ARCHIVE ACCESS
EMPYREAN ALLIANCE

After another player moves ships into a system that contains 1 of your command tokens:
You may return that token to your reinforcements.

GATE WARD
CREUSS ALLIANCE

After your ships move:
For each ship that has a capacity value and moved through 1 or more wormholes, you may place 1 fighter from your reinforcements with that ship if you have unused capacity in the active system.

KENARAN EMBASSY
HACAN ALLIANCE

When you cast votes:
You may spend any number of trade goods; cast 2 additional votes for each trade good spent.

DEEPWROUGHT GRANT
JOL-NAR ALLIANCE

After you roll dice for a unit ability:
You may reroll any of those dice.

INTEGRATED SYSTEMS
L1Z1X ALLIANCE

Units that have PLANETARY SHIELD do not prevent you from using BOMBARDMENT.

HARMONY THROUGH COEXISTENCE
ARBOREC ALLIANCE

After another player activates a system that contains 1 or more of your units that have PRODUCTION:
You may produce 1 unit in that system.

MATERIEL SUPPLY CHAIN
LETNEV ALLIANCE

After 1 of your units uses SUSTAIN DAMAGE:
You may gain 1 trade good.

STRIKE WING ESCORT
ARGENT ALLIANCE

When 1 or more of your units make a roll for a unit ability:
You may choose 1 of those units to roll 1 additional die.

FLESH ACCORD
VUIL’RAITH ALLIANCE

When you produce fighter or infantry units:
Up to 2 of those units do not count against your PRODUCTION limit.
**BEST FRIENDS FOREVER**

**MENTAK ALLIANCE**

After you win a space combat:
You may force your opponent to give you 1 promissory note from their hand.

**COURT SORCERESS**

**NAALU ALLIANCE**

You may produce 1 additional fighter for their cost; these additional units do not count against your production limit.

**NAZZ-RONKA ALLIANCE**

After you gain control of a planet that was controlled by another player:
You may explore that planet.

**DART AND TAI, NO MORE, NO LESS**

**NAAZ-ROKHA ALLIANCE**

**COURT SORCERESS**

**NAALU ALLIANCE**

You may produce 1 additional fighter for their cost; these additional units do not count against your production limit.

**DART AND TAI, NO MORE, NO LESS**

**NAAZ-ROKHA ALLIANCE**

After you gain control of a planet that was controlled by another player:
You may explore that planet.

**PARALLEL COMPUTING**

**NEKRO ALLIANCE**

After you gain a technology:
You may draw 1 action card.

**NAVARCH’S TIMEPIECE**

**NOMAD ALLIANCE**

You can produce your flagship without spending resources.

**RELAY MELDWAY**

**SAAR ALLIANCE**

When you produce fighters or infantry:
You may place each of those units at any of your space docks that are not blockaded.

**SAAR ALLIANCE**

**RELAY MELDWAY**

When 1 or more of your units use production:
You may gain 1 trade good.

**VALKYRIE FOREIGN LEGION**

**N’ORR ALLIANCE**

During the “Commit Ground Forces” step:
You can commit up to 1 ground force from each planet in the active system and each planet in adjacent systems that do not contain 1 of your command tokens.

**POPULAR SUPPORT**

**SOL ALLIANCE**

At the start of a ground combat on a planet you control:
You may place 1 infantry from your reinforcements on that planet.

**ELYSIAN BOUNTY**

**UL ALLIANCE**

When 1 or more of your units use production:
You may gain 1 trade good.
IMPERIAL ENDORSEMENT

WINNU ALLIANCE
During combat:
Apply +2 to the result of each of your unit’s combat rolls in the Mecatol Rex system, your home system, and each system that contains a legendary planet.

QANOJ’S LIST

XXCHA ALLIANCE
Each planet you exhaust to cast votes provides 1 additional vote.

You may cast votes in a system that contains a legendary planet.

GAME EFFECTS CANNOT PREVENT YOU FROM VOTING ON AN AGENDA.

SPINNER TRANSMISSION

YIN ALLIANCE
This card satisfies a green technology prerequisite.
You may produce 1 additional infantry for their cost. These additional units do not count against your PRODUCTION limit.

NOT QUITE TREASON

YSSARIL ALLIANCE
After another player activates a system that contains your units:
You may look at that player’s action cards, promissory notes, or secret objectives.

THRALL OF THE KINGS

MAHACT “ALLIANCE”
During setup, you must place one of your command tokens in the Mahact player’s fleet pool; this token cannot be discarded or spent.

TRIBUNAL SANCTION

MUAAI ALLIANCE
After you spend a token from your strategy pool:
You may gain 1 trade good.

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.

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. This action cannot be performed once attached.

DYNAMIS CORE

ACTION: Purge this card to gain trade goods equal to your printed commodity value +2.

Intended to bring prosperity, the forge was twisted into an instrument of war.

Dart and Tai stood, mesmerized by the swirling mass. Neither had any idea what it was, but both were fairly sure they were about to retire.
THE NAALU COLLECTIVE

**TELEPATHIC MANIPULATORS**

- **STARTING TECH**
  - Neural Motivator
  - Sarwam Tools

- **STARTING UNITS**
  - 1 carrier
  - 1 cruiser
  - 1 destroyer
  - 3 fighters

- **FACTION ABILITIES**
  - You are always first in initiative order
  - When others move ships into your systems, you can move your ships out in response
  - Your fighters are stronger

- **PROMISSORY**
  - Allows another player to be first in initiative order

- **FLAGSHIP**
  - Accompanying fighters can fight in ground combat

- **MECH**
  - Stronger against players who have relics fragments

- **HOME SYSTEM**
  - Mualuni
  - Druua

- **COMPLEXITY**

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THE NEKRO VIRUS

**RECURSIVE SCOURGE**

- **STARTING TECH**
  - Dacxive Animators
  - Valefar Assimilator X
  - Valefar Assimilator Y

- **STARTING UNITS**
  - 1 dreadnought
  - 2 fighters
  - 1 carrier
  - 1 space dock

- **FACTION ABILITIES**
  - Can’t vote on agendas or research tech
  - Copies tech by destroying units and predicting agendas
  - Can turn research into command tokens

- **PROMISSORY**
  - Protection against having your tech copied by the Nekro

- **FLAGSHIP**
  - Accompanying ground forces can fight in space

- **MECH**
  - Stronger against players whose tech you have copied

- **HOME SYSTEM**
  - Mordai II

- **COMPLEXITY**

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THE CLAN OF SAAR

**NOMADIC ENGINEERS**

- **STARTING TECH**
  - Antimass Deflectors

- **STARTING UNITS**
  - 2 carriers
  - 4 infantry
  - 1 space dock

- **FACTION ABILITIES**
  - You gain a trade good when you gain control of a planet
  - You can score objectives even if your home system is taken
  - Your space docks can move

- **PROMISSORY**
  - Allows another player to force you to give up an invaded planet

- **FLAGSHIP**
  - Has the anti-fighter barrage unit ability

- **MECH**
  - Can be placed when you gain a planet by spending a trade good

- **HOME SYSTEM**
  - Lusii II
  - Raghi

- **COMPLEXITY**

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SARDAKK N’ORR

**SWARMING LEGION**

- **STARTING TECH**
  - None

- **STARTING UNITS**
  - 1 carrier
  - 1 dreadnought
  - 3 fighters
  - 1 PDS

- **FACTION ABILITIES**
  - All of your units are stronger
  - Your dreadnoughts roll extra dice when bombarding

- **PROMISSORY**
  - Lends another player your combat bonus in ground combat

- **FLAGSHIP**
  - Gives a combat bonus to accompanying ships

- **MECH**
  - Reflects hits when it sustains damage

- **HOME SYSTEM**
  - Tren’lak
  - Quinarra

- **COMPLEXITY**
FACTION ABILITIES
• You can drop reinforcements on planets you control
• You get a free PDS and space dock when you gain control of Mecatol Rex

FACTION LEADERS
• Allows another player to quash an agenda
• Allows another player to take an action card from your hand

FACTION TECH
• Your action card hand has no limits
• Your cruisers can transport other units

PROMISSORY
• Allows an extraterrestrial to place when indoctrinating to others

THE TITANS OF UL
ANCIENT CONSTRUCTS

FACTION ABILITIES
• You can awaken living PDS to quash an agenda and draw a new one
• You can drop reinforcements on nearby ships

FACTION LEADERS
• Performs the primary ability of any strategy card
• Provides extra votes for each planet

FACTION TECH
• Can annex adjacent, empty planets with the diplomacy strategy card
• Resolves two additional agendas however you choose

PROMISSORY
• Your carriers transport more non-fighter ships
• Your cruisers become strong in ground combat

THE WINNU
HERITORS OF REX

FACTION ABILITIES
• You can drop reinforcements on planets they control
• You can discard an action card to stall your turn

FACTION LEADERS
• Increases your influence over the other players’ systems
• Increases your influence over the other players’ systems

FACTION TECH
• Forces each player to give you a copy of their action cards
• Resolves two additional agendas however you choose

PROMISSORY
• Allows you to reanimate your units
• Allows you to reanimate your units

FACTION ABILITIES
• You can discard an action card to stall your turn
• You can discard an action card to stall your turn

FACTION LEADERS
• Can copy the effect of any other player’s agent
• Can copy the effect of any other player’s agent

FACTION TECH
• During your turn, players that pass cannot play action cards
• Allows you to look at a player’s action cards and take one

PROMISSORY
• Allows another player to take an action card from your hand
• Allows another player to take an action card from your hand

THE FEDERATION OF SOL
LIGHT OF JORD

FACTION ABILITIES
• You can indoctrinate an enemy infantry, causing them to switch sides
• You can sacrifice cruisers and destroyers to hit enemy ships after each combat round

FACTION LEADERS
• Uses extra infantry and extra ships to hit enemy ships
• Produces extra infantry and extra resources for each planet

FACTION TECH
• Allows you to reanimate your units
• Allows you to reanimate your units

PROMISSORY
• Allows other to drop reinforcements on planets they control
• Allows other to drop reinforcements on planets they control

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THE YIN BROTHERHOOD
CHILDREN OF MOYIN

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THE YSSARIL TRIBES
SHADOW OPERATIVES

FACTION ABILITIES
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• You can discard an action card to stall your turn

FACTION LEADERS
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FACTION TECH
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