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.

**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 blocked.

**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.
THE NAALU COLLECTIVE

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

FACTION LEADERS
- PROMISSORY: Allows another player to force you to give up an invaded planet
- FLAGSHIP: Accompanying fighters can fight in ground combat
- MECH: Stronger against players who have relics

FACTION TECH
- Your fighters only count as half of a ship against your limit
- Players lose a token from fleet pool when they attack you

STARTING TECH
- Neural Motivator
- Sarwenn Tools

STARTING UNITS
- 1 carrier
- 1 cruiser
- 1 destructor
- 3 fighters

COMPLEXITY

THE NEKRO VIRUS

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

FACTION LEADERS
- PROMISSORY: Having your tech copied by the Nekro
- FLAGSHIP: Accompanying ground forces can fight in space
- MECH: Stronger against players whose tech you have copied

FACTION TECH
- Can copy up to two tech that are normally unique to other players

STARTING TECH
- Dactive Animators
- Valefar Assimilator X
- Valefar Assimilator Y

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

COMPLEXITY

THE NAAZ-ROKHA ALLIANCE

FACTION ABILITIES
- Can choose between two cards when exploring with mechs
- Can get relics for two fragments instead of three
- Can turn extra fragments into command tokens

FACTION LEADERS
- PROMISSORY: Allows others to get relics for two fragments
- FLAGSHIP: Mechs in its system roll additional dice
- MECH: Rolls extra die and can transform into a ship

FACTION TECH
- Can turn research into command tokens
- Can copy up to two tech that are normally unique to other players

STARTING TECH
- Psychoarchaeology
- AI Development Algorithm

STARTING UNITS
- 2 carriers
- 1 mech
- 1 destroyer
- 3 infantry
- 1 space dock

COMPLEXITY

THE CLAN OF SAAR

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 farther

FACTION LEADERS
- 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

FACTION TECH
- Your space docks can move farther
- Others cannot activate asteroid fields that you occupy

STARTING TECH
- Antimass Deflectors

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

COMPLEXITY

SARDAKK N’ORR

FACTION ABILITIES
- All of your units are stronger
- Your dreadnoughts roll extra dice when bombarding
- Keeps the number of units you have a planet by spending a trade good

FACTION LEADERS
- PROMISSORY: Allows another player to force you to give up an invaded planet
- FLAGSHIP: Gives a combat bonus to accompanying ships
- MECH: Reflects hits when it sustains damage

FACTION TECH
- You can sacrifice your dreadnoughts to destroy ships
- A hit your ground forces take in combat is dealt back

STARTING TECH
- None

STARTING UNITS
- 2 carriers
- 1 space dock
- 1 PDS

COMPLEXITY