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<p>In the Silence of Space <i>A cluster of ships stealthily maneuvers into position.</i></p> <p>Play: When activating a system for a Tactical Action.</p> <p>For this action, up to 2 production capacity worth of ships may move through enemy fleets. Their combined cargo may not contain more than 4 Fighters. The moved non-Fighter ships gain <i>Pre-combat Shot</i>.</p> <p>Effect location: Active system</p>	<p>Inception <i>Transplanting ideas is much like transplanting organs; without the proper drugs they will be rejected.</i></p> <p>Play: At the end of the Strategy Phase.</p> <p>Discard one revealed agenda and replace it with a Political Card from your hand.</p> <p>Effect location: Mosaic Res System</p>	<p>Incoming! <i>"For every ship we let through, thousands of them will swarm our cities. We are our last line of defence, and defend we will!"</i></p> <p>Play: After the movement step of an enemy Tactical Action.</p> <p>Whenever a friendly PDS in the active system makes combat rolls, it makes one more. Enemy Agents lose the ability to disable PDS this action.</p> <p>Effect location: Active system</p>	<p>Influence in the Merchants' Guild <i>A healthy bribe convinces the Merchants' Guild to boycott all trade with your enemies.</i></p> <p>Play: As an action.</p> <p>Break one or two Trade Agreements (they may not both involve the same player). You may then allow one Trade Agreement to be opened.</p> <p>Effect location: None</p>	<p>Inscrutability <i>"Remember, discretion is the key. Don't let them know what we know."</i></p> <p>Play: After an opponent has drawn (and looked at) an Action Card or Political Card.</p> <p>The opponent must give you that card and draw another one of the same type.</p> <p>Effect location: Opponent's Home System</p>	<p>Insubordination <i>"No officer worth their stripes could follow orders such as these!"</i></p> <p>Play: As an action.</p> <p>Remove one Command Counter from the Command Pool or Strategy Allocation of an opponent. Return it at the start of the Status Phase.</p> <p>Effect location: Opponent's Home System</p>	<p>Intel Operations <i>You obtain valuable information on enemy movement and accordingly devise a long-term strategic plan.</i></p> <p>Play: As an action.</p> <p>Draw one Action Card.</p> <p>Effect location: Your Home System</p>	<p>Intelligence Hub <i>This classified node eavesdrop on all nearby communications, storing millions of records to detect and uncover hidden threats.</i></p> <p>Play: After your action.</p> <p>Place this card in a system you control. You may discard it to cancel an Action Card with an effect location in or adjacent to this system. Discard this card if you lose control of the system or at the end of the next round, whichever comes first.</p> <p>Effect location: Chosen system</p>	<p>Intermediary Trade Agreement <i>A powerful trading house has asked you to be intermediary for their precious goods.</i></p> <p>Play: Before your action.</p> <p>This card now is a Trade Contract of your race with value 3 that may not be self-traded. You may open a Trade Agreement with it with a willing opponent, then place Trade Goods on the exchanged cards as if the Trade Strategy Card had been played. If this card is part of a broken Trade Agreement, discard it.</p> <p>3</p> <p>Effect location: None</p>
<p>Into the Breach <i>The great heroism and sacrifices of this eminent crew inspires the rest of the your fleet.</i></p> <p>Play: Before a Space Battle in which you participate and your fleet contains a Dreadnought or Flagship.</p> <p>Choose a friendly Dreadnought or Flagship. All your ships receive +1 to their combat rolls during this Space Battle. Enemy hits must be assigned to the chosen ship first.</p> <p>Effect location: System of Space Battle</p>	<p>Intra-Party Dispute <i>A minor faction on the homeworld forces a realignment that echoes throughout the galaxy.</i></p> <p>Play: After the Assembly or Bureaucracy Strategy Card has been resolved</p> <p>Flip the Rotation Cycler.</p> <p>Effect location: Mosaic Res System</p>	<p>Intrusion <i>"I assure you that we are just passing through."</i></p> <p>Play: At the start of your Tactical Action in a system containing enemy planets but no enemy ships.</p> <p>You may not land units or bombard during this action. Remove your Command Counter from the active system after this action.</p> <p>Effect location: Active system</p>	<p>Joint Fleet Exercise <i>Sometimes an exercise is a cover for a maneuver, and some times it is the other way around.</i></p> <p>Play: As an action.</p> <p>Choose an opponent with whom you have a Trade Agreement, and that has a fleet adjacent to one of your fleets. You both gain 1 Command Counter to your Command Pool.</p> <p>Effect location: Systems containing each fleet (scattered effect)</p>	<p>Jury Rigged Battiestation <i>Preparing for the imminent attack, you equip your factories with their newly produced weapons originally meant to be shipped off-world.</i></p> <p>Play: After the movement step of an enemy Tactical Action.</p> <p>Choose one of your Space Docks. It can now use the Space Cannon ability three times as if it were a PDS.</p> <p>Effect location: System containing chosen Space Dock</p>	<p>Labor Strike <i>Massive and numerous strikes throughout key sectors of the empire cause critical delays and cost overruns.</i></p> <p>Play: After an opponent announced a Strategic Action but before it is executed.</p> <p>Cancel the Strategic Action. That opponent must exhaust a planet and take a non-Strategic Action if able. If unable, their action is skipped.</p> <p>Effect location: Opponent's Home System</p>	<p>Last Stand <i>"If this city falls, this planet will fall. If this planet falls, our empire falls. If that happens, our very species will perish."</i></p> <p>Play: When losing an Invasion Combat as the defender.</p> <p>Cancel all hits caused by the attacker during the last combat round and continue the Invasion Combat. Your units receive +1 to their combat rolls.</p> <p>Effect location: System of Invasion Combat</p>	<p>Liberation <i>The local populace celebrates the coming of your forces, and many flock to your banner!</i></p> <p>Play: After taking control of an enemy non-Home System planet via Invasion Combat or Planetary Landing.</p> <p>Receive two Ground Forces and one PDS on that planet. Gain 1 Trade Good.</p> <p>Effect location: System containing acquired planet</p>	<p>Local Unrest <i>Your rival's policies have driven the local populace into rebellion!</i></p> <p>Play: As an action.</p> <p>Choose a planet in a non-Home System and exhaust it. Its owner must then choose and destroy one ground unit on it if able. If no ground units remain on the planet after this effect, it reverts to neutral status.</p> <p>Effect location: System containing chosen planet</p>
<p>Lost in Bureaucracy <i>"I need to check the statuses of the relevant jurisdictions, all the work charters from section 3 and maybe even the civil code."</i></p> <p>Play: During the Strategy Phase, after agendas have been revealed.</p> <p>Discard all revealed agendas. Agendas that were not placed by players are re-drawn. Each player draws 2 Political Cards and chooses one of them as their new agenda.</p> <p>Effect location: Mosaic Res System</p>	<p>Mag Blast <i>Fully charged, the Mag Blast cannon thrums and whirs, momentarily draining all the ship's energy. "...Fire."</i></p> <p>Play: Before any Space Battle combat round.</p> <p>This combat round, hits scored by your non-Fighter ships are doubled. Each of these ships scoring at least one hit does not make combat rolls during the next combat round.</p> <p>*friendly fleet if that Space Dock is in space</p> <p>Effect location: System of Space Battle</p>	<p>Massive Transport <i>Your engineers mastermind the movement of an entire civilian infrastructure with industrial centers.</i></p> <p>Play: As an action.</p> <p>Move a friendly Space Dock to another friendly planet*. A route that does not contain enemy ships must exist between the two planets*.</p> <p>*friendly fleet if that Space Dock is in space</p> <p>Effect location: Destination system</p>	<p>Master of Fate <i>"We know that they are merely puppets, but what we don't know is who is pulling their strings."</i></p> <p>Play: During the Status Phase, before players have drawn Action Cards.</p> <p>Draw and look at a number of Action Cards equal to the number of players in the game. Then distribute one to each player.</p> <p>This card replaces one of the cards drawn regularly this Status Phase.</p> <p>Effect location: None</p>	<p>Master of Trade <i>The Merchants' Guild endorses your political regime and recognizes mutual interests.</i></p> <p>Play: After your action.</p> <p>Players may open Trade Agreements you approve*. Place the indicated value of Trade Goods on the newly opened Trade Agreements. Gain 1 Trade Good.</p> <p>*Hacan's ability to trade freely cannot be used here</p> <p>Effect location: None</p>	<p>Mercenary Legions <i>Steel evens the trade balance.</i></p> <p>Play: At any time.</p> <p>Place this card on an active Trade Agreement in your play area. When you would place Trade Goods on it, you may instead place the same number of Ground Forces on friendly planets or ships. Discard this card if the Trade Agreement is broken.</p> <p>Effect location: None</p>	<p>Military Advisors <i>"By teaching them modern methods of combat and instilling a spirit of independence we can secure their liberty - and keep enemy influence at bay."</i></p> <p>Play: As an action.</p> <p>Choose an empty planet in a non-Home System. Turn the planet neutral and place a <i>Strength 2 Hostile Locals Domain Counter</i> there.</p> <p>Effect location: System containing chosen planet</p>	<p>Military Foresight <i>While the loss of your proud ship was inevitable, you are relieved to behold the epic construction of the sister ship.</i></p> <p>Play: After one of your ships is destroyed in a Space Battle.</p> <p>Place the destroyed ship on this card. At the start of the next Status Phase, place this ship at one of your unblockaded Space Docks and discard this card.</p> <p>Effect location: Your Home System</p>	<p>Mineayers <i>Anticipating the imminent attack, you seed crucial waypoints with deep-space mines.</i></p> <p>Play: After the movement step of a Tactical Action where an enemy fleet entered a system containing friendly ships.</p> <p>Conduct the effect of Space Mines on that enemy fleet. If no hits are inflicted, return this card to your hand.</p> <p>Effect location: Active system</p>
<p>Moment of Triumph <i>A horrible weapon of terror is turned to ash and debris. The galaxy cheers as news spreads of your heroic victory.</i></p> <p>Play: After you destroy an enemy Flagship or War Sun during a Space Battle.</p> <p>Gain 1 Victory Point.</p> <p>Effect location: System of Space Battle</p>	<p>Morale Blow <i>The admirals comms cut out for a minute - enough to throw the fleet into confusion.</i></p> <p>Play: Before any combat round in which you participate.</p> <p>For this combat round, the units of your opponent receive -1 on all combat rolls. If only one enemy unit remains after hits are assigned, assign an extra hit to it.</p> <p>Effect location: System of combat round</p>	<p>Morale Boost <i>An impassionate speech inspires and bosters your forces.</i></p> <p>Play: Before any combat round in which you participate.</p> <p>For this combat round, all of your units receive +1 on all combat rolls. If your opponent scores enough hits to destroy all of your units, cancel one of these hits.</p> <p>Effect location: System of combat round</p>	<p>Multiculturalism <i>"We have much to learn from our neighbors in the galaxy. A diverse empire is a strong empire!"</i></p> <p>Play: During the Strategy Phase.</p> <p>Choose one racial special ability possessed by one of your opponents*. You gain that ability this round**.</p> <p>*You may not choose Saar's ability to have Space Docks in space. **If there is a timing conflict with the original ability, you go first.</p> <p>Effect location: Opponent's Home System</p>	<p>Navigation Beacon <i>Somewhere in the cold, dark expanse, an ancient nav beacon awakens and transmits data.</i></p> <p>Play: As an action.</p> <p>Place this card in a system. When activating a system adjacent to this card, you may grant +1 movement for the rest of the action to up to two of your ships moving through this card by sacrificing your ability to conduct hostile acts this action. Discard this card at the end of the round.</p> <p>Effect location: Chosen system</p>	<p>New Blood <i>A new generation of leaders discard old plans in favor of their own.</i></p> <p>Play: During the Strategy Phase.</p> <p>Recycle all of your Action Cards and Political Cards, then draw one Action Card and one Political Card.</p> <p>Effect location: Your Home System</p>	<p>Opening the Black Box <i>Your scientists have partially reverse-engineered a piece of Lazax weaponry, and the results are astounding!</i></p> <p>Play: As an action, if you control an artifact.</p> <p>Choose an artifact you control to gain the listed technology:</p> <ul style="list-style-type: none"> Integrated Economy Light/Wave Deflectors Daxive Animators War Sun <p>Effect location: System containing chosen artifact</p>	<p>Patrol <i>Increased activity on your borders necessitates increased deep-space security.</i></p> <p>Play: As an action.</p> <p>Move up to two Cruisers or Destroyers (even if they are situated in activated systems) to adjacent systems containing no enemy ships. Then place Command Counters from your reinforcements in those systems.</p> <p>Effect location: Destination systems (scattered effect)</p>	<p>Pillage <i>"Take everything that is not bolted down, and use the plasma-cutter for everything that is."</i></p> <p>Play: As an action.</p> <p>Choose an unblockaded friendly non-Trade Station planet. If able, move its army to friendly ships and planets in the system. Gain Trade Goods equal to 2 + its Resource or Influence value + 1 per PDS/Space Dock/Facility (destroy them). Turn it neutral and give it a Neutron Radiation Domain Counter. You may not land units on it this round.</p> <p>Effect location: System containing chosen planet</p>





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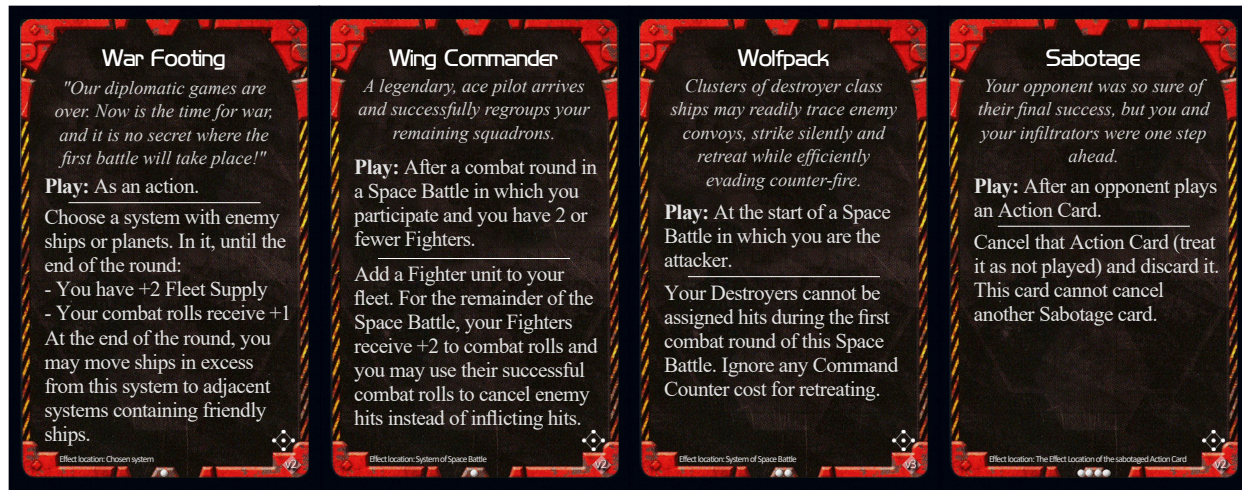




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We recommend playing
without the Sabotage
Action Card



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