Amatsukami Clan
- Izanagi

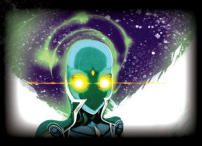


ABILITY — **Kami No Itte**
3
You gain +6 Power in the current Conflict. You may use this ability after Technology Cards are revealed.

ABILITY — **Prevailing Wind**
2
Immediately take the Arbiter Token.

ABILITY — **Yoko's Razor**
1
Immediately examine one player's hand of Technology Cards.

Archons of the Void
- Éadrom Starborn, Eternal Master



ABILITY — **Transient Infrastructure**
3
Relocate your Home Sector (with your Bases and Units) to any empty hex.

ABILITY — **Phase Shift**
2
Move 1 Sector Tile with no Bases or Units to any empty hex.

ABILITY — **Supreme Verdict**
1
Look at the top 3 Sector Tiles in the stack, choose one to play in any empty hex; return the others to the top of the stack.

Blooms of Pyramus
- Chloris



ABILITY — **Germination of Ilex**
3
Immediately score one Galaxy Board with all players earning VPs as normal.

ABILITY — **FallConIc Migration**
2
Move all of your Bases from one Sector to other valid Locations within Range.

ABILITY — **Selective Evolution**
1
Look at the top three Technology Cards in the draw deck OR discard pile and choose one to add to your hand, then Advance or discard a card as normal. Return the others to the top of the stack.

Confluence of Rama
- The Prefects



ABILITY — **Visible Hand**
3
Immediately Collect +1 VP for each Galaxy Board where you have at least 1 Base.

ABILITY — **Privilege of Brahman**
2
When it is your turn to resolve your Action Card, you may exchange it for a different Action Card from your hand and resolve it immediately, ignoring the Order Number.

ABILITY — **Aurora Aegis**
1
Any of your Units that would be lost in the current Conflict instead remain in place on the board.

Conjunction Imperative
- The High Luminary



ABILITY — **Thudrux's Schedule**
3
You may perform one extra action during your turn. This action may be taken from ANY of your Action Cards and is not limited to the one you played this phase.

ABILITY — **Prosperity of Democritus**
2
For each Sector Tile containing one or more of your Bases AND one or more of your opponent's Bases, you collect 1 CAP per base and that opponent collects 1 CAP total.

ABILITY — **Applied Anamnesis**
1
Draw 2 Sector Tiles into the pool, then choose 2 tiles from the pool and put them on the bottom of the Sector Tile stack.

Eng-Kohn Union
- The First Speaker

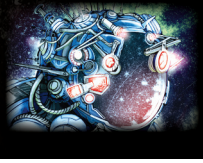


ABILITY — **Emergency Draft**
3
During the current Arbitration Phase, double your Base Power in one Galaxy Region when determining scoring.

ABILITY — **Jacekian Hussar-Jump**
2
The cost for one of your Conflict actions in the current Phase is reduced to 0 CAPs, including any movement costs as part of that action.

ABILITY — **Surprising Retort**
1
You have +1 Power in the current Conflict. You may use this ability after Technology Cards are revealed.

Icarian Society
- Emmett, Constructor Level CVII



ABILITY — **Technologic Ascension**
3
Immediately score 1 VP per Technology Tier for each of your Advanced Technologies.

ABILITY — **Omni-Paradigm Shift**
2
Return your inactive Technology Cards to your hand; then draw a Technology Card and Advance or discard one as normal.

ABILITY — **Extra-Dimensional Vault**
1
You do not discard CAPs down to the Retention Limit this round.

Illumuniated Order
- Occulus Magnus



ABILITY — **Celestial Pilgrimage**
3
When taking a build action, you may return up to 3 Bases (any types) gaining CAPS equal to their costs. You may then build one new Base (any type) for each returned base, paying costs as normal.

ABILITY — **Gaze of the All-Seeing Eye**
2
Choose your Action Card after all others reveal theirs. Your action resolves first if tied (Arbiter does not decide).

ABILITY — **Psionic Alchemy**
1
Collect CAPs equal to the CAP Income from your lowest Base type.

Immortals of Bir
- K'Hold, The Returned



ABILITY — **Agenda of Mehen**
3
Immediately collect +2 VPs for each Galaxy Board where you have the least Power (but at least 1 Power) compared to other players.

ABILITY — **Iron Ring Gambit**
2
You gain +3 power in the current Conflict. You may use this ability after Technology Cards are revealed.

ABILITY — **Dark Embrace**
1
The Range of one of your Bases is extended by 1 while resolving your current action.

ABILITY **Intellectual Capital**

3

Draw a Technology Card, and then Advance one for free, ignoring all Tier requirements.

ABILITY **Hidden Investments**

2

Collect CAPs equal to the CAP Income of your second highest Base type.

ABILITY **Exploitative Venture**

1

Draw 1 Sector Tile and add it to the pool, then play 1 tile on any empty hex.

Macrocosmic Concern

- Chairman Solomon



ABILITY **Harmonic Coalition**

3

During the current Arbitration Phase, your Fleets, Agents, and Gates each provide 1 Power towards scoring on all Galaxy Boards.

ABILITY **Synergy Matrix**

2

If you are tied for Power when scoring a Galaxy Board where you have a base, players you are tied with count as having 1 less power on that Galaxy Board.

ABILITY **Hyper-Intelligent Directive**

1

During the current Arbitration Phase, you count as having 5 additional CAPs for determining the Arbiter.

PsyCog Intelligence

- The Envoy



ABILITY **Mass-Energy Kinesis**

3

During the Collection Phase, choose one of your Base types and earn VPs equal to your CAP Income for that type instead of earning CAPs.

ABILITY **Entropic Jerry-Rigging**

2

You may place a different Technology Card than the one you just played into your Inactive Technology pile (or discard it) and keep the played card in your hand.

ABILITY **Quantum Entanglement Drive**

1

Your movement costs are free for the current Action Phase.

Ragnarok Syndicate

- Thor's Will

