A Beacon of Hope

When they were at the brink of lestruction, it emerged from the

Play: After a combat round in which your defending fleet is destroyed, if your Flagship is on the board (elsewhere).

Ignore all enemy hits from that nbat round. Add your Flagship and continue the Space Battle (it ignores Fleet upply and may pick up cargo peforehand). Activate the system from reinforcement.

Blackmail

"She needed to take time off to see her family anyway.

Play: At the start of your ection.

combat round of a Space Battle. Place a non-captive enemy Up to 4 Ground Forces of your Leader from the board on this fleet conduct combat rolls. card. During the next Status Destroy up to as many Phase, discard this card, then that Leader escapes. production capacity worth of

Coactive Operations

Flawless planning and tight execution allows for major operations to be concluded on a compact time frame.

Play: At the end of your

Perform another action after

Your High Command meets to coordinate strategy and reexamine crucial policies.

Command Summit

Play: As an action.

Add one Command Counter to vour Command Pool.

this round.

ow is better than a perfect plan

Phase (but after the special Tactical Action of Naalu).

You may perform a Tactical Action before the player with the lowest initiative. The capacity of each of your ships un) for this action. Skip your

attle cargo in excess of the reduced

A Path in the Dust

Starfarers told stories about the elusive Quandar's Passage that would reveal itself at only preciously scarce occasions and then only to those who knew where to seek it.

Play: At the start of your

During this action, up to three of your ships (and their cargo) ignore movement-impairing effects of Special Systems (red-bordered).

Boarding Action

of enemy ships. Shortly after, elit

troops enter and bypass critical

security barriers

enemy ships* as hits obtained.

count carried ground forces as adding their roduction capacity to that of their ship.

If you win the battle, replace

these ships with your own.

Play: Before the second

mming skiffs drill into the hul

Advanced Interrogation *Fechniques*

"There are ways to extract the information... regardless of your efforts to resist."

Play: As an action, or before your actions.

Look at the Action Cards and Political Cards of an opponent. If you hold captive one of their Leaders, also look at their Secret Objective(s) and steal an Action Card and a Political Cards from their hand. You may kill this Leader.

Breakthrough!

Your fleet punches through

the enemy at full speed.

Play: After winning a Space

Action before the first combat

Activate an adjacent system

from reinforcements and move

Continue the Tactical Action

in that system from the Space

Battle during your Tactical

round ends.

your fleet there.

Cannon step.

areas are secured."

Choose either of the following units to receive on any one a) One Armor (MU) b) One Shock Troop and one

Advanced Reinforcements 'We don't know what happen

"High command has accepted the request to reinforce the derelict, but we're sure that the sector, and will commence a technology it contains is from large scale pod-drop operation as soon as sufficient landing Play: As an action.

Play: As an action

planet you control: Ground Force.

You may purchase, for 8 resources, a Technology for which you may skip one Discounts from Technology Specialties and Artifacts of all colors apply.

Broadside

enemy fleet.

Play: Before any combat

round of Space Battle.

Choose up to 3 of your

Cruisers or Dreadnoughts.

This combat round, they

receive 2 extra combat dice

least 1 hit to each of these

Hits step.

each but you must assign at

ships if able during the Assign

Space Battle

Alien Technology

to the crew of this floating

another galaxy.

Money never influences the votes in the Galactic Council.

Play: After votes are revealed.

Bribery

Your hattleships unleash a pandemonium of high power projectiles, tearing asunder the

Choose an agenda being voted on. Until it is resolved, you may spend resources to gain the same amount of additional votes to be placed on this agenda.

(You may continue to add votes this way even after votes are modified by opponent Action Cards).

Communications Breakdown "Gamma sauadron, come in! This is the Saratoga, do you copy? Repeat, do you copy?

Play: When you activate a system for a Tactical Action.

Until the start of your next action*, no Action Cards may be played by any player.

*Or until you pass or skip an action if

Corporate Sponsorship

A mysterious benefactor has volunteered to finance certain aspects of your empire's research programs.

Play: When executing the primary or secondary ability of the Technology Strategy Card.

Receive 5 resources to be spent on Technology purchases this action.

Corridor of Tranquility "Sir! Our sensors have picked

up a strange pattern forming in the anomaly sector. Prognoses indicate it will evolve to a temporary clear star lane.

Play: During the Strategy

Choose two borders (and place Hit Counters on them) of a Special System (red-bordered). This round, players ignore the movement-impairing effects of that system if moving through it via the chosen borders.

Council Disbanded

Ancillary Workforce

Promotion campaigns and

have secured you a legion

of high-competence foreign

workers and state-of-the-art

industrial machinery.

Play: When producing units at

Catastrophic Hit

Captain, we've got a code red

hull breach! Diagnostics

indicate engine tube fracturing,

quantum catalyst shuddering

and severe compression coil

malfunc..." -signal lost.

Play: When an enemy ship is

damaged in a Space Battle in

If this ship survives the Space

Battle, it is destroyed instead.

which you are participating.

There are rumors of a bomb in the Council Hall, and the senators are running for their lives Rumors, such subtle weapons ..

Play: After the holder of the Assembly Strategy Card has chosen agendas to be voted on.

Cancel this vote Chosen agendas go back to whence

Anti-matter Smart Bombs

No planetary defense system can withstand such a combination of precision and raw, devastating power.

Play: During your Tactical Action.

one of your Space Docks During this action, your non-Fighter ships gain You may spend influence to Bombardment (x1). gain the same amount of Combat rolls from the ability production capacity in this provided by this card use an unmodifiable combat value of 4.

Chemical Warfare Your forces have secretly rocured a few ancient canister: of Exterix gas from a forgotten weapons cache.

Play: Before bombarding a

Destroy half of the Ground Forces on that planet (round up) and deal 1 damage to each Armor (MU). Planetary shields may not mitigate this damage.

containing bombarded planel

Counter Strikel

"Exiting hyper space.

Where are they?"

Play: After an opponent has

activated and moved ships into

a system containing your fleet.

Stop the current action, then

conduct a Tactical Action. It

must be in a system containing

planets or ships owned by that

opponent. Only ships in the

system activated by that

Resume the original action

opponent may move.

Civil Defense

System.

to defend their beloved planet.

Armistice

'Soldiers make poor diplomats

Let us speak of peace between

our peoples!

Choose an opponent and a

system in which you control

Neither you nor the chosen

opponent may activate the

You may not choose a Home

chosen system for the

remainder of the round.

Play: As an action.

planets or units.

Play: As an action.

Receive up to two free PDS units on a friendly planet.

combat value of 6.

end of an action.

Close Range Run-in 'They're pulling starboard and diverting energy to engines for a ramming maneuver! Prepare for a broadside!

Asteroid Base

'Scanners pick up major signs of

activity ... sir, that's no rock.'

Play: After having moved

Storm or Void System.

your ships into a Nebula, Ion

Receive an exhausted Space

Dock in the system, placed in

space. It has a production

capacity of 3, and the Deep

Space Cannon ability with a

It is destroyed if enemy ships

are present in its system at the

Play: Before a combat round of Space Battle

Choose one of your own ships and target one opposing ship. For the next two combat rounds, these ships only roll one combat die, and the hits they obtain may only be applied to the other ship.

stem of Space Battle

Courageous to the End 'At the end of your existence, will you cower and fade, or fight for your cause till the last drop of blood?

Play: When a friendly ship is destroyed in a Space Battle.

sanet recewing the PUS

Your destroyed ship makes two extra combat rolls against the enemy fleet before being removed from the game.

Covert Intelligence Support

A foreign commander receives vital information just in time. "You did not get this from us.

Play: After one or more combat rolls have been made by an opponent.

Add +2 to one of the dice that

was just rolled.

Critical Decision

A good plan violently executed

Play: At the start of the Action

being moved is halved (round next action

Critical Timing

Now or never.

Play: After an opponent's action, but every player must have already performed (or skipped) at least one action

Perform an action. Skip your

Cultural Crisis

"We have lost our way! Where's our traditions and values now? We are no longer one people.

Play: During the Strategy

Choose a player (the chosen player may be yourself). That player loses all racial special abilities this round, both advantages and disadvantages

(Saar's ability to have Space Docks in space is not affected by this card)

Cut Supply Lines

Sub-capital raiders impound supply shuttles and destroy re-fueling stations.

Play: As an action.

Choose a system. Until the end of the round, other players consider their Fleet Sup there as diminished by 2 (to a nimum of 1) unless they control a Space Dock in the

Decoy Maneuver

A wing of fighters maneuvers skillfully around the enemy fleet while jamming their sensors.

Play: At the start of a Space Battle in which you participate.

Up to three of your Fighters are immune to Anti-Fighter Barrage, but do not participate in the first combat round (and may not be assigned hits to). Each of these Fighters make two additional combat rolls in the second combat round. ...

Deep Space Raid

Your planetary fire control barrage with an ambush of patrolling ships.

Play: Before firing at a fleet with the Space Cannon ability

Your ships in systems adjacent to the targeted fleet use their Anti-Fighter Barrage against it.

Defection

Everybody has a price.

Play: As an action. Choose a non-Home System

containing a single enemy ship (except a Flagship). You may pay that ship's resource cost with influence or resources (or a mix thereof) to replace it with one of your own ships of the same type. Its cargo is destroyed

Determine Policy

In observance of a time-honored tradition, you invoke an ancient procedure from the first codex of

Play: After the holder of the Assembly Strategy Card has chosen agendas to be voted on.

Add one Political Card from your hand to the pool of chosen agendas.

Dimensional Fusion

Sometimes the wormholes through time and space realign and merge for a short while. It is crucial to estimate when these events take place.

Play: At the start of your

Until the start of your next action*, all non-D wormholes are connected to each others.

*Or until you pass or skip an action if that happens first.

Frontside 1/8





Backside 1/8

Diplomatic Immunity

Your diplomatic corps stalls your enemies, giving you precious time to prepare.

Play: As an action.

Choose a system containing a friendly ship or planet. Now and at the start of your subsequent actions* this round, place a Command Counter from an opponent's reinforcements in it

In a bold and cunning political maneuver, you force your adversary to reveal his secrets.

Play: At the start of any action

Look at all of an opponent's Action Cards. Then choose and discard one of them.

(That opponent is allowed to play Action Cards before you look at their hand.)

Disclosure

es mysterious funds are senators. Mysterious indeed!

Play: After votes are revealed

Discredit

Choose a player and an agenda. Reduce that player's votes for the chosen agenda by 10 (to a minimum of 0).

Dug In

Your armies are entrenched, fortified, and prepared for the absolute worst.

Play: At any time during the Action Phase.

Choose a system. Your armies and planets in this system are immune to bombardment until the end of the current action.

Economic Marvel

Your investment in planetary infrastructure generates a substantial economic boom.

Play: At the end of your

Choose 2 non-Home System planets in adjacent (or the same) system. Place a Facility of your choice on each of them.

Emergency Legislative

The will of the people never sleeps, so why should councilors

Play: After the agenda step of the Strategy Phase.

Choose three face-up agendas (except your own) and conduct voting on them. Players may add Voice of the Council as per the normal rule.

After this, unchosen agendas return to their owner's hand (or are discarded if they do not have an owner), then redo the agenda step.

Emergency Repairs

extensive field repairs on your damaged capital ships.

Play: Before any combat

Repair all your damaged ships and ground units in the system where this combat round is taking place.

EMP Shockwave

'The weapon is set to damped sinewave pulse, fully charged and ready to fire, sir!"

Play: After the PDS-fire step of an activation.

Choose a system containing one of your non-Fighter ships. In that system:

Exhaust all Space Docks

Exhaust planets without PDS Fighters may not participate (or be taken as casualties) during the first combat round of Space Battles this action.

Enhanced Armor

Sensing the winds of war, you upgrade your ships with nakeshift energy based shields. Those batteries die fast, though.

Play: As an action

Until the end of the round. your Cruisers gain the Sustain Damage ability.

Equipment Sabotage

ne of your covert saboteur cell managed to elude extreme security measures and plant explosives at critical locations

Play: As an action.

Choose a planet and one of the options below a) remove one PDS unit or Facility on the planet b) halve the planet's / Space Dock's production capacity (round down) for the remainder of the round. C) exhaust the planet

Executive Overreach

"I am the Senate."

Play: As an action, only if Mecatol Rex is not neutral.

The controller of Mecatol Rex may choose a Political Card in their hand or a revealed agenda on the board. Conduct voting* on this card.

*As if it was an Assembly, but Voice of the Council cannot be called.

Fantastic Rhetoric

One of your diplomats delivers a strong, moving speech.

Play: Before votes are revealed (players may change their votes after this card has been played

Choose an agenda. You gain 10 additional votes that can only be cast on the chosen agenda

Faulty Targeting

Your agents have managed to temporarily shut down your opponent's defense systems.

Play: When activating a system for a Tactical Action.

Opponents may not use the Space Cannon ability during the Space Cannon step of this action. Space Mines do not trigger during this action.

Fighter Patrol Callback

"Not a moment too early, Alpha squadron. We can not hold much longer. Engage and fire at will

Play: At the end of a combat round in a Space Battle in which you participate.

At the start of the next four combat rounds of this Space Battle, receive a Fighter in the system that joins the Space

tion: System of Space Battle

Fighter Screen Gap

Following powerful turret fire and skillful maneuvering, your ships manage to divert power from shields to a synchronized heavy weapons barrage againsi primary targets.

Play: Before any combat round of Space Battle.

During this combat round, your opponent may not assign hits from your non-Fighter ships to his Fighters (unless he has no other ships).

Space Battle

Flank Speed!

"These auxiliary subspace pulse drives could probably get us there in time. That is, if we had all the fuel in the galaxy at our disposal.

Play: When activating a system for a Tactical Action.

Spend a Command Counter from your Fleet Supply. For this action, grant +1 movement to a number of ships equal to half your Fleet Supply (round

Flawless Strategy

'Some times the only option is to go for both options Make no mistake, to let no

Play: As an action.

mistakes be made.

You may perform a Strategic Action to play an unpicked Strategy Card. Secondary abilities follow as normal. This Strategy Card may not be played again this round via other effects.

If you choose Diplomacy, you do **not** benefit from its special ability.

Focused Research

You insist that it can be done and allocate additional funds to the laboratories

Play: Before acquiring a Technology with the Technology Strategy Card.

For each of your planets with a Technology Speciality you now exhaust, you may skip one Technology of that color when considering prerequisites.

Force of Progress

e will unlock our true potential and fulfill our destiny!

Play: At the start of your action.

Unlock a Racial Upgrade, with 3 extra discount on its price. If you already have unlocked all your Racial Upgrades, refresh one of your planets

Found Mega-City

Let this be a hub of commerce and prosperity that lasts a thousand vears!

Play: As an action.

Choose a planet you control (not in a Home system and not Mecatol Rex). Place a colony on this planet and as many Trade Goods (treated as Natural Wealth) as the number of enemy controlled planets in or adjacent to this system.

Friendly Fire

Entering skirmishes with broker communication systems can prove fatal.

> Play: Before a combat round of Space Battle in which you participate.

> During this combat round, enemy Fighters will inflict a hit on their own forces on natural rolls of 1 through 4.

Frozen Accounts

Imperial state funds were linked to illegal activity and immediately frozen for formal investigation

Play: At the start of any player's action.

Choose a player. This round, they may not use or give Trade Goods from their Trade Goods area.

Fuel Relay Sabotage It is hard to believe the content of these tanks used to be perfectly viable fuel. Your agents did good work

Play: As an action.

Choose a system containing friendly units or planets, or that is adjacent to such a system. Until the end of the round, no ship may move through it. A player may spend 2 Command Counters from Fleet Supply at any time to ignore the effect of this card for the rest of the round.

Geomagnetic Mines

"I don't know where they'll land, but it will be in one of these minefields."

Play: At the end of your

Choose a friendly planet. This round, the next time an opponent lands units on this planet while you control it, their Armors (MU) take 1 hit each, then their army receives as many hits as half its number of ground units (round up).

Ghost Ship

"Commander, we've got an unidentified vessel in the sector It looks like one of ours!'

Play: As an action.

Receive a free Destroyer or Cruiser in a non-Home System that contains a wormhole and no enemy ships.

Good Year

The business climates of your most productive conglomerates have soared.

Play: As an action.

Receive one Trade Goods for each planet you control outside your Home System, but never above eight Trade Goods.

Grand Armada

on: None

We shall amass the greatest fleet the galaxy has ever witnessed!

There is no Fleet Supply limit for your ships in your Home System this round. At the end of the Status Phase, you may move ships from your Home System into adjacent systems that do not contain enemy ships (picking up cargo is

Grand Assembly

"We have a lot of settle."

Play: When the Assembly Strategy Card is played, before the choice between A and B is made

Instead of choosing A or B, the Assembly holder makes any player the Speaker, and all face up agendas are selected for oting.

Sometimes the sheer size of an

Play: Before a Space Battle or Invasion Combat in which you have the fewest production capacity's worth of units and no more than 6.

The enemy does not make precombat attacks. In combat rounds, they may not roll more combat dice than you*, and their natural rolls of 1 inflict hits on their forces instead.

*Sol's Versatile Combat Tactics ignores

this effect when counting combat dice.

Guerilla Warfare

It is usually disastrous when enemy force is their downfall. someone inexperienced declares themselves in charge, but there

Play: At the start of your

that it does not already have:

The chosen Leader gains the chosen Leader type in addition to its own until the Status Phase.

Heroic Ambition Heroic Charisma

are exception.

Choose a friendly Leader and a Leader type between these two

General Scientist

Leadership is at least as much about appearing competent as it is about being competent.

Play: At the start of your

Choose a friendly Leader and a Leader type between these two that it does not already have:

Admiral 👺 Diplomat 😸

The chosen Leader gains the chosen Leader type in addition to its own until the Status Phase.

Heroic Cunning

system

A brilliant plan from an unlikely

Play: At the start of your action.

Choose a friendly Leader and a Leader type between these two that it does not already have:

Admiral 🕮 💮 Agent 🥨

The chosen Leader gains the chosen Leader type in addition to its own until the Status

Heroic Insight

Intelligence has two purposes: making things work, and making things fall apart.

aning chosen planet

Play: At the start of your

Choose a friendly Leader and a Leader type between these two that it does not already have:

Agent Scientist

The chosen Leader gains the chosen Leader type in addition to its own until the Status Phase.

Heroic Rhetoric

A rousing speech at just the right moment can sometimes make

Choose a friendly Leader and a

Leader type between these two

Play: At the start of your

that it does not already have: Diplomat 😸 General

The chosen Leader gains the chosen Leader type in addition to its own until the Status Phase.

Hidden Warheads Primitive surface-to-space missiles can carry deadly payloads into the midst of an unwary enemy fleet.

Play: As an action.

Choose an enemy fleet blockading a friendly planet, then either: a) Inflict two hits on a non-Carrier* ship from that fleet

b) Destroy 4 Fighters from that fleet *You may choose a Carrier if no other types of non-Fighter ships are p

Play: During the Straegy

Hired Thugs

You are able to convince key enemy senators to be "missing during the council.

Play: After the holder of the Assembly Strategy Card has chosen agendas to be voted on.

A player of your choice loses half of their votes for this Assembly (except votes granted by Action Cards).

Frontside 2/8



Backside 2/8

In the Silence

A cluster of ships stealthily maneuvers into position.

Play: When activating a system for a Tactical Action.

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 Precombat Shot.

Inception

Transplanting ideas is much like transplanting organs; without the proper drugs they will be rejected.

Play: At the end of the Strategy Phase.

Discard one revealed agenda and replace it with a Political Card from your hand.

'For every ship we let through, thousands of them will swarm our cities. We are our last line of defence, and defend we will!

Incoming!

Play: After the movement step of an enemy Tactical Action.

Whenever a friendly PDS in the active system makes combat rolls, it makes one more. Enemy Agents lose the ability to disable PDS this

Influence in the

A healthy bribe convinces the Merchants' Guild to boycott all trade with your enemies.

Play: As an action.

Break one or two Trade Agreements (they may not both involve the same player). You may then allow one Trade Agreement to be opened.

Inscrutability

Remember, discretion is the key. Don't let them know what we know.

Play: After an opponent has drawn (and looked at) an Action Card or Political Card.

The opponent must give you that card and draw another one of the same type.

Insubordination

"No officer worth their stripes could follow orders such as these!'

Play: As an action.

Remove one Command Counter from the Command an opponent. Return it at the start of the Status Phase.

Intel Operations

You obtain valuable informa accordingly devise a long-term strategic plan.

Play: As an action.

Draw one Action Card.

Pool or Strategy Allocation of

his classified node eavesdrop of storing millions of records to letect and uncover hidden threats.

Intelligence Hub

Play: After your action.

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.

Intermediary Trade Agreement

A powerful trading house has asked you to be intermediary for their precious goods.

Play: Before your action.

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 Agreen 3 discard it.

Into the Breach

The great heroism and sacrifices of this eminent crew inspires the rest of the your fleet.

Play: Before a Space Battle in which you participate and your fleet contains a Dreadnought

Choose a friendly Dreadnought or Flagship. All your ships receive +1 to their bat rolls during this Space Battle. Enemy hits must be assigned to the chosen ship

Intra-Party Dispute

A minor faction on the homeworld forces a realignment that echoes throughout the galaxy.

Play: After the Assembly or Bureaucracy Strategy Card has been resolved

Flip the Rotation Cycler.

Intrusion

"I assure you that we are just passing through.

Play: At the start of your Tactical Action in a system containing enemy planets but no enemy ships.

You may not land units or bombard during this action. Remove your Command Counter from the active system after this action.

Joint Fleet Exercise

Sometimes an exercise is a cover for a maneuver, and some times it is the other way around.

Play: As an action.

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

Jury Rigged Battlestation

Preparing for the imminent attack, you equip your factories with their newly produced weapons originally meant to be shipped off-world.

Play: After the movement step of an enemy Tactical Action.

ntaining chosen Space Do

Master of Trade

The Merchants' Guild endorses

your political regime and

recognizes mutual interests.

Play: After your action.

Players may open Trade

Agreements you approve*.

Place the indicated value of

Trade Goods on the newly

opened Trade Agreements.

*Hacan's ability to trade freely cannot

Gain 1 Trade Good.

Choose one of your Space Docks. It can now use the Space Cannon ability three times as if it were a PDS.

Labor Strike

Massive and numerous strikes throughout key sectors of the empire cause critical delays and cost overruns.

Play: After an opponent announced a Strategic Action but before it is executed.

Cancel the Strategic Action. That opponent must exhaust a planet and take a non-Strategic Action if able. If unable, their action is skipped.

Last Stand

"If this city falls, this planet will fall. If this planet falls, our empire falls. If that happens, our very species will perish.'

Play: When losing an Invasion Combat as the defender.

Cancel all hits caused by the attacker during the last combat round and continue the Invasion Combat. Your units receive +1 to their combat

Liberation

The local populace celebrates the coming of your forces, and many flock to your banner!

Play: After taking control of an enemy non-Home System planet via Invasion Combat or Planetary Landing.

Receive two Ground Forces and one PDS on that planet. Gain 1 Trade Good.

Local Unrest

Your rival's policies have driven the local populace into rebellion!

Play: As an action.

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

Lost in Bureaucracu

"I need to check the statuses of he relevant jurisdictions, all the vork charters from section 3 and maybe even the civil code.'

Play: During the Strategy Phase, after agendas have been revealed

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.

Mag Blast

Fully charged, the Mag Blast cannon thrums and whirs, momentarily draining all the ship's energy. "...Fire.

Play: Before any Space Battle combat round

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.

Massive Transport

Your engineers mastermind the movement of an entire civilian infrastructure with industrial centers.

Play: As an action.

Move a friendly Space Dock to another friendly planet*. A route that does not contain enemy ships must exist between the two planets*.

*friendly fleet if that Space Dock is in

Master of Fate

'We know that they are merely puppets, but what we don't know is who is pulling their strings.

> Play: During the Status Phase, before players have drawn Action Cards.

> > Draw and look at a number of Action Cards equal to the number of players in the game. Then distribute one to each player.

> > > This card replaces *one* of the cards drawn regularly this Status Phase.

Mercenary Legions

Steel evens the trade balance

Play: At any time.

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.

Military Advisors

stem of Invasion Combat

"By teaching them modern ethods of combat and instilling a spirit of independence we can secure their liberty - and keep enemy influence at bay.

Play: As an action.

Choose an empty planet in a non-Home System. Turn the planet neutral and place a Strength 2 Hostile Locals Domain Counter there.

Military Foresight

While the loss of your proud ship was inevitable, you are relieved to behold the epic construction of the sister ship

Play: After one of your ships is destroyed in a Space Battle.

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

Minelayers

Inticipating the imminent attack you seed crucial waypoints with deep-space mines.

uniaming chosen planet

Play: After the movement step of a Tactical Action where an enemy fleet entered a system containing friendly ships.

Conduct the effect of Space Mines on that enemy fleet. If no hits are inflicted, return this card to your hand.

Moment of Triumph

I horrible weapon of terror is turned to ash and debris. The galaxy cheers as news spreads of your heroic victory

Play: After you destroy an enemy Flagship or War Sun during a Space Battle.

Gain 1 Victory Point.

Morale Blow

For this combat round, the

units of your opponent receive

If only one enemy unit remains

after hits are assigned, assign

an extra hit to it.

The admirals comms cut out for a minute - enough to throw and bosters your forces. the fleet into confusion.

Play: Before any combat round in which you participate.

For this combat round, all of your units receive +1 on all combat rolls. If your opponent scores

Morale Boost

An impassionate speech inspires

Play: Before any combat round in which you participate.

enough hits to destroy all of your units, cancel one of these

Multiculturalism

"We have much to learn from our neighbors in the galaxy. A diverse empire is a strong

Play: During the Strategy

Choose one racial special ability possessed by one of your opponents*. You gain that ability this round**

*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.

Navigation Beacon

Somewhere in the cold, dark expanse, an ancient nav beacon awakens and transmits data.

Play: As an action.

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.

New Blood

A new generation of leaders discard old plans in favor of their own.

Play: During the Strategy

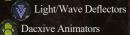
Recycle all of your Action Cards and Political Cards, then draw one Action Card and one Political Card.

Opening the Black Box

Your scientists have partially reverse-engineered a piece of Lazax weaponry, and the results are astounding!

Play: As an action, if you control an artifact. Choose an artifact you control to gain the listed technology:

Integrated Economy



War Sun

deep-space security. Play: As an action.

systems.

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

Patrol

Increased activity on your

borders necessitates increased

Pillage

"Take everything that is not bolted down, and use the plasma cutter for everything that is." Play: As an action.

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.

Frontside 3/8

Α3



Backside 3/8

Pincer Maneuver

'We intercepted the runners They are now all boxed in and have nowhere to go.'

Play: When an opponent retreats from a Space Battle in which you participate.

Cancel that retreat. Your opponent may not retreat from this Space Battle

Plague

A terrible illness spreads among your opponent's troops

Play: As an action.

Choose a planet your opponent controls. First, the owner must choose and remove ground units so that no more than 10 remains. Then roll a die for each remaining Ground Force on that planet. On results of 6 or higher, remove the unit. Your opponent retains control of the planet even if all units are destroyed.

Planted Explosives

"Red alert! There's been an explosion causing critical depressurization in cargo bay T-9. Seal it off asap!

Play: After the movement step of an enemy Tactical Action.

Choose one of the ships that moved. Its owner must assign two hits to ground units carried by this ship.

Policy Paralysis

The galactic infrastructure is deadlocked, and operations grind to a halt at a critical time.

Play: When an opponent plays a Strategy Card.

Players are not allowed to execute the Secondary Ability of the Strategy Card being played if it would cost them a Command Counter.

Political Coup

"Can't you see your house of cards have all but crumbled around you? Tell me, king of nothing, where is your crown now?

Play: As an action.

Choose either a Law currently in effect or the Voice of the Council. Conduct a round of voting on this card with the currently available votes.

Political Disdain

-- Captain Lassir, Letnev

Admiralty Representative

Play: During the Assembly.

Rare Mineral

Upon taking another minor

world under your protection,

colonial operators find a huge

deposit of rare and precious

Play: After acquiring a planet.

Receive three Trade Goods.

after agendas have been

"These laws aren't worth You know key individuals and the paper they're written on. enterprises in this system will Now, let me show you fiercely support this agenda. something that matters.

> Play: After votes have been written down but before they are revealed.

Choose a system (not Mecatol

Political Hold

chosen for voting, and only if Rex or a Home System) and you have at least 5 votes. one agenda. The number of votes generated by planets in Abstain from all the agendas. this system are reduced from Receive a Dreadnought in a their owner's votes on this system you control or your agenda, and then added to your (unblockaded) Home System, own.

Pre-emptive Evac

uccessfully exposed the plans o this attack well in advance.

Play: After enemy units have anded on one of your planets

Move all your ground units and PDS there to another planet you control in the same system or an adjacent one. There is no Invasion Combat. Space Docks there that would be captured are destroyed instead

Privateers

Ruthless pirates on your payroll prey upon your rival's vulnerable mechant fleets.

Play: As an action.

Steal half (round up) of the Trade Goods of an opponent, then discard one of your Trade

Productivity Spike

You pour resources and your ightest minds into the industria enterprise of your planets.

Play: During the Strategy

Until the end of the round. your Space Docks have 2 extra production capacity.

Propaganda Warfare

This planet is under siege, Lay down your weapons and we shall be merciful. Join us and you will be rewarded.

Play: After activating a system for a Tactical Action.

Choose a planet you blockade in the active system. For each influence you spend beyond its influence value, remove 2 ground units on the planet or replace 1 of the previously removed units with your own Treat replaced units as if you were landing them during the Planetary Landing step. •

Public Disgrace

Your covert smear campaign forces a prominent leader to resign amid rumors of scandal and corruption.

Play: When an opponent picks a Strategy Card during the Strategy Phase.

That opponent must return the picked Strategy Card* and pick a different one, if able.

*Bonus Counters remain on the card

Rally the People

"We will not go quietly into the night! We will not vanish without a fight!

Play: As an action.

Receive units* for up to 5 resources and 2 production capacity in your Home System. You may not receive ships if your Home System is blockaded, but you may receive units on enemy planets whereupon Invasion Combats (where no PDS may fire) are conducted as required.

System

Reverse Engineering

*No Space Docks

Ransom

The captured enemies proved a prize as worthy as the ground they fought on

Play: After winning an Invasion Combat.

For each enemy ground unit destroyed in this combat, you may take a Trade Good from their owner (or their Trade Agreements), who receives Ground Force in their Home System* in exchange.

on friendly planets or ships.

Massive organized uprising. develop at multiple worlds across the galaxy.

Rebellion!

Play: During the Strategy

At the end of the Action Phase, each planet adjacent to either Mecatol Rex or a Home System is attacked by 1 neutral Ground Force that lands on it. If the attacker wins, remove it, turn the planet neutral and add a Domain Counter with Hostile Locals (strength 1)

Recheck

'Information received is suspicious, request confirmation immediately

Play: After a combat roll.

Ignore the result of this die roll and re-roll it.

Red Tape

"We may not, under any circumstance, allow them to take this course of action. Use any means necessary to thwart their pursuit.

Play: During the Strategy Phase*, before the first player picks a Strategy Card.

Remove one Strategy Card from the game until the end of this round.

*You may only play this card if there are more Strategy Cards than players in the game.

n:None

Reparations

Political pressure in the Council allows you to extract financial revenge for your enemy's aggression.

Play: At the end of an enemy Tactical Action in which you lost one or more planets.

For each planet lost, you may take a number of Trade Goods from either the Trade Goods Area or Trade Agreements (or a mix thereof) of the active player equal to the resource or influence value of that planet, whichever is highest.

Requisition

"Your masters are not coming to your defense. Hand over your resources peacefully and we'll spare you invasion.

Action, if you did not commit a hostile act and blockade a planet in the active system. Exhaust each planet you blockade in the active system. Receive a Command Counter in your Command Pool. Gain Trade Goods equal to the resource value of the planets you just exhausted.

Play: After your Tactical

R∈-tooling

"These reactor cores do better work powering our ship drives than their laser banks."

Play: As an action.

Lose a Technology, then gain a Technology for which you have the prerequisites.

ne system

note system

The captured vessels were filled to the brim with superior, foreign technology

Play: After winning a Space Battle or Invasion Combat as the attacker against an opponent.

Acquire* one Technology held by that opponent (ignoring prerequisites).

*This technology is acquired after all post-combat effects are resolved.

Rider

it's Home System

Hours before the vote, a controversial provision is added to the bill.

Play: After agendas have been chosen for voting.

Reveal a Political Card from your hand and pick a chosen agenda of the same type (for/ against, elect player, etc...). After the chosen agenda is resolved (or discarded) in this Assembly, resolve (or discard) this Political Card in the same

Rise of a Messiah

intaining acquired planet

"For he is the chosen one. An interstellar fire of growing conviction. A nightmare to some. a revelation to others."

Play: As an action.

Receive a Ground Force on each planet that you control.

Ruinous Tariffs

These imports are destroying our native industries!

ed system (scattered effec

Play: After a player with whom you have a Trade Agreement receives Trade Goods from his trade

That player must give you half of their Trade Goods (round up).

Rule by Terror

Your firepower is vastly inferior. You have no hope to withstand us. No mercy if you face us. There will be nothing but atoms to bury.

Play: Before a Space Battle in which you are participating.

If you have a War Sun, Flagship, or 2 Dreadnoughts present, your opponent's fleet must either immediately retreat or take 2 hits.

Salvage

Intelligence had this ship marked as carrying "critical supply". You order your fleet to only damage her engines.

Play: After winning a Space Battle as the attacker, in which you destroyed a non-Fighter ship.

Gain 3 Trade Goods.

Scientist Assassination

/ / /

Your secret service successfull assassinates a leading scientist of an opposing faction.

Play: After an opponent has acquired one or more Technologies.

For the remainder of the round, the player in question cannot use the effects of the Technologies they just acquired.

/ / /

"These powerplants were once bringers of life and light on this dismal world. But now the light will be that of a thousand suns.

Play: When an opponent takes control of a friendly planet via Invasion Combat or Planetary Landing.

That opponent must choose to either lose all his ground units on the planet or turn the planet neutral and move his units back to whence they came*

Scorched Earth

Agent Sympathetic saboteurs place a bomb in the graviton generato of your enemy's space dock.

Choose and destroy a Space Dock which is not situated in a

Play: As an action.

Secret Industrial

Shields Holding 'We can't take another hit like that, Captain!

Play: During a Space Battle combat round in which you participate.

Cancel up to two hits from the

Ship Graveyard

Salvaging Mission "Explain to me... how are we gonna get all this home.

Play: As an action.

Choose a Void System* you control and gain 1 Trade Good

Place 4 Trade Goods in the system. During each Status Phase, the controller of the system may take one.

*Non-Home, non-Special System with

Show of Hands

Few individuals are as litigious as lawmakers. Except when they are hungry

Play: During the Assembly. after the decision about including Voice of the Council or not has been made

Choose an agenda. During this Assembly, no player may have more than 1 vote on it for any

Signal Jamming

"We're unable to activate the navigation relays. The orders cannot be brought through!'

Play: At the end of your

Choose a system containing Command Counter from the reinforcements of up to 2 opponents in the chosen system

Silent Incursion

With all primary systems shut down and stealth systems active, your ships glide in full radio silence toward the looming planet. It will be too late for the entinel fleet to stop the invasion.

Play: When activating a system for a Tactical Action.

For this Tactical Action, conduct the Space Battle step between the Planetary Landings step and the Invasion Combat step instead of its normal timing.

Skilled Retreat

page Battle

A skilled admiral navigates your fleet out of danger.

Play: At the start of a Space Battle, or after one of its combat rounds.

Conduct a retreat* with your fleet, ignoring any Command

*Ignore effects preventing retreats

Frontside 4/8

А3



Backside 4/8

Smugglers

he Cargo Inspector's eyes grew wide, military grade stasis capsules in the thousands, all recently occupied.

Play: During the Planetary Landing step of your Tactical

Up to 2 of your Shock Troops from adjacent unactivated systems (or the active system) may land in the active system. even if enemy ships are present. This action, Armies containing these Shock Troops cannot be shot at by PDSs.

Soldiers of Fortune

Your generous offer draws adventurers from all over the galaxy.

Play: As an action.

Pay the resource cost for up to 2 production capacity worth of units and place them in space or on friendly planets in a system containing no enemy

Space Dock Accident

A "terrible accident" ravages the industrial center.

Play: When an opponent produces units at a Space Dock, but before the build is paid for

Exhaust the planet containing the Space Dock and reduce the production capacity of the Space Dock by 3 (to a minimum of 2). The opponent must then revise their build.

Spare Capacity

cientists explain that the loading AI briefly became sentient before collapsing on itself. You had never seen cargo so impecably stacked.

Play: At the start of your action.

During this action, your ships with at least 3 Capacity gain Capacity (3). Your other non-Fighter ships gain Capacity (1).

Star of Death

The War Sun's primary weapon scours life from the planet with surgical precision.

Play: At the end of your Tactical Action in a system with a friendly War Sun that did not bombard this action.

Choose a planet in the active system, Kill Leaders there, turn it neutral and remove Artifacts, Domain Counters and Natural Wealth from it. Place a Radiation Domain Counter on it, then exhaust or lose control of a planet.

Stealth Run

"Torpedoes armed. Initiate cloaking procedures. They will never know what hit them.'

Play: Before a Space Battle in which you are the attacker

Up to five of your Fighters gain Pre-combat Shot for this Space Battle. Hits from these combat rolls must be assigned to non-Fighter ships first.

Stellar Community

Your people band together, from every corner of the galaxy What they achieved together will forever mark history.

Play: After your action, if your Flagship is not on the

Produce your Flagship at a friendly unblockaded and unexhausted Space Dock. Reduce its resource cost by your number of Victory Points, but not by more than 4.

Stellar Criminal

Smuggler lords of the galactic underworld manipulate your enemy's taxation computers

Play: As an action.

Choose two opponents. Those opponents must choose and exhaust half of their unexhausted planets (round

Strategic Delay

Your forces are still at full aler awaiting the order. At your command, the operation is launched with optimal timing. "One last thing remains."

Play: After all players have

Perform one more action before the Action Phase ends.

Strategic Planning

Courage, strategy and ruthlessness are the cornerstones of this galaxy.

Play: During the Strategy

This round, you do not have to pay Command Counters from your Strategy Allocation to execute the Secondary Abilities of Strategy Cards. Your initiative this round is set to 1+ the highest initiative mong other players.

Strategic Shift

"Circumstances have changed. It is not too late to turn aside from

Play: At the end of the Strategy Phase.

In rotation order and starting with the player after you*, every player selects a Strategy Card from the opponent before them in the rotation order. Then every player takes the Strategy Card they selected.

*This means you select last.

Strategic Stability

"We only have to keep an even keel and show them we're still in the forefront of this endevour."

Play: During the Status Phase, before returning Strategy Cards

Keep one of your current Strategy Cards instead of returning it. You pick one less Strategy Card during the following Strategy Phase.

Strategic Timing

"We can't keep dancing to our enemies' tune

Play: As an action.

Use the Secondary Ability of a Strategy Card held by an opponent that you have not used this round, without spending a Command Counter. You may not use that Secondary Ability again this round.

Stray Shot

With unfortunate consequence a deadly barrage of warheads are deflected by your shields and flung into the gravity field of the nearby planet.

Play: During a Space Battle in which you participate, in a system containing a planet.

Your opponent has to assign one of their hits to a planet of your choice in this system. This hit takes effect as if it was a bombardment hit.

Successful Spy

One of your agents successfull steals state secrets from one of your odorous opponents.

Play: As an action.

Take one random Action Card from up to two opponents.

Trade Stop

create chaos in the Merchants

Play: During the Strategy

play, including your own.

Break all Trade Agreements in

Super-Triangulation

'Target marked. We have full lock on all systems, clear trajectory. Commander, shall we take them out?

Play: At the start of the Space Cannon step of a Tactical

For each planet with friendly PDS in range of the active system, your PDS units gain +2 to their combat rolls during this step.

Supply Reserve

Your forces have successfull stored crucial supply caches in key systems in preparation of the coming operations.

Play: During your Tactical

Your Fleet Supply in the active system is increased by 3 until the end of the round, at which time ships in excess must be scuttled or moved to adjacent systems containing friendly

Suppressive Fire

A concentrated wall of projectiles, shells and beams from heavy weapons pins down the opponent, providing cover for your forces to maneuver.

Play: After conducting combat rolls, during a Space Battle or Invasion Combat in which you participate.

This combat round, you may use your successful combat rolls to cancel enemy hits instead of inflicting hits.

Surprise Assault

Your attack was utterly nanticipated and undeteccted by the unwary enemy fleet.

Play: At the start of a Space Battle in which you are the attacker.

The opponent may not use precombat abilities during this battle. For the first combat round, you roll your combat dice first and your opponent must assign the hits before rolling combat dies for his remaining units.

Synchronicity

Sometimes the sum of foresight, providence, fortune and continuous effort coalesce into something greater. In this case, a rare opportunity that may very well change the tides of war.

Play: During the Strategy Phase.

Look at the first six Action Cards of the deck. Take one of them to your hand and place the rest in the discard pile

Tech Bubble

One technological advance drives another.

Play: After executing the Primary Ability of the Technology Strategy Card.

Gain, for free, an additional Technology for which you have the pre-requisites.

The Lost Fleet

ou are being hailed up from the far end of the galaxy via outdated encryption channels.

Play: During Strategy Phase.

Place a Command Counter from your Command Pool in a system that contains no enemy ships and is at least 4 spaces away* from any of your planets and fleets. Then place 1 Carrier, 1 Ground Force, 1 Fighter, 1 Destroyer and 1 damaged Dreadnought there. *Ignore unstable wormholes when

Touch of Genius

System of Space Battle

'It is not the armies, the fleets, and our unfathomable weaponry that will win this war, but the power of our brightest minds.

Play: At the time specified by the card being duplicated.

Spend three influence to the discard pile and play it.

choose an Action Card from

Traitors

Deceitful mercenaries switch sides at a critical

Play: Before a combat round in an Invasion Combat in which you participate.

Destroy an opposing Ground Force or Shock Troop, then receive a unit of the same type.

Transport

New resources allow you to quickly reallocate a vital planetary garrison.

Play: As an action.

You may freely move up to 4 production capacity worth of ground units between planets you control. If moving a unit from an activated system, the destination system also becomes activated.

Tunnel Network

Space Battle / Invasion Co

Your army disappears into a network of ancient bunkers and underground cities.

Play: After enemy units have landed on a friendly planet.

Place this card next to that planet and move your army there onto it. It may land back on the planet during your Tactical Actions in the system (discard this card). The planet owner may at any

time suffer 2 hits to their army to inflict 1 hit to these units.

Underground Defense Assailment

nace Battle

Inknown to their occupiers, the aptives were secretly preparing a fleet to strike at the occupiers.

Play: After the movement step of your Tactical Action in a system containing friendly blockaded Space Docks.

You may produce ships at these Space Docks and treat them as if they had just moved into the system*

*This does not prevent these Space Docks from producing units normall

Unexpected Action

"It's a bold plan. But if we can pull it through, our enemies will never see it coming!"

Play: At the start of your Tactical Action.

Up to two ships (which may pick up cargo) may move out of activated systems during this action. Up to two ground units may move in independently from

adjacent (even if activated)

Unidentified

Aggressors "They came down upon us in great force and numbers. No flags, no recognizable signal patterns. But whoever they were, they were no pirates.

Play: Before a Space Battle.

This action, initiating a Space Battle is not considered a hostile act. (and will therefore not break Trade Agreements).

Uprising

Your agents succeed in stirring up insurrection in your enemy? territory.

Play: As an action.

Choose a non-Home system. Exhaust each planet in this system. The production capacity of each Space Dock in this system is reduced by 2 for the remainder of the round.

Urgent Navigation

"But captain, no one has ever navigated the Mahact Plateau in such a short time.

Play: When activating a stem containing no enemy ships or planets for a Tactical Action.

For this action, up to 5 production capacity worth of ships* gain +2 movement, and may move through enemy ships. You can only land on friendly planets.

*Carried Fighters DO count towards this

Usurder

"So long as this council convenes on my planet, it will

Play: During the Strategy Phase, when controlling Mecatol Rex.

Until you lose control of Mecatol Rex, you gain +6 votes at all times.

Veto

The agenda before you is utterly unacceptable to your people. You manage to find an obscure loophole and have it dismissed.

Play: After the holder of the Assembly Strategy Card has chosen agendas to be voted on.

Discard one of the agendas they chose. They must then choose another instead if able (they still may not choose their own agenda if they used option a).

Voluntary Annexation

Your immediate neighbors are enthralled by your impressive governmental system.

Play: As an action.

Choose a neutral planet* in a system adjacent to a friendly ship or planet. Discard its Domain Counters, take control of it and receive

*Not Mecatol Rex, Hope's End or in a Home System. It may not contain Custodian (grey) Domain Counters.

three Ground Forces there.

Vulcan Drop

aming invasion combat.

"Like fiery meteors they soared through the atmosphere and into our fortifications.

Only when the dust settled, we saw them..those giants of steel.

Play: At the start of an

Invasion Combat in which you are the attacker. During this Invasion Combat,

your Armor (MU) units gain Pre-combat Shot and Sustain Damage.

Frontside 5/8

А3



Backside 5/8

War Footing

"Our diplomatic games are over. Now is the time for war, and it is no secret where the first battle will take place!

Play: As an action.

Choose a system with enemy ships or planets. In it, until the end of the round: You have +2 Fleet Supply

Your combat rolls receive + At the end of the round, you may move ships in excess from this system to adjacent systems containing friendly

Wing Commander

A legendary, ace pilot arrives and successfully regroups your remaining squadrons.

Play: After a combat round in a Space Battle in which you participate and you have 2 or fewer Fighters.

Add a Fighter unit to your fleet. For the remainder of the Space Battle, your Fighters receive +2 to combat rolls and you may use their successful combat rolls to cancel enemy hits instead of inflicting hits.

Wolfpack

Clusters of destroyer class ships may readily trace enemy convoys, strike silently and retreat while efficiently evading counter-fire.

Play: At the start of a Space Battle in which you are the

Your Destroyers cannot be assigned hits during the first combat round of this Space Battle. Ignore any Command Counter cost for retreating.

Sabotage

their final success, but you and your infiltrators were one step

Play: After an opponent plays an Action Card.

Cancel that Action Card (treat it as not played) and discard it. This card cannot cancel another Sabotage card.

We recommend playing without the Sabotage Action Card

Advanced Reinforcements

High command has accepted the request to reinforce the sector, and will commence a arge scale pod-drop operation as soon as sufficient landing areas are secured."

Play: As an action.

Ground Force.

Choose either of the following units to receive on any one planet you control a) One Armor (MU) b) One Shock Troop and one

Critical Timing

taining chosen planet

Now or never.

Play: After an opponent's action, but every player must have already performed (or skipped) at least one action this round.

Perform an action. Skip your

Boarding Action

Ramming skiffs drill into the hull troops enter and bypass critical security barriers.

Play: Before the second combat round of a Space Battle.

Up to 4 Ground Forces of your fleet conduct combat rolls. Destroy up to as many production capacity worth of enemy ships* as hits obtained. If you win the battle, replace these ships with your own.

*count carried ground forces as adding their production capacity to that of their ship.

sace Battle

Decoy Maneuver

A wing of fighters maneuvers skillfully around the enemy fleet while jamming their sensors.

Play: At the start of a Space Battle in which you participate.

Up to three of your Fighters are immune to Anti-Fighter Barrage, but do not participate in the first combat round (and may not be assigned hits to). Each of these Fighters make two additional combat rolls in the second combat round.

Bribery

Choose an agenda being voted on. Until it is resolved, you may spend resources to gain votes to be placed on this

Money never influences the votes in the Galactic Council.

Play: After votes are revealed.

(You may continue to add votes this way even after votes are modified by opponent Action Cards).

Dug In

Your armies are entrenched,

fortified, and prepared for the

Play: At any time during the

Choose a system. Your armies

and planets in this system are

the end of the current action.

une to bombardment until

Action Phase.

the same amount of additional

Catastrophic Hit

Captain, we've got a code red hull breach! Diagnostics indicate engine tube fracturing. quantum catalyst shuddering and severe compression coil malfunc..." -signal lost.

Play: When an enemy ship is damaged in a Space Battle in which you are participating

If this ship survives the Space Battle, it is destroyed instead.

Emergency Repairs

Your expert engineers conduct

extensive field repairs on your

damaged capital ships.

Repair all your damaged ships

and ground units in the system

where this combat round is

Play: Before any combat

round

taking place.

Civil Defense

Your population works overtime to defend their beloved planet.

anet receiving the PDS

EMP Shockwave

"The weapon is set to damped

sinewave pulse, fully charged

and ready to fire, sir!'

Play: After the PDS-fire step

Choose a system containing

Exhaust all Space Docks

Exhaust planets without PDS

- Fighters may not participate

during the first combat round

of Space Battles this action.

(or be taken as casualties)

one of your non-Fighter ships.

of an activation.

In that system

Play: As an action.

Receive up to two free PDS units on a friendly planet.

Communications Breakdown

"Gamma sauadron, come in! This is the Saratoga, do you copy? Repeat, do you copy?

Play: When you activate a system for a Tactical Action.

Until the start of your next action*, no Action Cards may be played by any player.

*Or until you pass or skip an action if that happens first.

Enhanced Armor

Sensing the winds of war, you

upgrade your ships with

makeshift energy based shields.

Those batteries die fast, though.

Until the end of the round,

your Cruisers gain the Sustain

Play: As an action.

Damage ability.

Courageous to the End

'At the end of your existence. will you cower and fade, or fight for your cause till the last drop of blood?

Play: When a friendly ship is destroyed in a Space Battle.

Your destroyed ship makes two extra combat rolls against the enemy fleet before being removed from the game.

Faulty Targeting

Your agents have managed to

temporarily shut down your

opponent's defense systems.

system for a Tactical Action.

Opponents may not use the

Space Cannon ability during

the Space Cannon step of this

action. Space Mines do not

trigger during this action.

Play: When activating a

Covert Intelligence Support

A foreign commander receives vital information just in time. "You did not get this from us.

Play: After one or more combat rolls have been made by an opponent.

Add +2 to one of the dice that was just rolled.

being moved is halved (round up) for this action. Skip your next action.

(Scuttle cargo in excess of the reduced ATT. (F)

Critical Decision

A good plan violently executed

now is better than a perfect plan

Play: At the start of the Action

executed next month.

Phase (but after the special

Tactical Action of Naalu).

You may perform a Tactical

the lowest initiative. The

Action before the player with

capacity of each of your ships

Fighter Screen Gap Fighter Screen Gap

Following powerful turret fire and skillful maneuvering, your ships manage to divert power from shields to a synchronized heavy weapons barrage against primary targets.

ining unit making ti

Play: Before any combat round of Space Battle.

During this combat round, your opponent may not assign nits from your non-Fighter ships to his Fighters (unless he has no other ships).

Following powerful turret fire

and skillful maneuvering, your ships manage to divert power from shields to a synchronized heavy weapons barrage against primary targets.

Play: Before any combat round of Space Battle.

During this combat round, your opponent may not assign hits from your non-Fighter ships to his Fighters (unless he has no other ships).

Frontside 6/8





Backside 6/8

Flank Speed!

'These auxiliary subspace pulse drives could probably get us there in time. That is, if we had all the fuel in the galaxy at our disposal..

Play: When activating a system for a Tactical Action.

from your Fleet Supply. For this action, grant +1 movement to a number of ships equal to half your Fleet Supply (round

The local populace celebrates the coming of your forces, and

Play: After taking control of an enemy non-Home System planet via Invasion Combat or Planetary Landing.

Receive two Ground Forces and one PDS on that planet. Gain 1 Trade Good.

Friendly Fire

Entering skirmishes with broken communication systems can prove fatal.

Play: Before a combat round of Space Battle in which you participate.

During this combat round, enemy Fighters will inflict a hit on their own forces on natural rolls of 1 through 4.

Friendly Fire

Entering skirmishes with broken communication systems can prove fatal.

Play: Before a combat round of Space Battle in which you participate.

During this combat round, enemy Fighters will inflict a hit on their own forces on natural rolls of 1 through 4.

*Sol's Versatile Combat Tactics ignores

Guerilla Warfare

Sometimes the sheer size of an enemy force is their downfall.

Play: Before a Space Battle or Invasion Combat in which you have the fewest production capacity's worth of units and no more than 6.

The enemy does not make precombat attacks. In combat rounds, they may not roll more combat dice than you*, and their natural rolls of 1 inflict hits on their forces instead.

*You may choose a Carrier if no other types of non-Fighter ships are prese

In the Silence of Space

A cluster of ships stealthily maneuvers into position.

Play: When activating a system for a Tactical Action.

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 Precombat Shot.

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Intel Operations

Draw one Action Card.

ou obtain valuable informe This classified node eavesdrop of all nearby commun accordingly devise a long-term storing millions of records to detect and uncover hidden threats. strategic plan.

Play: After your action. Play: As an action.

> 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

Intelligence Hub

end of the next round. whichever comes first.

Liberation

Local Unrest Your rival's policies have driven the local populace many flock to your banner! into rebellion!

Play: As an action. 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

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Military Foresight

Hidden Warheads

Primitive surface-to-space

missiles can carry deadly

payloads into the midst of

an unwary enemy fleet.

blockading a friendly planet,

a) Inflict two hits on a non-

Carrier* ship from that fleet

b) Destroy 4 Fighters from that

Play: As an action.

Choose an enemy fleet

While the loss of your proud ship was inevitable, you are relieved to behold the epic construction of the sister ship.

Play: After one of your ships s destroyed in a Space Battle.

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.

Morale Blow

The admirals comms cut out for a minute - enough to throw the fleet into confusion.

Play: Before any combat round in which you participate.

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.

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Morale Boost

tem //

An impassionate speech inspire and bosters your forces.

Play: Before any combat round in which you participate.

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

Rare Mineral

Morale Boost

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Play: Before any combat round in which you participate.

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

containing chosen planet

and bosters your forces.

Patrol

Increased activity on your borders necessitates increased deep-space security.

Play: As an action.

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

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"We intercepted the runners. They are now all boxed in and have nowhere to go.

Pincer Maneuver

Play: When an opponent retreats from a Space Battle in which you participate.

Cancel that retreat. Your opponent may not retreat from this Space Battle.

Policy Paralysis Rare Mineral

The galactic infrastructure is deadlocked, and operations grind to a halt at a critical time.

Play: When an opponent plays a Strategy Card.

Players are not allowed to execute the Secondary Ability of the Strategy Card being played if it would cost them a Command Counter

Upon taking another minor world under your protection, colonial operators find a huge deposit of rare and precious minerals

Play: After acquiring a planet. Receive three Trade Goods

Rare Mineral

Upon taking another minor Upon taking another minor world under your protection, world under your protection, colonial operators find a huge colonial operators find a huge deposit of rare and precious deposit of rare and precious minerals. minerals

Play: After acquiring a planet. Play: After acquiring a planet.

Receive three Trade Goods.

Recheck

"Information received is suspicious, request confirmation immediately.

Play: After a combat roll.

Ignore the result of this die roll and re-roll it.

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Re-tooling "These reactor cores do better work powering our ship drives than their laser banks."

Play: As an action.

Lose a Technology, then gain a Technology for which you have the prerequisites.

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ontaining acquired planet

Play: As an action.

Lose a Technology, then gain a Technology for which you have the prerequisites.

Reverse Engineering

Receive three Trade Goods

"The captured vessels were filled to the brim with superior, foreign

raining acquired planet

Play: After winning a Space Battle or Invasion Combat as the attacker against an opponent.

Acquire* one Technology held / by that opponent (ignoring prerequisites).

*This technology is acquired after all post-combat effects are resolved.

controversial provision is added to the bill.

Play: After agendas have been chosen for voting. Reveal a Political Card from

ntaining acquired planet

Rider

Hours before the vote, a

your hand and pick a chosen agenda of the same type (for/ against, elect player, etc...). After the chosen agenda is resolved (or discarded) in this Assembly, resolve (or discard) this Political Card in the same

Frontside 7/8

А3





Backside 7/8

Salvage

Intelligence had this ship marked as carrying "critical supply". You order your fleet to only damage her engines.

Play: After winning a Space Battle as the attacker in which you destroyed a non-Fighter ship.

Gain 3 Trade Goods

Shields Holding

"We can't take another hit like that, Captain!

Play: During a Space Battle combat round in which you participate.

Cancel up to two hits from the

'We're unable to activate the navigation relays. The orders cannot be brought through!'

Signal Jamming

Play: At the end of your

Choose a system containing friendly ships. Place a Command Counter from the reinforcements of up to 2 opponents in the chosen system.

Signal Jamming

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Silent Incursion

With all primary systems shut With all primary systems shut down and stealth systems active, your ships glide in full radio your ships glide in full radio silence toward the looming silence toward the looming planet. It will be too late for the planet. It will be too late for the entinel fleet to stop the invasion. sentinel fleet to stop the invasion.

Play: When activating a Play: When activating a system for a Tactical Action. system for a Tactical Action.

For this Tactical Action, conduct the Space Battle step between the Planetary Landings step and the Invasion Combat step instead of its normal timing.

Silent Incursion

A skilled admiral navigates your fleet out of danger.

Skilled Retreat

Play: At the start of a Space Battle, or after one of its combat rounds.

Conduct a retreat* with your fleet, ignoring any Command

*Ignore effects preventing retreats.

Skilled Retreat

A skilled admiral navigates your fleet out of danger.

Play: At the start of a Space Battle, or after one of its combat rounds.

Conduct a retreat* with your fleet, ignoring any Command Counter cost.

*Ignore effects preventing retreats

Soldiers of Fortune

Your generous offer draws adventurers from all over the galaxy.

Play: As an action.

Pay the resource cost for up to 2 production capacity worth of units and place them in space or on friendly planets in a system containing no enemy units.

Strategic Planning

Courage, strategy and ruthlessness are the cornerstones of this galaxy.

Play: During the Strategy

You do not have to pay Command Counters from your Strategy Allocation area in order to execute Secondary Ability of Strategy Cards for the remainder of this round.

Wolfpack

Clusters of destroyer class ships may readily trace enemy convoys, strike silently and retreat while efficiently evading counter-fire.

Your Destroyers cannot be assigned hits during the first combat round of this Space Counter cost for retreating.

Supply Reserve

Your forces have successfully stored crucial supply caches in key systems in preparation of the coming operations.

Play: During your Tactical

Your Fleet Supply in the active system is increased by 3 until the end of the round, at which time ships in excess must be scuttled or moved to adjacent systems containing friendly

Cancel that Action Card (treat This card cannot cancel

Suppressive Fire A concentrated wall of projectiles, shells and beams from heavy weapons pins down the opponent, providing cover for your forces to maneuver.

Play: After conducting combat rolls, during a Space Battle or Invasion Combat in which you participate.

This combat round, you may use your successful combat rolls to cancel enemy hits instead of inflicting hits.

c system of space Battle / Invasion Cor

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on: System of Space Battle / Invasion Co

Suppressive Fire

Transport

New resources allow you to quickly reallocate a vital planetary garrison.

Play: As an action.

You may freely move up to 4 production capacity worth of ground units between planets you control. If moving a unit from an activated system, the destination system also becomes activated.

i system is (statute et en

Unidentified

For this Tactical Action,

between the Planetary

normal timing.

conduct the Space Battle step

Combat step instead of its

Landings step and the Invasion

Aggressors "They came down upon us in great force and numbers. No flags, no recognizable signal patterns. But whoever they were,

they were no pirates. Play: Before a Space Battle

This action, initiating a Space Battle is not considered a hostile act. (and will therefore not break Trade Agreements).

Urgent Navigation "But captain, no one has ever navigated the Mahact Plateau in such a short time.

Play: When activating a system containing no enemy ships or planets for a Tactical

For this action, up to 5 production capacity worth of ships* gain +2 movement, and may move through enemy ships. You can only land on friendly planets.

*Carried Fighters DO count towards this

Vulcan Drop

Play: At the start of an Invasion Combat in which you

During this Invasion Combat, your Armor (MU) units gain Pre-combat Shot and Sustain Damage.

Vulcan Drop

"Like fiery meteors they soared through the atmosphere and into our fortifications.

Only when the dust settled, we saw them..those giants of steel.

Play: At the start of an Invasion Combat in which you are the attacker.

During this Invasion Combat, your Armor (MU) units gain Pre-combat Shot and Sustain Damage.

Play: At the start of a Space Battle in which you are the attacker.

Battle. Ignore any Command

Sabotage

Your opponent was so sure of their final success, but you and vour infiltrators were one step ahead.

Play: After an opponent plays an Action Card.

it as not played) and discard it. another Sabotage card.

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are the attacker.

Frontside 8/8





Backside 8/8