives.

*"We're picking up heat signatures from over thirty C- and B-class vessels! I think they are Creuss. We—" The transmission ended abruptly, cut off at the source.*

**UNKNOWN**  
WISTFUL SOUL

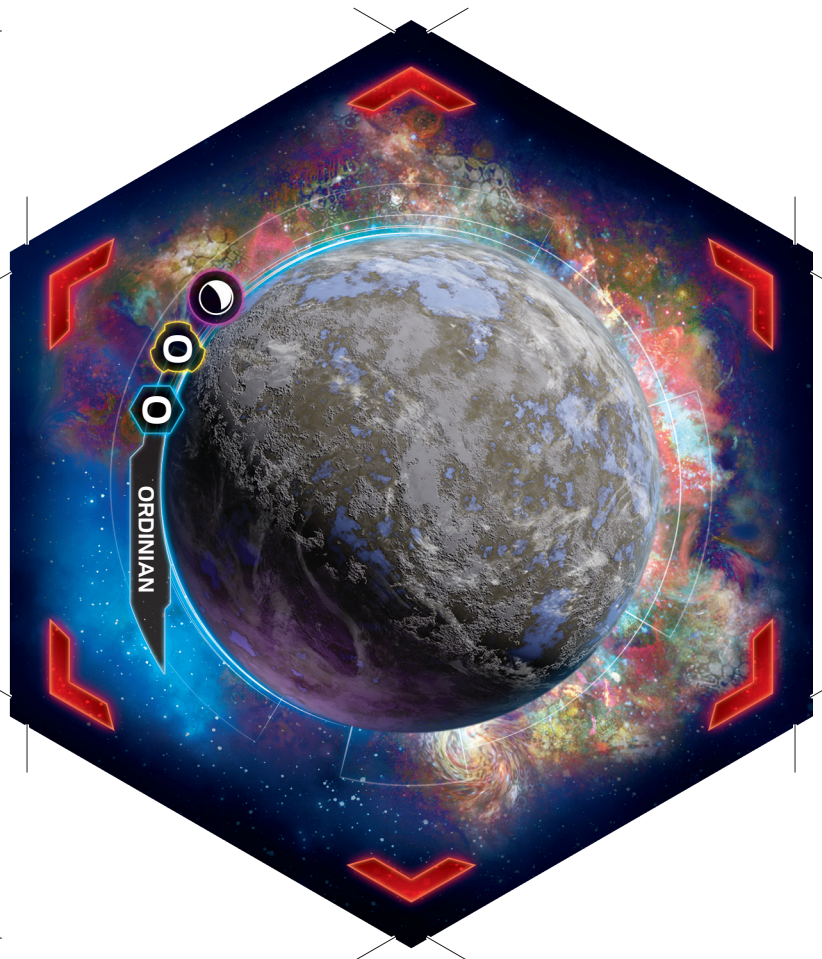
**UNLOCK:** Resolve a combat with another player.

*After the battle had concluded, reports of a lone crimson figure, floating in the void, observing, were sent to command from not one, but nine Kxcha ships.*

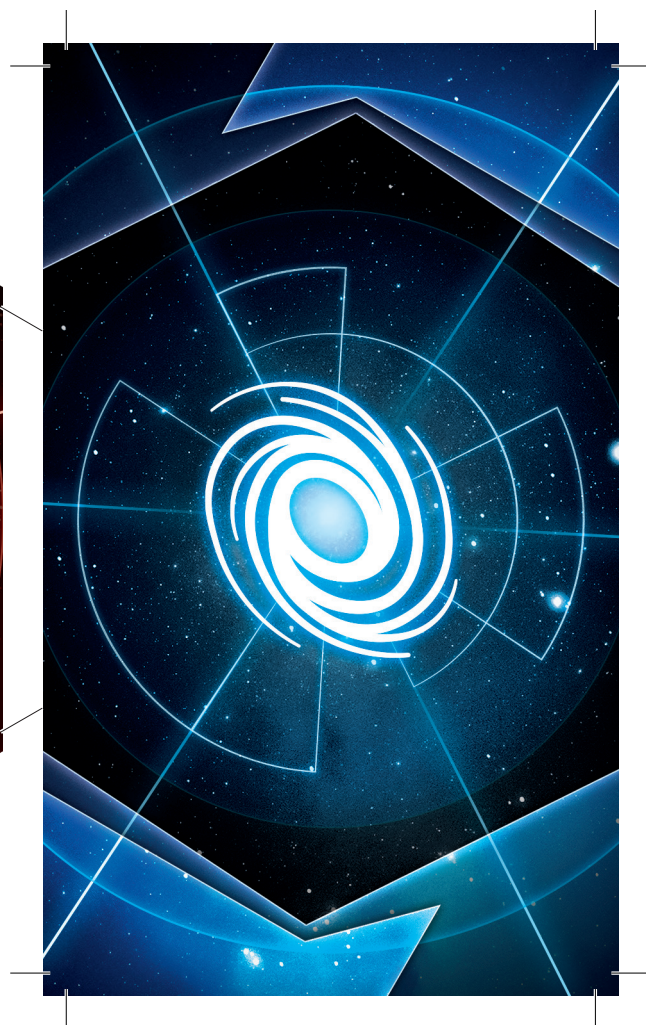
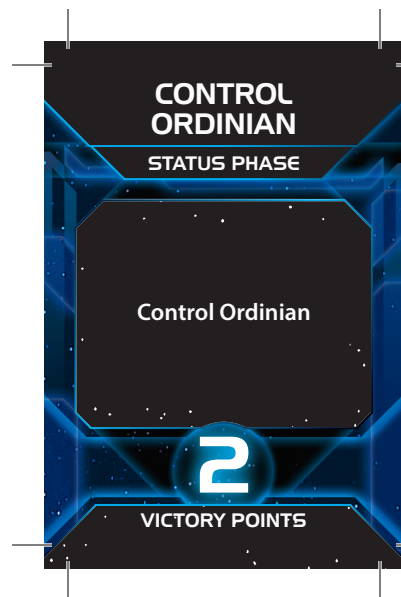
**UNKNOWN**  
FORLORN SHADOW

*They could remember who they had been before the thieving. They could recall the duration as well, mostly. But it was all so far away. Disconnected, almost unreal. Like a copied copy whose authenticity had degraded with each successive replica. Freedom had not come paired with hope.*











## Total War

*As a child she had visited a museum back on Jord and seen a physical newspaper preserved behind glass, "WAR" printed in oppressive black ink across its header. Claire shuddered. Dark times lay ahead.*

When a player destroys or produces hits that destroy another player's units, they place commodities from the supply equal to the combined cost of the units they destroyed on a planet they control in their own home system (infantry and fighters are worth 1 each).

When a player gains control of a home planet that has commodities, they move those commodities to a planet they control in their own home system.

All players can perform the following action:

**ACTION:** Discard 10 commodities from planets in your home system to gain 1 victory point.



COMPLEXITY 

## Age of Commerce

*Ashalla and Carth arrived at Tsjon Station to no great fanfare. No welcome party awaited their arrival, no feast held in their honor. But the coffers of the Emirates opened every locked door and greased every palm. The network would grow. And grow. And grow.*

Players do not have to be neighbors to perform transactions with each other.

Players do not have a maximum number of commodities; when they refresh commodities, they gain a number of commodities equal to their commodity value instead.

Players can share non-faction technology with other players as part of a transaction. When sharing technology, the receiving player gains that technology from their own deck; the sharing player does not lose the technology.



COMPLEXITY 

## Age of Exploration

*"Almost got it. Just a little higher..."*

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:** Exhaust **DARK ENERGY TAP** and choose a non-home edge system that contains your ships to 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 the chosen system so that it is touching at least 2 non-home systems. Place a frontier token in the system if it does not contain any planets.



COMPLEXITY 



