GRAVIMETRIC SUPERCOMPLEX

When executing the Secondary Ability of the Production Strategy Card, treat the production capacity limit as 4 instead of 3.

When producing units at a Space Dock, you may forfeit 3 of your available production capacity to gain 2 free resources to spend on the build. Then exhaust the Space Dock.

Cost: 6

SAIMOC-INFUSED HULLS

After each combat round, repair one of your participating ships that did not use *sustain damage* that round.

Hits from Fighters may not be assigned* to your non-Fighter ships during the first round of Space Battles.

*Assign hits from non-Fighter ships first.

Cost: 4

HEAVY CONVOY OPERATIONS

For every three non-Fighter ships moved between two systems, you may move along one additional non-Fighter ship (even if it has insufficient movement capability).

When executing the secondary ability of Warfare, you may move one extra ship.

Cost: 3

FLAGSHIP — ARC SECUNDUS

COST: 10₃
BATTLE: 5(x2)
MOVE: 1
CAPACITY: 2

SPECIAL
Bombardment (x1)
Sustain Damage (x2)
Anti-Fighter Barrage (x1)
Pre-combat shot (x1)

FLOATING FACTORIES

Your Space Docks may now produce units during the same activation as moving, *or* gain +1 movement. They may also withdraw and retreat from Space Battles.

Cost: 2

ITINERANT ASSIMILATORS

The cost of your Space Docks is reduced by 1, and they may be built in any system where you have planets or units (even if you just moved there). At the end of your actions in which you acquired at least one planet, receive 1 Trade Good.
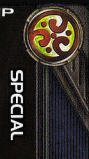
Cost: 6

CHAOS-MAPPING

You may ignore negative effects of all Special Systems (except Supernova), but fleets in Asteroid Fields do not block enemy movement, and may never contain more than 4 ships. All pre-combat rolls receive a -1 penalty against you.

Cost: 5

FLAGSHIP — SON OF RAGH

COST: 10₃
BATTLE: 7(x3)
MOVE: 2
CAPACITY: 4

SPECIAL
Sustain Damage (x2)
Anti-Fighter Barrage (x2)
When this ship is not moving, your ships moving through this system gains +1 movement.

QUANTUM DATAHUB NODE

At the end of the Strategy Phase, you may trade one of your Strategy Cards with a Strategy Card belonging to one of your trade partners. The other player is not required to agree to the trade.

Cost: 5

PARALLAX TRANSACTION CORE

When researching Technology, you may ignore pre-requisites to any Technology Advance held by a trade partner. At any time, you may exhaust a planet you control to give its resource value as Trade Goods to an opponent.

Cost: 2

COMMERCE NEXUS

As an Action, once per round, you may spend one Command Counter from your Strategy Allocation area to gain 4 Trade Goods. You must then choose two* opponents, each of which gains one Trade Good.

*one in 2-player games

Cost: 3

FLAGSHIP — KENARAN SUN

COST: 10₃
BATTLE: 6(x2)
MOVE: 2
CAPACITY: 4

SPECIAL
Sustain Damage (x2)
When the Trade Strategy Card is played, for each opponent controlling a planet in systems adjacent to this ship (or the same system), you may choose to grant 1 Trade Good to yourself *and* to the owner of the planet.

ADVANCED FLEET TACTICS

During each combat round of Space Battles, up to three Fighters and one Carrier receive +2 to combat rolls. No more than half of your Fighters (round up) may be lost to Anti-Fighter Barrage.

Cost: 6

VERSATILE COMBAT TACTICS

Your Ground Forces gain the *Commando* ability, and receive +2 to combat rolls in combat rounds in which you have fewer combat dice than the opponent. During enemy bombardment, half of your Ground Forces (round up) are immune.

Cost: 3

MARK II ADVANCED CARRIERS

Your Carriers gain the *Sustain Damage* ability and a carrying capacity of 8.
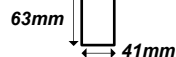
Cost: 4

FLAGSHIP — GENESIS I

COST: 8₃
BATTLE: 7(x2)
MOVE: 2
CAPACITY: 8

SPECIAL
Sustain Damage (x2)
Produce Units (2, Fighters only)
When using your special ability to place Ground Forces on a planet, also place one Ground Force on this ship.
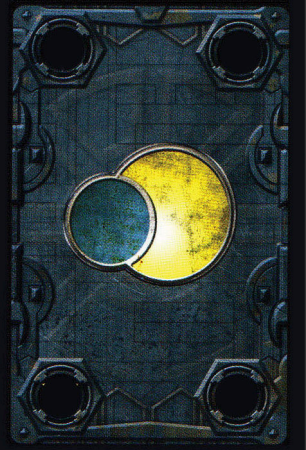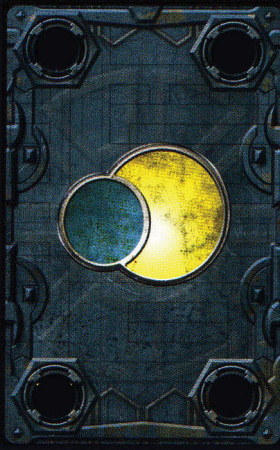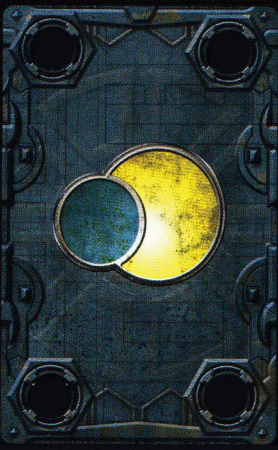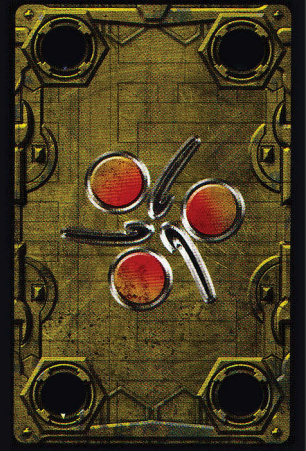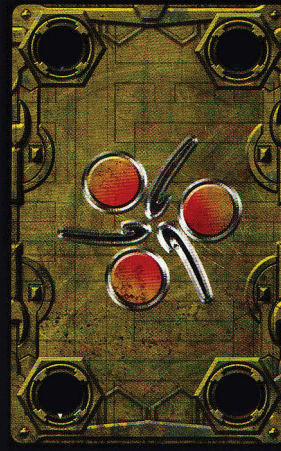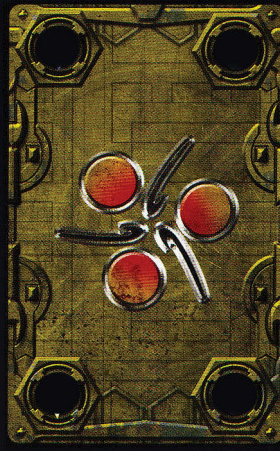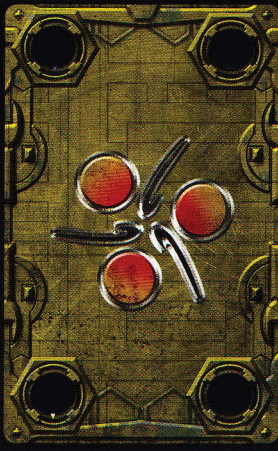
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41mm

SALVAGE OPERATIONS

Whenever you participate in a Space Battle, receive 1 Trade Good. If you win the battle you receive one extra, and may immediately produce a ship of a type destroyed in the battle, and place it in the system. You must pay the ship's resource cost.

Cost: 4

ADAPTABLE ORDNANCE RIGS

Your Cruisers may carry 1 (extra) Ground Force. During your turns, your Cruisers which are not utilizing this extra capacity may either *sustain damage* outside of normal combat rounds *or* gain one extra combat roll in the first round of combat.

Cost: 7

COMMERCE RAIDING

When using your ability to steal Trade Goods, you may take one additional Trade Good from the owner of each planet that is under your blockade, *or* their trade partners. You may now also target uncollected Trade Goods from Trade Agreements using this ability.

Cost: 2
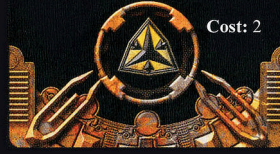
FOURTH MOON

FLAGSHIP

SPECIAL
Sustain Damage (x1)
Pre-combat shot (x1)
When this fleet wins a Space Battle against a fleet worth at least 3 resources, you may take 1 Trade Good either from the owner of the opposing fleet or reinforcements.

COST	BATTLE	MOVE	CAPACITY
10▥3	4(x2)	2	3

TELEPATHIC MIND WEAPON

Opponents treat their Fleet Supply as 1 lower in systems containing your ships.
Once per opponent per round, after winning a Space Battle against them (where they did not retreat), you may force them to discard a Command Counter from Fleet Supply.

Cost: 5

PSIONIC DOMINATION

Treat Enemy Leaders you hold captive as your own Leaders instead*, until they get re-captured or you release them in the Status Phase. You may treat them as enemy captives for your Action Cards and Objectives.

*You can thus use their abilities and they are still yours when they escape

Cost: 2

HYBRID CRYSTAL DRIVES

Your Fighters can be picked up (if unactivated) and supported from adjacent systems.
At the end of your Tactical Actions, any number of your Fighters in the active system may move to a single adjacent system without enemy ships (activate it from reinforcements).

Cost: 4

THE MATRIARCH

FLAGSHIP

SPECIAL
Sustain Damage (x1)
Your Fleet Supply in this system is increased by 2.
No more than half of the fighters in this fleet (round down) may be lost to Anti-Fighter Barrage.

COST	BATTLE	MOVE	CAPACITY
10▥3	6(x2)	2	6

VALEFAR ASSIMILATOR

Your racial ability can also copy an enemy racial upgrade (not at the same time as a Technology) to this card (replacing any previously copied upgrade). You may use its effects, but not those that refer to the racial abilities of its original race.

Cost: 0

VALEFAR ASSIMILATOR

Your racial ability can also copy an enemy racial upgrade (not at the same time as a Technology) to this card (replacing any previously copied upgrade). You may use its effects, but not those that refer to the racial abilities of its original race.

Cost: 2

VALEFAR ASSIMILATOR

Your racial ability can also copy an enemy racial upgrade (not at the same time as a Technology) to this card (replacing any previously copied upgrade). You may use its effects, but not those that refer to the racial abilities of its original race.

Cost: 4

THE ALASTOR

FLAGSHIP

SPECIAL
Sustain Damage (x1)
At the end of each combat round, choose one destroyed opponent ship that does not have the Sustain Damage ability, and immediately add a unit of the same type to your fleet (it will participate immediately to the battle).

COST	BATTLE	MOVE	CAPACITY
10▥3	6	2	3

EXO-PLASMIC SURGE

Your PDS units may bombard planets in range during the bombardment step of your activations.

Cost: 3

BIOTIC CORE CELL

Up to three Destroyers in each system may be supported by other ships using Ground Force capacity. Supported Destroyers do not take up Fleet Supply.

Cost: 4

BERZERKER GENOME

At any combat round in which you scored at least one hit, automatically inflict an extra hit on the opponent.

Cost: 5

C'MORRAN NORR

FLAGSHIP

SPECIAL
Sustain Damage (x1)
Deep Space Cannon (x1)
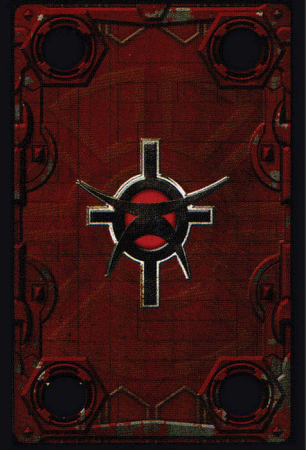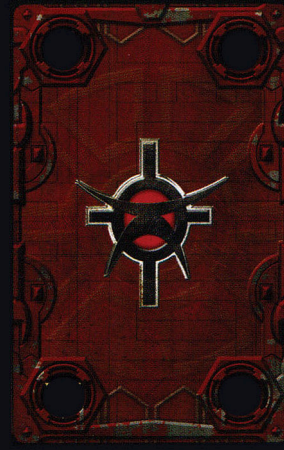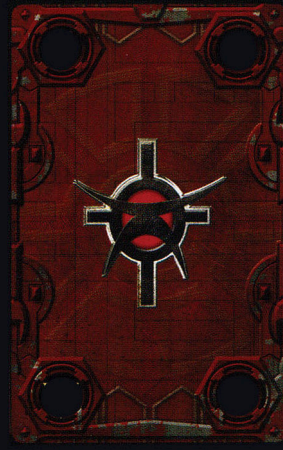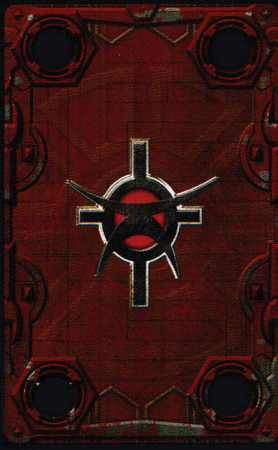You receive +1 to all Space Battle combat rolls in this system of which you are the attacker.

COST	BATTLE	MOVE	CAPACITY
10▥3	6(x2)	1	2
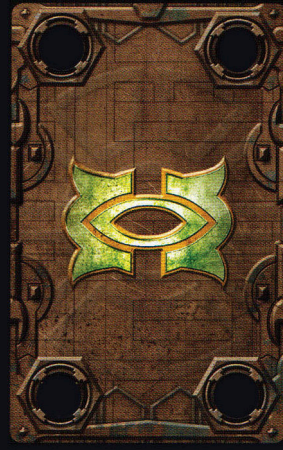
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HYPERSTRING FOCUS COUPLER

Each Strategy Phase, mark any Technology Advance you have not obtained. During the following Action Phase, you may use the effects of this Technology Advance as if it was researched.

Cost: 8

SPATIAL CONDUIT NETWORK

During the movement step of an activation of a system that does not contain enemy ships or planets, you may treat the system as if it were adjacent each system containing your ships.

Cost: 6

SPACE-TIME ARCHITECTONICS

At the end of each Status Phase, you may spend 3 resources in order to swap any two adjoining systems *or to* rotate a triangle of adjoining systems on the board. All units and counters are moved with the systems, but border tokens remain as they were.

Cost: 12

FLAGSHIP
J.N.S HYLARIM

SPECIAL
Sustain Damage (x1)
Opponents may not utilize the effect of Technologies in this ship's system.*

*This includes movement-enhancing Technology used to reach this system, as well as any Deep Space Cannon abilities firing at this system.

COST	BATTLE	MOVE	CAPACITY
10▣3	2	1	4

LAZAX GATE FOLDING

During the Planetary Landings step of your activations of Mecatol Rex, you may move up to six production capacity worth of ground units from your Home System planet to Mecatol Rex (if the source system is unactivated).

Cost: 4

INFRANEURAL MANIPULATORS

As an action, once per round, you may spend a Command Counter from Strategy Allocation to play one of the unchosen Strategy Cards as a Strategic Action (where Secondary abilities follow as normal). Bonus counters remain unaffected.

The chosen Strategy Card may not be played again this round via other effects.

Cost: 7

BIOPTIC RECYCLERS

Once per round, as an action, you may discard an Action Card from your hand to gain 2 Trade Goods or 1 Command Counter.

Cost: 3

FLAGSHIP
SALAI SAI CORIAN

SPECIAL
Sustain Damage (x1)
Once during each Space Battle involving this ship, you may force the opponent fleet to re-roll a combat die. Your exhausted planets in the this system yield votes.

COST	BATTLE	MOVE	CAPACITY
10▣3	8(x4)	2	4

INSTINCT TRAINING

Once per round, you may spend 1 Command Counter from your Strategy Allocation area to cancel an Action Card just played by an opponent.

Cost: 5

HONORED DIPLOMATS

Once per round, when an opponent activates a system containing one of your planets, you may force him to instead discard the Command Counter and immediately end his action.

Cost: 5

ARCHON ENERGY SHELL

You may spend a Command Counter from Strategy Allocation to negate enemy bombardment on planets you control, after dice are rolled. During one Space Battle or Invasion Combat each round in which you are the defender, you may negate two hits.

Cost: 4

FLAGSHIP
LONCARA SSODU

SPECIAL
Sustain Damage (x3)
This ship is immune to Action Cards targeting a specific unit. Planets*, even neutral, in or adjacent to this ship's system provide their votes to you instead of to their owner.

*Mecatol Rex and Home System planets are not affected.

COST	BATTLE	MOVE	CAPACITY
10▣3	6(x2)	1	3

VORTUS CLOAKING FIELD

After the movement step of any Tactical Action, you may remove (*cloak*) any number of your units in the system. If you are the active player, you may also add up to 2 production capacity worth of previously *cloaked* units to your fleet. Cloaked units do not carry cargo.

Cost: 5

SHUTTLE LOGISTICS

During the Planetary Landings step of your activations, you may move in up to 2 Ground Forces from adjacent unactivated systems (or the same system). This limit is increased by 2 for every Command Counter spent from Strategy Allocation.

(If the Invasion is obstructed by other effects, immediately return them to their original position).

Cost: 3

MAGEON IMPLANTS

When using your special ability to look at opponents' hand of Action Cards, you may replace one card with one from your own hand.
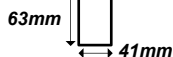
Cost: 4

FLAGSHIP
Y'SIA Y'SSRILA

SPECIAL
Sustain Damage (x1)
Pre-combat shot (x3)
This fleet does not trigger Space Mines and enemy PDS fire during the movement step of activations.

COST	BATTLE	MOVE	CAPACITY
8▣2	6	2	4
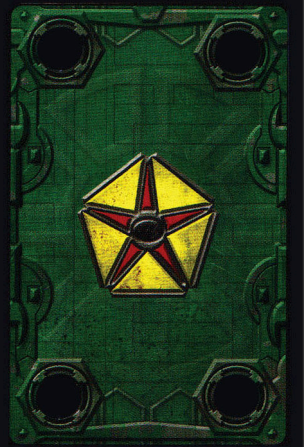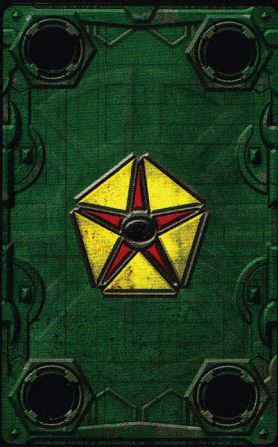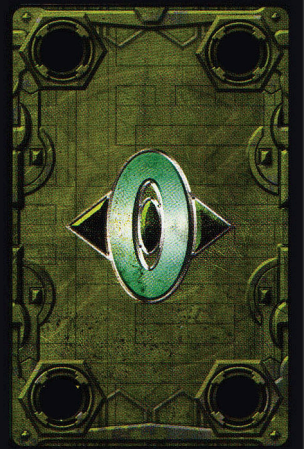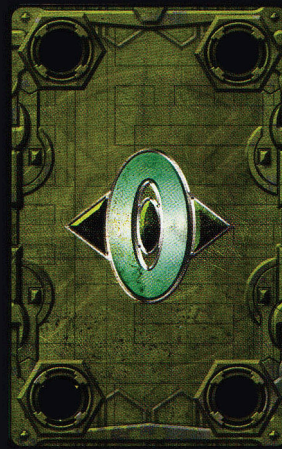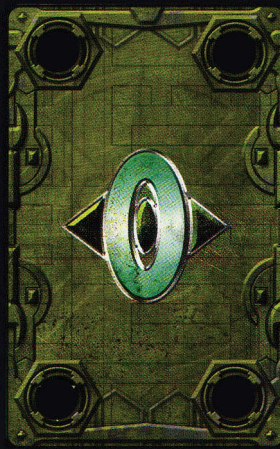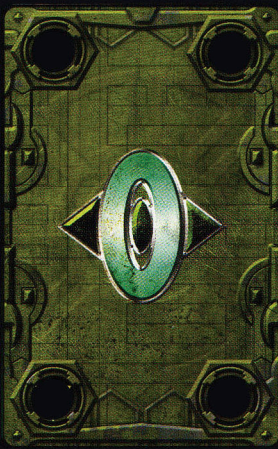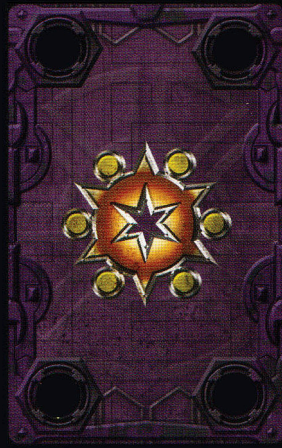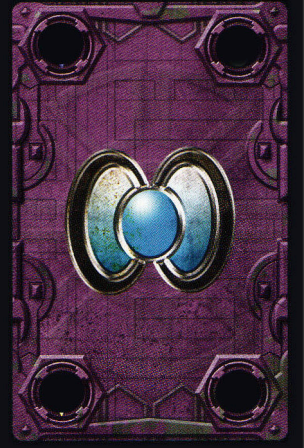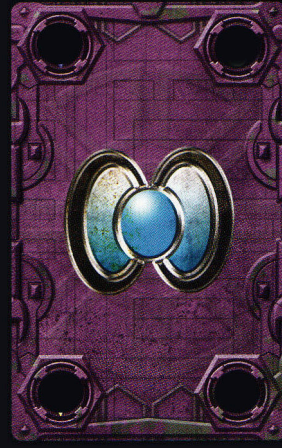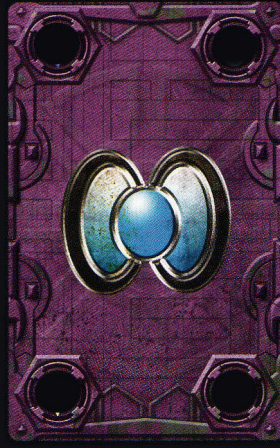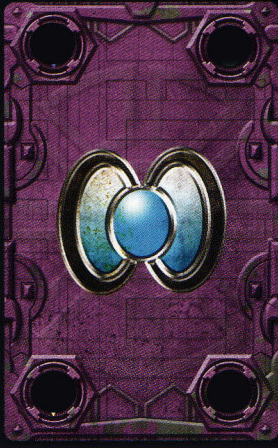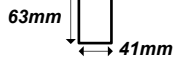
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MOYIN'S GEN II ELITE

Your Shock Troops now cost 1 resource.

When you produce units at a Space Dock, place one free Ground Force on the planet. This unit do not count towards production capacity.

Cost: 3

SUBLIMINAL COMMAND

When using your special ability to convert Ground Forces, you may execute the ability one additional time.

Cost: 4

BLADE OF ZEAL

Any kind of ship (including Fighters) may now be sacrificed using Yin's special ability. Inflict an additional hit for each *sustain damage* the unit has (regardless if the ship is hit). You may now also use this ability as part of bombardment.

Cost: 5

FLAGSHIP — VAN HAUGE

COST 10▪3
BATTLE 5(x2)
MOVE 1
CAPACITY 6

SPECIAL
Sustain Damage (x1), Anti-Fighter Barrage (x1). Ground Forces on board this ship may participate in Space Battle as if they were Fighters. Planets blockaded by this ship are always exhausted and may never be refreshed (or build Facilities).

MAGMUS REACTOR

Each action, one of your War Suns gain +1 movement.

During Status Phase, gain one Trade Good for each War Sun present in a Supernova. Your War Suns gain +1 movement and +1 to combat rolls during the action in which it is leaving a Supernova.

Cost: 4

NOVA SEED

At the end of the Action Phase, once per game, you may replace a system containing one of your War Suns with a supernova. Everything on the tile, except for your war sun and its cargo, is removed from the game

*You may not target Home Systems, Mecatol Rex or systems containing Stable Wormholes.

Cost: 6

MAGMA OBLITERATOR

When inflicting at least one hit during bombardment, you may exhaust the target planet. Once per action, one War Sun gains two extra bombardment dice.

Cost: 2

FLAGSHIP — THE INFERNO

COST 10▪3
BATTLE 6(x*)
MOVE 2
CAPACITY 5

SPECIAL
Sustain Damage (x1) Anti-Fighter Barrage (x3)
*This ship has a number of combat dice equal to the number of opposing non-fighter ships present in this round of combat.

SLAVE WORMHOLE GENERATOR

At the start of each Strategy Phase, you may place either an *alpha* or *beta* wormhole in a (non-Home System) system containing no enemy planets or units. The wormhole will remain until the same type of wormhole is placed in a different system.

Cost: 5

DIMENSIONAL SPLICER

At the start of a Space Battle in a system containing a wormhole and at least one of your ships, inflict one hit to the opposing fleet which the opponent may not assign to Fighters.

Cost: 4

CHRONOWAVE DISSOCIATOR

When activating your Home System, all of your units gain movement capability there (even Ground Forces, PDS, etc). Ships and ground units may retreat directly to your Home System, which will not become activated if the source system was unactivated.

Cost: 2

FLAGSHIP — HIL COLISH

COST 8▪3
BATTLE 4
MOVE 1
CAPACITY 3

SPECIAL
Sustain Damage (x1)
You may treat this ship as a D-wormhole. When moving the ship, instead treat the destination system as if having a D-wormhole.

LARGE SCALE INVASION MODULES

Your Dreadnoughts gain one carrying capacity.

Cost: 3

INHERITANCE SYSTEMS

When using either ability of the Technology Strategy Card, you may skip pre-requisites on the technology tree by spending 1 resource for each skipped technology.

Cost: 4

DARK ENERGY NOVA

Once per round, as an action, you may exhaust refreshed planets in a system containing your Dreadnoughts to roll a number of dice equal to the resources exhausted. Rolls of 4+ inflict a hit on every enemy fleet and planet* in adjacent systems.
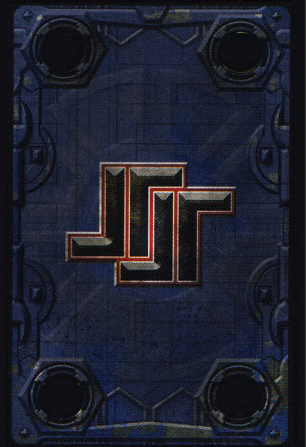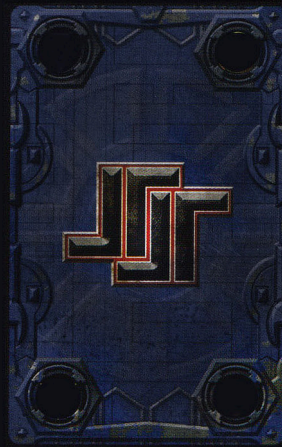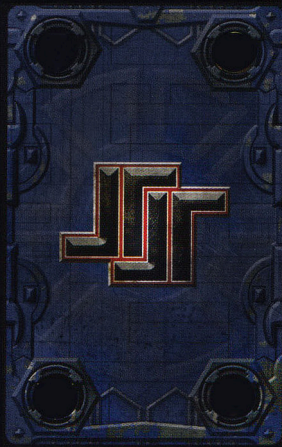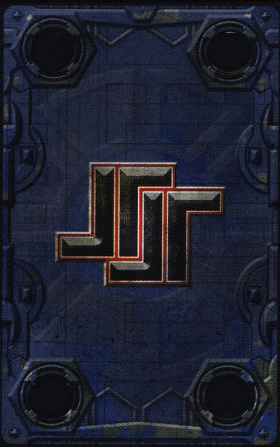
*Hits are treated like bombard-ment hits.

Cost: 8

FLAGSHIP — 0.0.1

COST 10▪3
BATTLE 5(x3)
MOVE 1
CAPACITY 3

SPECIAL
Sustain Damage (x2)
Deep Space Cannon (x1)
Hits caused by this ship during Space Battles must be taken by non-Fighter ships (if able).
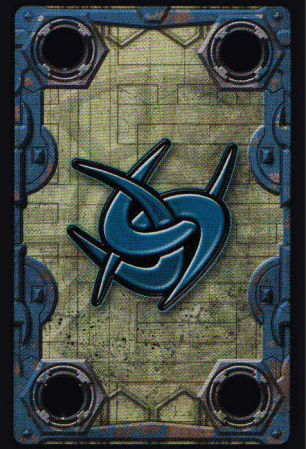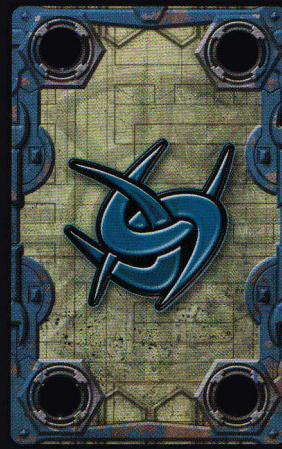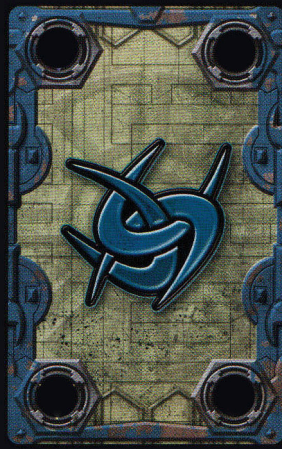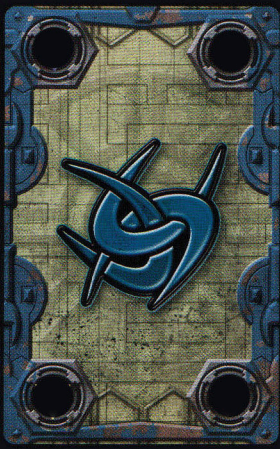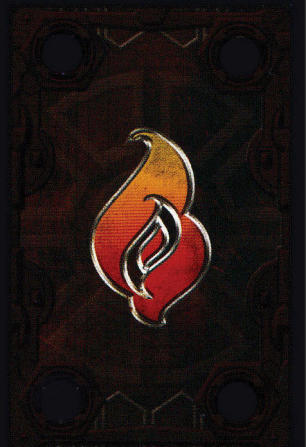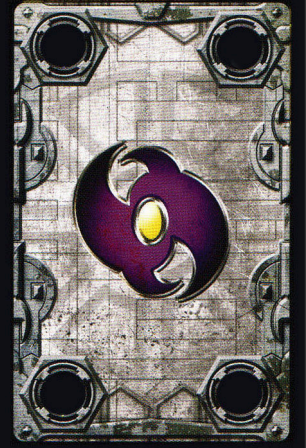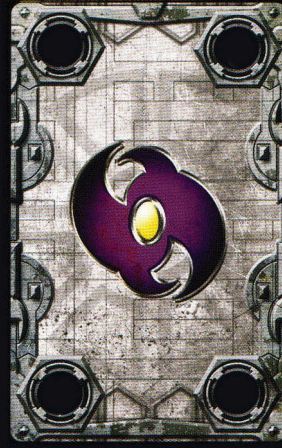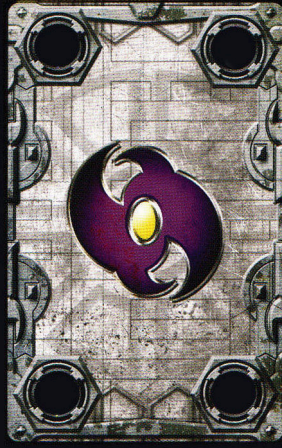
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SPORE ACCELERATION

When using your ability to place Ground Forces during Status Phase, you may treat your planets as having +1 resource value.

Cost: 4

ECOSPHERE PHASING

Once per round, as an action, you may spend 1 Commmand Counter from your Strategy Allocation to place 4 Natural Wealth (Trade Goods) on each of two of your planets; these work exactly like described on the the Natural Wealth domain counter.

Cost: 4

BIOPLASMOSIS

At the beginning of the Strategy Phase, you may place 1 Ground Force on a friendly or empty planet adjacent to (or inside) a system containing at least one of your Ground Forces.

Using this ability counts as a hostile action, and works like a normal invasion for the purpose of Domain Counters.
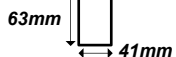
Cost: 3

FLAGSHIP

DUHA MENAIMON

SPECIAL

Sustain Damage (x2)

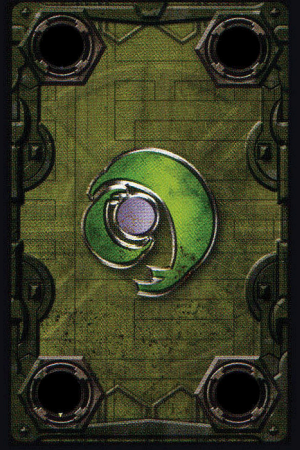Produce Units (n), where n is the number of Ground Forces present on this ship.

COST	BATTLE	MOVE	CAPACITY
10▪3	6(x2)	1	10

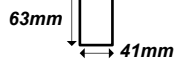A4   *Backside 5/5*   63mm   *Black bleed around and between cards: 3mm*   *Right and Top margin: 1 cm*

41mm