1 ASSAULT
Take up to 2 actions

DESTROY (Choose one)

COST: MOVE + 1 x P

LIQUIDATE OR

MOVE SABOTAGE OR

MOVE RAZE OR

BASIC GAIN 2 OR

2 INDUSTRIALIZE
Take up to 2 actions

BUILD Complexes + Gates

COST: See Board COST: 3 per

TAKEOVER COST: 2 x P

MERGER

BASIC GAIN 2 OR

2 POLITICIZE
Take up to 2 actions

BUILD Embassies + Agents

COST: See Board COST: See Board

OR

TAKEOVER COST: MOVE + 2 x P

MOVE INFILTRATE

BASIC GAIN 2 OR

2 MARTIALIZE
Take up to 2 actions

BUILD Outposts + Fleets

COST: See Board COST: 2 per

OR

TAKEOVER COST: MOVE + 2 x P

MOVE STRIKE

BASIC GAIN 2 OR

3 SUBVERT
Take up to 2 actions

TAKEOVER (Choose one)

COST: MOVE + 2 x P

CORRUPT OR

MOVE ANNEX OR

MOVE INVADE OR

BASIC GAIN 2 OR

4 DISCOVER
Take up to 2 actions

CAPITALIZE

Collect CAPS equal to your *lowest* CAP Gain amount on Player Board.

SURVEY

Add a sector tile to the pool and then play a sector tile to the board.

RESEARCH

Return inactive Tech cards, discard any number of cards, then redraw to hand limit of 5.

1 ASSAULT
Take up to 2 actions

DESTROY (Choose one)

COST: MOVE + 1 x P

LIQUIDATE OR

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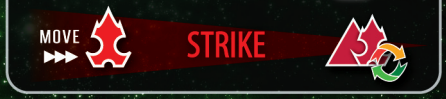
Take up to 2 actions

BUILD Outposts + Fleets
COST: ✳ *See Board* COST: 2 per



TAKEOVER COST: MOVE + 2 x P



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TAKEOVER COST: 2 x P



BASIC GAIN 2 OR

2 POLITICIZE
Take up to 2 actions

BUILD Embassies + Agents
COST: ✳ *See Board* COST: ✳ *See Board*



TAKEOVER COST: MOVE + 2 x P



BASIC GAIN 2 OR

2 MARTIALIZE
Take up to 2 actions

BUILD Outposts + Fleets
COST: ✳ *See Board* COST: 2 per



TAKEOVER COST: MOVE + 2 x P



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COST: See Board COST: See Board



TAKEOVER COST: MOVE + 2 x P



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SURVEY



Add a sector tile to the pool and then play a sector tile to the board.

RESEARCH



Return inactive Tech cards, discard any number of cards, then redraw to hand limit of 5.

Tier 1 Industrial Tech COST 1

MASS TRANSLATION RELAY



The maximum distance apart that you may place a pair of Quantum Gates is increased by 1 Sector.

4 Industrial Power | 5 Political Power | 3 Martial Power

Tier 1 Industrial Tech COST 1

MASS TRANSLATION RELAY

+1 Sectors

The maximum distance apart that you may place a pair of Quantum Gates is increased by 1 Sector.

4 Industrial Power | 2 Political Power | 6 Martial Power

Tier 1 Industrial Tech COST 1

MASS TRANSLATION RELAY

+1 Sectors

The maximum distance apart that you may place a pair of Quantum Gates is increased by 1 Sector.

4 Industrial Power | 6 Political Power | 2 Martial Power

Tier 1 Industrial Tech COST 1

PREDICTIVE ALGORITHMS



If one of your gates is about to be destroyed, you may pay 1 per individual Gate and relocate it to another valid position.

4 Industrial Power | 3 Political Power | 5 Martial Power

Tier 1 Industrial Tech COST 1

PREDICTIVE ALGORITHMS

1

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4 Industrial Power | 6 Political Power | 2 Martial Power

Tier 1 Industrial Tech COST 1

PREDICTIVE ALGORITHMS

1

If one of your gates is about to be destroyed, you may pay 1 per individual Gate and relocate it to another valid position.

4 Industrial Power | 5 Political Power | 3 Martial Power

Tier 2 Industrial Tech COST 2

DYSON SPHERE GRIDS



Each of your Quantum Gates provide +1 Power to your attacking or defending Complex groups in the same Sector during Conflicts.

5 Industrial Power | 2 Political Power | 8 Martial Power

Tier 2 Industrial Tech COST 2

DYSON SPHERE GRIDS

+1 Power
Per Gate

Each of your Quantum Gates provide +1 Power to your attacking or defending Complex groups in the same Sector during Conflicts.

5 Industrial Power | 7 Political Power | 3 Martial Power

Tier 2 Industrial Tech COST 2

EFFICIENCY PARADIGM



The cost for all DESTROY or TAKEOVER actions is reduced by 1. This reduction cannot be applied towards unit movement costs.

5 Industrial Power | 4 Political Power | 6 Martial Power

Tier 2 Industrial Tech COST 2

EFFICIENCY PARADIGM



The cost for all DESTROY or TAKEOVER actions is reduced by 1. This reduction cannot be applied towards unit movement costs.

5 Industrial Power | 8 Political Power | 2 Martial Power

Tier 2 Industrial Tech COST 2

NANO-FABRICANTS



Your cost to build a Complex is reduced by 1 if it is built within Range of another player's Complex.

5 Industrial Power | 3 Political Power | 7 Martial Power

Tier 2 Industrial Tech COST 2

NANO-FABRICANTS

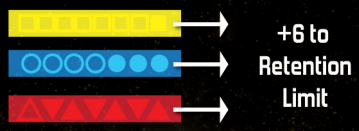


Your cost to build a Complex is reduced by 1 if it is built within Range of another player's Complex.

5 Industrial Power | 6 Political Power | 4 Martial Power

Tier 3 Industrial Tech COST 3

EMERGENT ECONOMICS

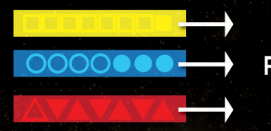


Up to 6 of your CAPS do not count towards determining your Retention Limit.

6 Industrial Power | 4 Political Power | 8 Martial Power

Tier 3 Industrial Tech COST 3

EMERGENT ECONOMICS



Up to 6 of your CAPS do not count towards determining your Retention Limit.

6 Industrial Power | 7 Political Power | 5 Martial Power

Tier 3 Industrial Tech COST 3

POLYMORPHIC MATTER



If you are in a Conflict that ends in a tie, you win that Conflict. If your opponent also wins Conflict ties, the Attacking player wins the Conflict.

6 Industrial Power | 5 Political Power | 7 Martial Power

Tier 3 Industrial Tech COST 3

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If you are in a Conflict that ends in a tie, you win that Conflict. If your opponent also wins Conflict ties, the Attacking player wins the Conflict.

6 Industrial Power | 8 Political Power | 4 Martial Power

Tier 3 Industrial Tech COST 3

QUANTUM TUNNEL LATTICE



You may build complexes in any type of range, and not just within your industrial range.

6 Industrial Power | 7 Political Power | 5 Martial Power

Tier 3 Industrial Tech COST 3

QUANTUM TUNNEL LATTICE



You may build complexes in any type of range, and not just within your industrial range.

6 Industrial Power | 4 Political Power | 8 Martial Power

Tier 1 Martial Tech COST 1

PHASED TELEPORTATION



If one of your Fleets is destroyed, you may immediately build a replacement at your Home Sector for 1.

3 Industrial Power | 5 Political Power | 4 Martial Power

Tier 1 Martial Tech COST 1

PHASED TELEPORTATION



If one of your Fleets is destroyed, you may immediately build a replacement at your Home Sector for 1.

6 Industrial Power | 2 Political Power | 4 Martial Power

Tier 1 Martial Tech COST 1

PHASED TELEPORTATION



If one of your Fleets is destroyed, you may immediately build a replacement at your Home Sector for 1.

5 Industrial Power | 3 Political Power | 4 Martial Power

Tier 1 Martial Tech COST 1

SELF-REPLICATING DRONES



- 1 to build on existing Outposts

The cost to build an Outpost on top of one of your existing Outposts is reduced by 1 (i.e. building up to Level 2 or 3).

5 Industrial Power | 3 Political Power | 4 Martial Power

Tier 1 Martial Tech COST 1

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The cost to build an Outpost on top of one of your existing Outposts is reduced by 1 (i.e. building up to Level 2 or 3).

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Tier 1 Martial Tech COST 1

SELF-REPLICATING DRONES



- 1 to build on existing Outposts

The cost to build an Outpost on top of one of your existing Outposts is reduced by 1 (i.e. building up to Level 2 or 3).

6 Industrial Power | 2 Political Power | 4 Martial Power

Tier 2 Martial Tech COST 2

BIO-ADAPTIVE HULLS



When your Outpost stack with more than one Outpost is destroyed, you may immediately relocate ONE of those Outposts to another Martial Location in Range for 1.

2 Industrial Power | 8 Political Power | 5 Martial Power

Tier 2 Martial Tech COST 2

BIO-ADAPTIVE HULLS



When your Outpost stack with more than one Outpost is destroyed, you may immediately relocate ONE of those Outposts to another Martial Location in Range for 1.

7 Industrial Power | 3 Political Power | 5 Martial Power

Tier 2 Martial Tech COST 2

SINGULARITY FTL DRIVE



Fleets may move up to 5 hexes during a move action and do not pay any movement costs.

4 Industrial Power | 6 Political Power | 5 Martial Power

Tier 2 Martial Tech COST 2

SINGULARITY FTL DRIVE



Fleets may move up to 5 hexes during a move action and do not pay any movement costs.

8 Industrial Power | 2 Political Power | 5 Martial Power

Tier 2 Martial Tech COST 2

HYPER CANNON BATTERIES



All of your Fleets provide +1 additional Power when engaged in a Conflict.

3 Industrial Power | 7 Political Power | 5 Martial Power

Tier 2 Martial Tech COST 2

HYPER CANNON BATTERIES



All of your Fleets provide +1 additional Power when engaged in a Conflict.

6 Industrial Power | 4 Political Power | 5 Martial Power

Tier 3 Martial Tech COST 3

BRANE MANIPULATION



When you take a Build Outposts Action, you may relocate your Outposts to any open Martial Location within Range for 2 .

7 Industrial Power | 5 Political Power | 6 Martial Power

Tier 3 Martial Tech COST 3

BRANE MANIPULATION



When you take a Build Outposts Action, you may relocate your Outposts to any open Martial Location within Range for 2 .

4 Industrial Power | 8 Political Power | 6 Martial Power

Tier 3 Martial Tech COST 3

PSI-SUBVERSION PROBES



The Range of your Fleets is extended by one Sector, allowing your Fleets to target actions into adjacent Sectors.

5 Industrial Power | 7 Political Power | 6 Martial Power

Tier 3 Martial Tech COST 3

PSI-SUBVERSION PROBES



The Range of your Fleets is extended by one Sector, allowing your Fleets to target actions into adjacent Sectors.

8 Industrial Power | 4 Political Power | 6 Martial Power

Tier 3 Martial Tech COST 3

SYNERGIZED LOGISTICS



You may lend Martial Power from the same Outpost to your Fleets more than once each phase.

4 Industrial Power | 8 Political Power | 6 Martial Power

Tier 3 Martial Tech COST 3

SYNERGIZED LOGISTICS

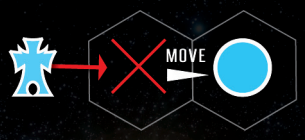


You may lend Martial Power from the same Outpost to your Fleets more than once each phase.

7 Industrial Power | 5 Political Power | 6 Martial Power

Tier 1 Political Tech COST 1

STEALTH FIELD EMITTER

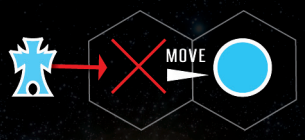


After attacking with an Agent, if it survives the Conflict, you may immediately relocate it to a Sector containing one of your Embassies.

3 Industrial Power | 4 Political Power | 5 Martial Power

Tier 1 Political Tech COST 1

STEALTH FIELD EMITTER



After attacking with an Agent, if it survives the Conflict, you may immediately relocate it to a Sector containing one of your Embassies.

6 Industrial Power | 4 Political Power | 2 Martial Power

Tier 1 Political Tech COST 1

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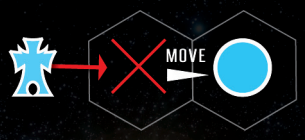

After attacking with an Agent, if it survives the Conflict, you may immediately relocate it to a Sector containing one of your Embassies.

2 Industrial Power | 4 Political Power | 6 Martial Power

Tier 1 Political Tech COST 1

SUBLIMINAL TELEPATHY



If one of your Agents is destroyed, you may immediately build a replacement at your Home Sector for 1.

5 Industrial Power | 4 Political Power | 3 Martial Power

Tier 1 Political Tech COST 1

SUBLIMINAL TELEPATHY



If one of your Agents is destroyed, you may immediately build a replacement at your Home Sector for 1.

2 Industrial Power | 4 Political Power | 6 Martial Power

Tier 1 Political Tech COST 1

SUBLIMINAL TELEPATHY



If one of your Agents is destroyed, you may immediately build a replacement at your Home Sector for 1.

3 Industrial Power | 4 Political Power | 5 Martial Power

Tier 2 Political Tech COST 2

EMPATHY TRANSMITTER



When you are in a Conflict, other players cannot loan Political Power to your opponent.

8 Industrial Power | 5 Political Power | 2 Martial Power

Tier 2 Political Tech COST 2

EMPATHY TRANSMITTER



When you are in a Conflict, other players cannot loan Political Power to your opponent.

3 Industrial Power | 5 Political Power | 7 Martial Power

Tier 2 Political Tech COST 2

NANO-ACCELERANTS



All of your Agents provide +1 additional Power when engaged in a Conflict.

6 Industrial Power | 5 Political Power | 4 Martial Power

Tier 2 Political Tech COST 2

NANO-ACCELERANTS



All of your Agents provide +1 additional Power when engaged in a Conflict.

2 Industrial Power | 5 Political Power | 8 Martial Power

Tier 2 Political Tech COST 2

PSIONIC ECOLOGY



When one of your Embassies is destroyed or taken over, you immediately gain 3.

7 Industrial Power | 5 Political Power | 3 Martial Power

Tier 2 Political Tech COST 2

PSIONIC ECOLOGY



When one of your Embassies is destroyed or taken over, you immediately gain 3.

4 Industrial Power | 5 Political Power | 6 Martial Power

Tier 3 Political Tech COST 3

POST-PHYSICAL ARRAY



You may lend Political Power from the same Faction to your Agents more than once each phase.

8 Industrial Power | 6 Political Power | 4 Martial Power

Tier 3 Political Tech COST 3

POST-PHYSICAL ARRAY



You may lend Political Power from the same Faction to your Agents more than once each phase.

5 Industrial Power | 6 Political Power | 7 Martial Power

Tier 3 Political Tech COST 3

SENTIENT PROPAGANDA



The Range of your Agents is extended by one Sector, allowing your Agents to target actions into adjacent Sectors.

7 Industrial Power | 6 Political Power | 5 Martial Power

Tier 3 Political Tech COST 3

SENTIENT PROPAGANDA



The Range of your Agents is extended by one Sector, allowing your Agents to target actions into adjacent Sectors.

4 Industrial Power | 6 Political Power | 8 Martial Power

Tier 3 Political Tech COST 3

TRANSCENDENCY ROUTINE



When you take a Build Embassies Action, you may relocate your Embassies to any open Political Location for 3, even if it is out of Range.

5 Industrial Power | 6 Political Power | 7 Martial Power

Tier 3 Political Tech COST 3

TRANSCENDENCY ROUTINE



When you take a Build Embassies Action, you may relocate your Embassies to any open Political Location for 3, even if it is out of Range.

8 Industrial Power | 6 Political Power | 4 Martial Power