

GREYFIRE
MUTAGEN Ω

At the start of a ground combat against 2 or more controlled by the Yin player:
Replace 1 of your opponent's infantry with 1 infantry from your reinforcements.
Then, return this card to the Yin player.

STYMIE Ω

After another player moves ships into a system that contains 1 or more of your units:
You may place 1 command token from that player's reinforcements in any non-home system.
Then, return this card to the Arborec player.

ACQUIESCENCE Ω

When the Winnu player resolves a strategic action:
You do not have to spend or place a command token to resolve the secondary ability of that strategy card.
Then, return this card to the Winnu player.

FORWARD
SUPPLY BASE

After another player activates a system that contains your units:
Gain 3 trade goods. Then, choose another player to gain 1 trade good.

All eyes turned toward the darkening skies as the only surviving supply truck rolled through the gates. "Get these checked in and send the last shipment to our allies!" Harrnugh yelled over the din of the engines.

FIGHTER
CONSCRIPTION

ACTION: Place 1 fighter from your reinforcements in each system that contains 1 or more of your space docks or units that have capacity; they cannot be placed in systems that contain other players' ships.

Taela grinned as her shimmering vessel lifted off the flight deck—at last, that damned Viscount would experience the superiority of Noddu dogfighting. "Get ready," she hissed into the comms.

BUTZ

At the start of an invasion:
Each of your non-fighter ships in the active system that do not have BOMBARDMENT gain BOMBARDMENT 6 until the end of the invasion.

"These weren't meant to be used like this. T, this is a terrible idea." Tai mumbled, wringing his hands. "Well, course it is," Dart grinned, slamming his fist down on the release lock. "But we've got about sixty kilotons of surprise! and nothing to lose!"

YIN SPINNER Ω
THE YIN BROTHERHOOD

After you produce units, place up to 2 infantry from your reinforcements on any planet you control or in any space area that contains 1 or more of your ships.

REDACTED
NEKRO DESTROYER

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)

1	7	2	1
COST	COMBAT	MOVE	CAPACITY

WAR
FUNDING Ω

After you and your opponent roll dice during space combat:
You may reroll all of your opponent's dice.
You may reroll any number of your dice.
Then, return this card to the Letnev player.

MASTER PLAN

After you perform an action:
You may perform an additional action this turn.

Viktor laced his long fingers with a wicked smile. Ulrien would be proud. The tactician's reputation was well-earned; even pawns could unseat kings.

RALLY

After you activate a system that contains another player's ships:
Place 2 command tokens from your reinforcements in your fleet pool.

The Federation advance would not be halted—not today. Cline set her broadcast to play on all open channels. She began, her voice fierce and unwavering. "Friends! On this day, our names shall be inscribed in the pages of legend!"

SCRAMBLE
FREQUENCY

After another player makes a BOMBARDMENT, SPACE CANNON, or ANTI-FIGHTER BARRAGE roll:
That player rerolls all of their dice.

"I will not accept this from that worthless scum!" Ferg growled as his enigmatic companion interfaced with the ship's nav suite. The nemora's position flickered and shifted, and the blast flashed harmlessly by.

EXCEPTION NO ID
THE NEKRO VIRUS

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.

MAGMUS REACTOR Ω
THE EMBERS OF MUAAT

Your ships can move into supernovas.

Each supernova that contains 1 or more of your units gains the PRODUCTION 5 ability as if it were 1 of your units.

WORMHOLE GENERATOR Ω
THE GHOSTS OF CREUSS

ACTION: Exhaust this card to 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.

CYBERNETIC
ENHANCEMENTS Ω

When you gain command tokens during the status phase:
Gain 1 additional command token.
Then, return this card to the LIZIX player.

INSIDER
INFORMATION

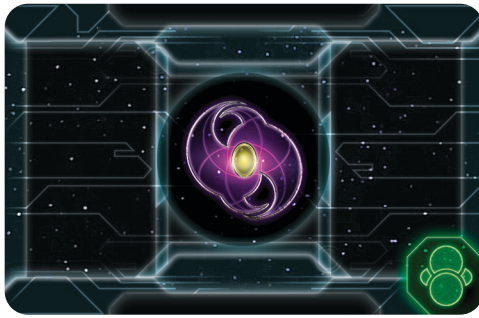
After an agenda is revealed:
Look at the top card of the agenda deck.

Maban yawned. Another filibuster. Politics could be so flavorless at times. Besides, she already knew how this one was going to turn out. Not well. Not well at all...

PLAGIARIZE

ACTION: Spend 5 influence and choose a non-faction technology owned by 1 of your neighbors; gain that technology.

The Xsarii spies handed over their prize to Connor, who in turn passed it to the Sol engineers with a grim smile. "Now then, boys," he said, one hand on his rifle, "about those loose ends..."



REFLECTIVE SHIELDING

When one of your ships uses SUSTAIN DAMAGE during combat:

Produce 2 hits against your opponent's ships in the active system.

Piri scrambled up to flesh's shoulder, gleefully clapping as the entropic shielding tore the mercenary cruisers apart.

HACK ELECTION

After an agenda is revealed:

During this agenda, voting begins with the player to the right of the speaker and continues counterclockwise.

YOUR [NULL ID] STATELY GAME WILL BE FOR NAUGHT << [VAR:42687] ORDER WILL ARISE FROM [VAR:89001] CHAOS << IT IS OUR HAND THAT CONTROLS THE OUTCOME <<

HARNESS ENERGY

After you activate an anomaly:

Replenish your commodities.

"Manipulating the cosmos was a power reserved for the gods." Rowl spat at the ground as his contraption whirled to life. "Not anymore."

SANCTION

After an agenda is revealed:

You cannot vote on this agenda. Predict aloud an outcome of this agenda. If your prediction is correct, each player that voted for that outcome returns 1 command token from their fleet supply to their reinforcements.

Two can play at this game.

SOLAR FLARE

After you activate a system:

During this movement, other players cannot use SPACE CANNON against your ships.

Melan braced for combat as the fleet entered the Ordinal system, but there were no Volefir droneships waiting to meet them. The solar flare gambit had succeeded—they were completely undetected.

IMPERSONATION

ACTION: Spend 3 influence to draw 1 secret objective.

"Also," Connor continued, bemused. "Someone just handed me this as I was leaving. I think it was meant for our dear friend Succaba. We should be able to put it to good use."

WAR MACHINE

When 1 or more of your units use PRODUCTION:

Apply +4 to the total PRODUCTION value of your units and reduce the combined cost of the produced units by 1.

"This would have taken weeks to replace if you had run it backwards," Vanshi called as she rotated the massive supercapacitor bank. "Okay, fire it up!"

GHOST SQUAD

After a player commits units to land on a planet you control:

Move any number of ground forces from any planet you control in the active system to any other planet you control in the active system.

"The L1 advance team was expecting to find the outpost abandoned. What they found—unfortunately for them—was Connor.

COUNTERSTROKE

After a player activates a system that contains 1 of your command tokens: Return that command token to your tactic pool.

"That's the thing about loyalty—" Viktor mused, turning one of the pieces backward, facing its own side. "It can be bought."

MAGEN DEFENSE GRID Ω

At the start of ground combat on a planet that contains 1 or more of your structures, you may produce 1 hit and assign it to 1 of your opponent's ground forces.

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The station vibrated as the device sputtered to life, emitting a high-pitched buzz to Vanshi's ears. "Micro-wormholes are cycling at 19 kilohertz," Cole read. "The entropic field tap is stable."

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"Vanshi, let the Commanders know they can contact the Tetrarchy. Tell them the fighter squadron assembly will be done ahead of schedule and under budget."



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HYPER METABOLISM

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DIPLOMACY

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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 that system. Then, ready up to 2 exhausted planets you control.

SECONDARY ABILITY:

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

