

Sequence of actions

Action sequence: Starting with the first player then clockwise each player performs 1 or 2 actions, then the next player has his turn. There is an infinite number of turns. This continues until all players pass. Once they have passed, they may not perform any further actions during that phase.

Round sequence

1. Politics Phase (skipped in round 1)

Here you use your political actions, which are generated by your government (starting with 1 free).

The following actions are possible without conditions:

- **Government (costs a government action):**
Government Change: Establish a government (requires the Political Philosophy technology) and pay its costs. The new government takes effect at the end of the policy phase. Receive the government's objective cards (visible and achievable by all players in the same and the successive government). Policies marked with (B) are only active for the successor government after a government change.
Policy Reform: Implement a policy from your current government and pay its costs. They take effect immediately. You can have up to 3 policies active at the same time (even from different governments). Each policy costs 2 in upkeep.
Select a counselor: Draw two counselors, keep one in your hand, and place the other face up (if you have more than three, place the bottom counselor at the bottom of the deck). Your hand limit for counselors is always one. If you have more, place them face up.
Recruit a counselor (requires Technology Expert Council) from the display or from your hand and pay their costs. Place them; their basic ability is active immediately. Each counselor costs 3 upkeep. Your counselor limit is 1.
Upgrade a counselor: Pay the upgrade costs and choose one of the two abilities. Place a color cube on it; the other ability is no longer available. Once the counselor reaches level 2, you receive 2 victory points.
- **Underworld (Costs any political action, police increase by 2 instead of 2, no arrests, clan government determines +/-2 costs):**
- **Assassination:** Select a unit with at least one character. It will be destroyed. Diplomatic immunity normally results in sanctions, unless you have paid the additional cost. In that case, it is treated as if you had also used the IA Falsify Evidence (page 15). **Cost:** 9
Additional Cost: +6 minus your network level here
- **Secret Routes:** Choose one of your fleets or civilian units. You may immediately move it to an adjacent,

discovered system (only once per turn per fleet/unit, movement ends here) if you do not trigger battles.

Cost: 5 per moved minus your network level here

- **Pay the Hire:** Choose a pirate fleet. Take control of it for this turn (you cannot destroy it, fly it into dangerous systems, or explore with it). Not possible if the Clan Government is in play. Alternatively, find the Pirates event card in the Asteroid deck, shuffle the deck, and shuffle the event card into the top two cards. **Cost:** 3
- **Smuggling Network:** Receive two Level 1 networks. The first is placed on one of your planets, and the second in a non-dangerous system that contains no units or colonies (other than your own). **Cost:** 3
- **Hire Witnesses:** Choose one of your civilian ships or transports. For this turn, it will be treated as if it possessed the Agent equipment. You can perform all Agent-related Actions with it (even if you haven't researched the technology yet), however, it will not generate its own Agent-related Action (you must spend a corresponding political action for that). Alternatively, build a Research Vessel on one of your networks. **Cost:** 6 minus your network level here
- **Cabinet (costs no political action):**
Debureaucratization: Sell your political action for 1.
Send delegation: Send diplomats from your homeworld to another player's homeworld. **Cost:** 3.
Analyze discoveries: Sell your hand cards for 3 per hand card.
Apply for development aid: Receive +1 income for each type of raw material. **Cost:** 5 + 5 for each previous use + three times your victory points.
Send expedition: Discover a planet beyond the outermost ring. To do this, move a research vessel on the newly discovered planet (it cannot move during the movement phase). **Cost:** 10 (+10 for each further use) or 3 hand cards or one of your discovered but not placed planets. Always pay additional 5.
Gift to the High Council: Purchase for 45 of any resources +1 victory point
Trade Investment: Improve a mutual trade ratio by -1 (down to 2:1), **Cost:** 5
Create a commission (up to 2): Buy a free political action/convert one into one. **Cost:** 3/1.
Request Kosme protection: Purchase Kosme units for this round. Pay the cost of advanced ships in . You can only purchase one ship per ship class.
Import machine parts: Receive +1 and +1 for this round only. **Cost:** 5

The following actions require discovered players:

- **Definition of discovery:** A discovery is considered to have occurred when if a system containing a unit or planet of one player was at any time at least

adjacent to a unit or planet of another player, then players already discovered by these players are shared.

- **Contract (This requires a contract action; your contract partner must agree):**
Alliance : War against one of you is war against both of you; shared war weariness. **Cost:** 4
Intelligence cooperation: you share networks with each other. **Cost:** 1 per network for both players.
Trade treaty: Each trade agreement allows players to exchange 1 resource for 1 other resource during the economy phase. **Cost:** 1
War: War without a casus belli: Pay X ; the player must pay 1.5 times that amount to prevent it. Otherwise, name any war objectives. With a casus belli: Declare war immediately and for free and name X war objectives according to the casus belli.
Defense cooperation: You share capacities and production sites with each other. **Cost:** 6
Hire mercenaries: Select any ship from the standardized blueprints. Pay half the cost and double the upkeep (minimum 1). Mercenaries can be bought from other players in battles.
- **Law (costs one law action, all players must be discovered)**
Preparing a bill: Draw any one Law and add it to your hand (your hand limit for laws is the number of your law actions + free actions)
Vote on a proposed law: Propose a permanent law or a law from your hand for a vote. Announce this aloud. All players must now propose laws if they wish to do so this round. Each player, in turn order, may now purchase 1 vote for every 5 . Take your votes (the total of your colony levels) and choose how many you want to spend on Yes, No, or Abstaining for each law. A simple majority is required for passage. For every 2 abstentions, the player receives 1 resource of their choice.

The following actions require a character.

- **Character type:** Agent, Diplomat, Police Officer. Each character generates one Institutional Action. Additional Institutional Actions can be invested to trigger further, but not identical, effects with a character.
- **Institutional actions :** Agents, diplomats, and the police have their own actions (see p. 15 of the core rulebook).

2. Economic Phase

- **1. Receive income :** The account is increased by the income. If an income is negative, bankruptcy is checked (simultaneously for all players). If the state size limit has been exceeded, the player suspends

their income during the economy phase (and every 2 rounds thereafter). Do not receive income from blocked systems (see movement phase).

- **2. Colonies established:** Colony ships will replace uninhabited planets with level 1 colonies (remember to adjust the upkeep). You can now choose to draw Event Card I for the planet or play the colony normally without any events.
- **3. Purchase technologies and units:** both can now be purchased at will. Each purchase counts as 1 action.

Technology must be purchased according to the arrow directions in . If a technology has no arrow pointing to it, it can be purchased without any prerequisites. If you are the first to acquire it, you receive its bonus; if it has already been researched, it costs -2 .

Units (and buildings) also require additional capacity for their purchase. You must temporarily spend 1 / per hull point for ground/space units (it refills to its maximum in the next round). These units are placed in a system that produces their capacity type (each colony produces 1 per colony level, the homeworld produces 1). When building, you can spend additional / capacity to reduce the cost by -1 / for each unit produced (this also applies to buildings and equipment). Fleet composition and equipment are secret. Civilian units are played openly.

Civilian units are Research vessel (3 , 1 upkeep fee for every 3 ships , Colony ship (5 , 1 upkeep fee)

Blueprints (regular units) are unlocked by the respective ship-size technologies. Ships built this way only cost the -cost of their hull. They have no additional equipment and must be outfitted. All installed equipment applies to all ships of the same blueprint. Equipment costs are one-time only. When you pay the cost of the ship's hull, you receive one unit of the corresponding blueprint, which includes all installed equipment. Unless otherwise specified, each blueprint has only an emergency weapon in each weapon slot (page 21 of the Core Rulebook). Whenever equipment is installed or overwritten, the equipment costs must be paid.

Standardized blueprints: Once you have researched the corresponding ship size, you can purchase any unit of that size from the given selection. They are all pre-equipped and cannot be modified. You do not need any additional technologies for them.

4. Purchase Buildings: First, you need an available building slot. A colony has a certain number of building slots corresponding to its colony level.

Then, pay the building costs and temporarily spend the corresponding amount of  (it refills to its maximum in the next round). Only the difference needs to be paid for building upgrades. The effects of buildings take effect immediately.

Resource Building: The planet must produce the desired resource. Increases the resource income by +2/+4/+6, depending on the building's upgrade level. Costs 3/6/9  and 2/3/5  as well as 1/2/3  upkeep (food buildings do not cost upkeep).

Capacity building: Increases the  and . By +1/+2/+3, depending on the building's level. Costs 3/6/9  and 2/3/5 , as well as 1/2/3  upkeep. You can build ships here.

Trade Route: It is constructed adjacent to a trade route, one of your planets, or within the system of a research vessel. Increases the strategic movement  of ships by +1 once per turn. Connects colonies to your homeworld if the connection is continuous. Then increases your -income by the colony level. Costs 5  on safe systems and 10  on dangerous systems, plus 1 .

Special building Defensive buildings and buildings in general are listed on page 23 of the core rulebook.

3. Movement phase

- **Units move:** All units move using their -value. Civilian units move openly. Military units always move secretly in fleets. Ships can split up at will and form new fleets. Ground units or units without strategic movement must be picked up by units with Hangar/Transporter X.
- **Explore :** When a unit enters an undiscovered system, it stops and draws an event card appropriate to the system. If it's a dangerous system (storm, black hole), place the card at the bottom of the deck. Otherwise, keep it in your hand unless otherwise specified. Neutral units may never appear adjacent to homeworlds as a result of an event. If this happens, draw again. You can spend 3 cards to discover a random planet instead of the system.
- **Blockade:** When an uncloaked fleet enters a system with another fleet, both players state the combined hull points of all their ships. The player with the most points (in case of a tie, neither player) controls the system. The controlling player can then

choose to blockade the system (no income or colony production, trade routes are interrupted). If both players are at war, the non-controlling fleet must stop. The controlling fleet can choose whether to stop and fight or continue sailing.

4. Battle Phase

- **Battle:** Depending on the chosen combat mode, enemy fleets fight each other here. Further details can be found on page 25 of the core rulebook.

5. Final Phase

- **1. Victory Points:** Check if a player has reached the required number of victory points. If so, they win. If multiple players win simultaneously, they vote on a military or economic decision. Further details can be found on page 34 of the core rulebook.
- **2. Investor Appeals/Milestones:** Check in turn whether one or more players have fulfilled the conditions listed below on the next page for the first time. If so:
 - Form:** Increase a colony by +1 level.
 - Himmel:** Implement another policy for free or receive a refund of the cost of the implemented policy.
 - Clan:** Conduct a free institutional action with an agent.
 - Kosme:** Duplicate a military unit in the galactic center
 - Tor:** Place 2 additional trade routes for free.
 - Welle:** Explore any available technology of your choice for free.
 - Milestones:** all completed milestones give you +1 victory point.
- **3. Crisis (optional):** Is the average number of colonies 5+ or does a player have 5+ victory points? If so: Roll for a crisis on page 35 of the core rulebook.
- **4. War :** A black die is placed on war cards / +1 pip. Each pip increases the attacker's upkeep by +1, and the defender's upkeep by +1 for every 2 pips.
- **5. Black Market:** Draw 1 Black Market card. If more than 3 are then face up, place the bottom one at the bottom of the pile.
- **6. Planetary events:** Check for effects.
- **7. New starting player:** The first player marker is passed on and a new round begins.

Blueprints for upgradeable space units

Fighter 3 3 0 0 0 1 1 (Fighter) 0 Evasion 1, Small, SS, Close quarters, Swarm, 1	Option 1 : Option 2 :
Bomber 2 2 0 0 1 1 1 (Bomber, missile) 0 Small, SS, Close Quarters, Swarm, Lethal: GS+, Variants 1	Option 1 : Option 2 : :
Corvette 3 2 1 1 1 1 1 0 Small combat ship, 3 , from 3:1 U	: : : :
Destroyer 3 2 1 1 1 2 2 or 1 (missile) 1 Support ship, 5 , from 2:1 U	: : : :
Frigate 2 2 1 1 1 2 1, 1 (point defense) 2 Support ship, 5 , from 2:1 U	: : : :
Cruiser 2 2 1 1 1 2 2 1 Main battleship, 8 , 1 U	: : : :
Battlecruiser 1 2 1 1 1 2 3 (En., Pro.) or 1 1 (En., Pro.) 1 Main battleship, 10 , 2 U	: : : :
Battleship 0 1 1 1 1 3 3 1 Capital ship, 14 , 3 U	: : : :
Carrier 1 1 1 1 1 4 1 (Point defense) 1 Capital Ship, Hangar 6, 7 , 2 U	: : : :
Starbase 1 0 0 1 1 3 1, 1, 1 (Point defense) 2 Capital warship, building (capacity cost payable in ground and space capacity) once per system, Hangar 6, is built into a controlled system by a research ship, has no stern, +1 , 8 , 1 U	: : : :
Transporter 1 1 1 1 1 1 1 (Point defense) 1 Support ship, Transporter 3, road construction, 2	: : : :

Advanced Fighter 4 4 0 1 0 1 1 (Energy, Projectile, Fighter) 0 Evasion 2, Small, SS, Close Range, Swarm, 2	Option 1 : Option 2 : :
Advanced Bomber 2 2 0 1 1 1 1 (Bomber, missile) 0 Small, small combat ship, close range, swarm, lethal: GS+, 2	Option 1 : Option 2 : : :
Advanced Corvette 4 3 2 1 1 1 1 1 Small combat ship, scout, 4 , from 2:1 U	: : : :
Advanced Destroyer 3 2 1 1 1 2 3 or 2 (missile) or 1 (missile) 2 Support ship, EMP attack 1, 6 , 1 U	: : : :
Advanced Frigate 2 2 1 1 1 2 1, 1 (point defense) 4 Support ship, Repair 1, 6 , 1 U	: : : :
Advanced Cruiser 2 2 1 1 1 2 2 2 Main battleship, boarding crew 2, 8 , 1 U	: : : :
Advanced Battlecruiser 1 2 1 1 1 2 4 (En., Pro.) or 1 2 1 (En., Pro.) 1 Main battleship, stabilizers, 12 , 3 U	: : : :
Advanced battleship 0 1 1 2 2 4 3 (energy, projectile, missile) 1 Capital ship, Untouchable, 16 , 3 U	: : : :
Advanced carrier 1 1 1 1 1 4 2 (point defense, missile) 2 Capital Ship, Hangar 12, Repulsion, 9 , 3 U	: : : :
Advanced starbase 2 0 0 2 2 6 2, 2 3 Capital ship, building (capacity costs payable in ground and space capacity), one per system, Hangar 12, is built into a controlled system by a research ship, has no stern, +2 , 10 , 2 U	: : : :
Advanced Transporter (requires transporter) 1 1 1 1 1 2 1 (Point defense) 2 Support ship, Transporter 6, road construction, can land even with an active planetary shield, 8	: : : :

Blueprints for non-upgradeable space units and ground units

0 1 1 2 2 6 5 or 1 and 3 2 Mega construction, Massive Bombardment, 20 4 U	: :: :
Titan 2 2 1 1 0 1 0 2 Civilian, small combat ship, 3 , from 3:1 U	Research ship Variant 1 (without color cube) : Option 2 (with color cube): :
Colony ship 0 1 1 0 0 1 0 1 Civilian, capital ship, 5 , 1 U	:



Frontline: Once the last unit with this ability has been destroyed, buildings (except for the fortress, which must be attacked first) and artillery can be attacked as usual. War drones and the air force may then be attacked even while on reconnaissance.



Rear: The unit is protected by frontline units. Generally, all buildings have a rear, with the exception of the fortress, which must always be attacked first. Other defensive buildings, as well as all other buildings in the colony, can be attacked in a ground battle.



Range: The unit ignores rear.



Swarm: The unit is -1 harder to hit.



Cluster attack: The unit ignores swarm.



Reconnaissance X (here 2): Instead of attacking, the unit may distribute X white eyes among its units. Each eye increases its hit chance by +1 for this round. If it does so, it can only be attacked by anti-orbital guns or the air force. If, however, it attacks normally, it can be attacked by any unit.



Rolling barrage: Excess damage may be distributed among units with the same name.



Repair: This unit can restore 1 armor point to one of your vehicles instead of attacking.

Name		Attack values		Characteristics	Defend values		Costs in
		Vs infantry	Vs vehicel				
Militia	2	1W6 ⊕ 4+: 1	1W6 ⊕ 5+: 1	Frontline, infantry, in battles you gain your colony level x2 in militias	0	1	0
Infantry	3	1W6 ⊕ 3+: 1	1W6 ⊕ 5+: 1	Frontline, infantry, small (with 1 you can build up to 2 units)	0	1	1
Heavy infantry	2	1W6 ⊕ 4+: 1	1W6 ⊕ 3+: 1	Frontline, infantry, small (with 1 you can build up to 2 units), repair	1	1	2
Tank	1	1W6 ⊕ 4+: 1	2W6 ⊕ 4+: 2	Frontline, vehicle	2	1	2
Artillery	0	1W6 ⊕ 5+: 3	1W6 ⊕ 5+: 3	Rear, vehicel, reach, cluster attack, rolling barrage	1	1	2
War drones	3	2W6 ⊕ 4+: 1	1W6 ⊕ 4+: 1	Vehicel, reconnaissance 1, small (with 1 you can build up to 2 units)	0	1	2
Air force	4	1W6 ⊕ 5+: 2	1W6 ⊕ 3+: 2	Vehicel, reach, cluster attack, reconnaissance 2	1	1	3
Antiorbital gun	5	(1W6 ⊕ 4+: 2) (Only useable vs ships)	2W6 ⊕ 3+: 1 (Only useable vs airforce)	Rear, vehicel, building, first attack value only against ships with 3 , 0	3	1	5, 2 U

Notes

Armies and fleets

Building	effect
Resource building	Generates +2/+4/+6 income of a resource of your choice. Costs: 3/6/9 ; 2/3/5 ; 1/2/3 upkeep Upgrades to higher building levels cost the difference: 3/6 ; 1/2 ; 1/2 maintenance
Capacity building	Generates +1/2/3 and . Cost: 3/6/9 ; 2/3/5 ; 1/2/3 upkeep, Upgrades to higher building levels cost the difference: 3/6 ; 1/2 ; 1/2 upkeep
Artificial gate (bronze cube)	Building (doesn't require a building space but does require 1). All your artificial gates (if you're in Lobbycracy: the gate also includes those of all other players, but not vice versa) are considered adjacent. Can be built by research ships. If a unit attacks the building without a defending fleet, it is considered destroyed. Cost: 6 ; 1
Center (Gold Cube)	Special building. Only once per player. The resource income and capacity of all buildings in the system (bonuses are ignored) are increased by their building level (a +4 resource building has a building level of 2 and thus increases its income by +2). Unlocks Colony Level 4 for the planet. Cost: 6 ; 2 upkeep, 3
Embassy (Silver Cube)	Building. Diplomatic immunity (see Diplomat) requires a Diplomat in the system. It generates 1 vote for every 10 income. Each of your treaties and all active laws you enact generates +1 income per embassy. Can only be build with the IA Construct embassy. Cost: 6 ; 3 ; 2 upkeep
Fortress	Defensive building. All militia count as infantry in ground battles. In a bombardment or ground battle, the fortress must always be damaged first (it also counts as a vehicle) before other ground units can be attacked. It has 3 . Cost: 5, 3
Missile base	Defensive building. Participates in space and ground battles in the same system with : 0. One researched missile of your choice (which can be selected differently each round, but no "bomber-only" weapons) may be launched from the planet. Each attack (XW6) may be assigned to a different unit. Ground units are always considered SS, buildings as SupS. It has 2 . Cost: 3 ; 2 ; 1 upkeep
Planetary Shield	Defense Building. The planet receives 6 . As long as it is not depleted, no invasion of the planet or destruction of defense buildings is possible. It cannot be repaired. Cost: 3 ; 2 ; 1 upkeep
Trade route	Building. It is built adjacent to a colony, in a system with a research ship, or to an existing trade route (requires no building space but 1). Units moving onto a trade route receive a one-time +1 bonus this turn. If colonies are connected to the homeworld by trade routes, their income increases by the colony level. If trade routes are built on dangerous systems (also possible on supernovas, which are then considered dangerous), units will ignore the system's effects in the future (they are no longer considered dangerous). Trade route effects apply to all players, regardless of who built them. If a unit attacks the building without a defended fleet, it is considered destroyed. With the Basic Drives technology your planets counts automatically as trade routes. They cannot be demolished. A continuous chain from them to the homeworld is required for a connection. Cost: 5 (10 on dangerous systems), 1 Lifeline Upgrade: Trade routes increase their income bonus to double the colony level. Additionally, whenever a unit moves onto a trade route, it always receives +1 .

Equipment and weapons

Protection	Effects
Simple armor	+1 ; 1
Simple sign	+1 ; 1
Improved armor	+2 ; 2
Improved shield	+2 ; 2
Heavy armor	+1 Reduces each hit to 1 (except colossal), -1 ; 2
Shield capacitors	+1 . Whenever it is the unit's turn, it restores +1 ; 2
Advanced armor	+4 ; 4
Advanced Shield	+4 ; 4
Absorption shield	+1 any damage disables the shield, but any excess damage is negated, ineffective against colossal weapons, 2
silk steel armor	+1 ; +1 ; 2
Regenerative armor	+2 ; whenever the unit is in action, it restores all units until it reaches 0 for the first time, 3
Gravity shield	Untouchable, 3

Missiles	Effects
Missile launcher (1 🚀)	📱 1 1d6 4+ 1 🚀 Missile, close quarters (CQ), HE
Bombs (1 🧨)	📱 (only bombers) 1 1d6 vs KS+ 6+ 2 🚀 Bombardment, HE
Cluster bombs (2 🧨)	📱 (only bombers) 1 1d6 vs SupS- 4+ 1 🚀 Bombardment, vs MS+ no effect, HE, area damage 1:1 🚀 1d6 vs. swarm 3+
Swarm missiles (3 🚀)	📱 1 2d6 4+ 1 🚀 Missile, close quarters, HE 3d6 vs swarm 3+
Torpedo (2 🐙)	📱 2 1d6 vs SS+ 6+ 2 🚀 Missile, close quarters, HE, Hull Damage x2
Volcano launcher (2 🧨)	📱 2 1d6 4+ 1 🚀 Missile, close quarters, Evasion 1, HE
Artillery torpedo (6 🐙)	📱 4 1d6 vs US+ 6+ 3 🚀 Missile, bombardment, close quarters, HE, vs SS no effect, area damage 1:1 🚀
Multicore torpedo (4 🐙)	📱 2 1d6 vs KS+ 6+ 2 🚀 1 ✨ Missile, close quarters, HE, hull damage x2
Nox bombs (2 🧨)	📱 (only bombers) 1 1d6 vs KS+ 5+ 1 🚀 Bombardment, EMP Attack 1
Storm torpedoes (3 🐙)	📱 1 3d6 vs KS+ 5+ 1 🚀 Missile, close quarters, HE, hull damage x2
Tor missile (5 🚀)	📱 2 1d6 3+ 1 🚀 Missile, close quarters, Evasion 2, HE, Lethal: SS

Energy weapon	Effects
Laser gun (2 🌟)	📱 2 1d6 4+ 1 ✨ Energy, light disadvantage
Target marker (2 🧭)	📱 (only fighters) 2 1d6 3+ 0 ✨ Light disadvantage, target marker
Convex gun (3 🌟)	📱 2 2d6 5+ 1 ✨ Energy, Points, Light Disadvantage 2d6 vs. swarm, CQ 3+
Concave gun (3 🌟)	📱 2 1d6 4+ 2 ✨ Energy, light disadvantage
Quantum laser gun (3 🌟)	📱 2 1d6 3+ 1 ✨ Energy
Lightning fleet Defense (6 🌟)	📱 2 1d6 vs. CQ 2+ 1 ✨ Auto-Hit: Melee 1, Energy, Points defense, Fleet Defense 2, ignores Evasion
Focus beam (6 🌟)	📱 3 1D6 1st Target 3+ 2 ✨ Energy, Fire Line, light disadvantage, 2nd Target 4+, 3rd Target 5+, lethal: SS
Laser main gun (7 🌟)	📱 5 1d6 vs US 6+ 3 ✨ Energy, light disadvantage, no effect vs SS
URE beam (10 🌟)	📱 10 1d6 1. Target 2+ 2 ✨ Energy, Fire Line 2. Tor 3+ etc.

Projectile weapon	Effects
Kinetic gun (1 🚀)	📱 1 1d6 5+ 1 🚀 Projectile, point defense (PD) 1d6 vs. CQ 4+
Fighter gun (1 🚀)	📱 (only fighters) 1 1d6 5+ 1 🚀 Projectile, point defense, reduce evasion by -1 (to 0) 1d6 vs swarm 4+
Rapid-firing gun (2 🚀)	📱 1 3d6 6+ 1 🚀 Projectile, point defense, reduce evasion X by -1 (to 0) 3d6 vs. swarm, CQ 4+
Heavy gun (2 🚀)	📱 1 1d6 4+ 2 🚀 Projectile, lethal: SS
Autocannons (4 🚀)	📱 1 1d6 4+ 1 🚀 Projectile, point defense, auto hit 1: close quarters 1d6 vs. swarm, CQ 3+
Broadside cannonade (5 🚀)	📱 2 3d6 4+ 1 🚀 Projectile, broadside
Mass accelerator (6 🚀)	📱 3 1d6 3+ 3 🚀 Projectile, Fireline, lethal: SupS, 1st target 3 🚀, 2nd target 2 🚀, 3rd target 1 🚀
Steel hail FD (4 🚀)	📱 1 4d6 vs Swarm, CQ, 3+ 1 🚀 Projectile, point defense., fleet defense 4, no effect on all units but swarm and CQ
Kinetic artillery (6 🚀)	📱 4 1d6 vs US+ 6+ 3 🚀 Projectile, no effect vs SS
Planet breaker (10 🚀)	📱 10 1d6 vs KS+ 5+ 4 ✨ Projectile

Special features

Area Damage X: All adjacent units (including your own) to the target are also attacked with X (roll for each unit separately). In ground battles and bombardments, hitting with this weapon has the effect of rolling barrage (damage jump over on other targets with the same name).

Auto-Hit X: Y: When the weapon is used against the matching target Y, it automatically scores X hits in addition to its attacks.

Boarding Crew X: The unit can use its attack action to board an adjacent target instead of firing its weapons. It rolls X attack rolls, aiming for a 4+. Each hit inflicts one black eye on the unit. If the attacked ship also has boarding parties, it may now fight back. Each hit reduces this by one eye. In subsequent combat rounds, the affected unit may forfeit its attack or movement action to roll again.

Bombardment: This weapon can be used in attacks against planets and in bombardments against ground units, buildings, and colony levels. It always hits on a 2+ and doubles its damage. Area damage is added once per attack and has the same effect as artillery damage.

Broadside: This weapon can only attack from the sides. It cannot fire at squares directly in front of or behind it. For each attack, select one target per side; all of the weapon's attacks will strike that target simultaneously. If the equipped unit has no rear, that side is also available for the attack. The selected sides must be different.

Buildings: A building is always immobile, even if it belongs to an army. It is treated like a vehicle in ground combat. Buildings are destroyed by the first bombardment damage, unless they possess hull points. In that case, the bombardment damage is calculated normally .

Cloacking: Place a purple dice on it. It may not be attacked until it makes its first attack. This attack has a +2 to hit advantage. If it is detected by sensors, the component becomes inactive until it is not in sensor range anymore. Does not consume a component slot.

Close quarters: The attack can be intercepted with a point defense. For each successful point defense, one attack is negated (it is resolved after the attacks). See Point Defense.

Evasion X: You can reroll up to X point defense hits against the unit/weapon.

EMP Attack X: If the unit's attack action would cause damage, it places an additional X blue eyes on the unit. If these eyes reach the remaining hull points, the target suffers 1 hull damage for each equipped component (once per battle). The component is deactivated, and the unit receives a -1 penalty to its hit chance until all blue dice are removed. These dice are reduced by -1 at the start of the unit's turn or can be removed via repair.

Fleet defense X: the point defense protects all friendly ships X times against close quarter attacks in .

Ground units: Are considered one size lower than SS. Area damage has the same effect on them like artillery.

If, at any time but not before the targeted ship has had at least one opportunity to roll against it, there are more eyes on the ship than it  has remaining, the attacker permanently takes control of the ship. It is considered as if the other player had lost it. The ship uses the blueprint it possessed before the boarding for the battle. After the battle, it adopts the boarding player's blueprint. Receive any unresearched technology in the blueprint.

Hangar X: The equipped unit may transport X combat units. They must be placed around the equipped unit during the approach phase or remain within it. They can return to a unit with a hangar at any time and be removed from the playing field or be placed adjacent to such a unit at the start of its turn. If placed in this way, it consumes their movement action.

HE (High Explosive): Each 6 rolled during the attack creates an additional hit. Is the target marked this triggers on 5+.

Lethal X : Deals double damage against the size class.

Light disadvantage: The weapon has no effect if targets are located in or behind nebulae. Additionally, attacks in or behind asteroid fields have a -1 penalty to hit chance.

Line of fire: The weapon is fired head-on in a straight line to its range (no line of sight required). All units on this line are attacked (including friendly units). An attack is made for each targeted unit with the maximum number of attacks.

Massive Bombardment: If the unit is equipped with a colossal weapon, it can choose to destroy a colony, regardless of its level, units, or buildings.

No effect: This weapon inflicts on the target no damage even with a 6. You can't use it against the target.

Point Defense: One or more point defenses within range can be activated after a close quarter attack and resolve their attacks normally. Each hit negates one hit from the close quarter attack. If the source of the close quarter attack was a bomber or fighter, the weapon damage can be attributed to them instead of negating their attack (for example, because it missed or was already negated). If they are destroyed as a result, they still continue their attack. Afterward, X color cubes are placed on the ship to indicate that it cannot use X of its point defense weapons again this round (against both close quarter and regular attacks).

Privateer: This unit may attack and be attacked by other units and colonies as if they were at war. It never creates a casus belli or risks sanctions.

Repair X: Place 3 multiplied with X green tokens on the unit. At the start of the turn, it can restore up to X blue emp-attack eyes, hull, armor, or shield points (in that order) from an adjacent friendly unit. Afterwards, reduce the number of tokens accordingly.

Repulsion: The unit refrains from using any of its weapons during its attack action. It may push all adjacent units within range 1 away from itself by 1 square (you determine the direction, no rotations). If this would cause them to collide with other units, those units are also moved 1 square. Units stop at the edge of the card or if they would collide with units that would then be unable to move.

Road Construction (Requires basic drives to be active): If the unit moves onto a system (if it is undiscovered, resolve the event first), you can immediately spend 3  (6  for dangerous systems) to establish a trade route there (it costs no capacity). Repeatable in one turn.

Scout: During the approach phase, after all units have been deployed, the unit may move normally once or decide before deployment whether to retreat.

Small: For 1 , you can build up to 2 ships (such a ship only grants half a loot point, and the value is rounded down). If they are 1  next to a CS+, small ships are always considered as if they were in its stern (the point defense can still fire on them unless they are in its actual stern). Small ships can be freely transferred between units with hangars in a system. They can be built by carriers and star bases (not by other ships with hangars) up to the hangar limit.

Swarm: The unit is harder to hit by -1 (except by weapons that target swarms). The unit can be stacked with other units of the same name on a single tile (up to a maximum of 6 units per tile). It then adds its  and attacks as if it were a single unit. However, with each loss of , it also loses one attack. Swarms can be separated at will during their movement. If a swarm consists of multiple units, weapons that are explicitly stronger against swarms gain an additional attack for every two units combined into a swarm.

Stabilizers: During the approach phase, the unit can choose to be destabilized or stabilized. Switching between them consumes the attack action. While stabilized (yellow dice on the unit), the unit has no move action. Each weapon firing at the same target gains +1  and +1 . Applies only to energy and projectile weapons.

Target Marker: If a unit with this special ability takes damage, place a white die on it. The target is marked. All friendly units that attack the marked unit this round will hit it with +1 bonus. A unit can never be affected by the Target Marker effect more than once. The die is removed at the end of the round.

Transporter X: Like Hangar keyword (see above) for ground units. This unit can additionally transport all types of cubes (such as contraband). Cubes can be transferred within the same system between units with this ability or research ships without movement costs. If the unit has at least one slot not occupied by a ground unit, you can place a colored cube on it at the start of the economy phase if it is on one of your planets (trade goods). If it reaches another player's colony (which must not have received a cube yet), you receive twice the value of its with trade goods occupied slots in , and the other player receives half of that (rounded down). Remove the cube. If a player destroys the unit with the cube, they steal the empty slots from you in .

Untouchable: During the approach phase or at the start of its turn, the unit chooses itself or an adjacent unit. This chosen unit cannot be attacked during this combat round, except by a colossal weapon.

Variants: When building your ship, choose either equipment variant 1 or 2 (with a B on the ship). These ships cannot be converted to their other variant during the game. However, you can upgrade and re-equip them normally.

Components

Equipment	Effect
Agent	Research ships only: The equipped unit can perform fitting institutional actions (IA). It does not count as equipment for EMP attacks. If you have researched Hybrid warfare , the IAs assassination, rebellion, and terrorist attack are unlocked. Cost: 2  / 1 
Boarding team	The equipped unit receives boarding team 2. Does not count as equipment for EMP attacks. Cost: 2  / 1 
Cloacking	Only research ships, transports, or destroyers. The equipped unit may move freely on the strategic map, unhindered by enemy fleets. As long as it is not detected by sensors, other players (and their characters) cannot interact with it. Action which would generate a casus belli don't do it. If it is part of a fleet that is not fully equipped with the equipment, it can choose to participate in combat or ignore it. If it participates, place a purple die on it. It may not be attacked until it makes its first attack. This attack has a +2 to hit advantage. If it is detected by sensors, the equipment becomes inactive until it is out of sensor range. Once it is decloaked in battle it remains so until the end of battle. Does not consume a component slot. Cost: 3 
Command center	Capital ships and larger: At the start of its turn, the equipped unit designates a target (place a yellow die on it). Support ships and smaller receive HE special feature against this target with all weapons. Weapons which firing already HE inflict an additional hit on a roll of 5+ instead of 6+. Cost: 3 
Decoys	The first point defense hit against your missiles in a round is ignored. Cost: 3 
Diplomat	Research Ships Only: Possesses diplomatic immunity: if the unit is attacked and destroyed by IAs, overtaken neutral units, at war or by raids, it will automatically result in sanctioning (except by privateers). This does not count towards the sanction limit of one sanction level per round (a player can be sanctioned any number of times in a turn). If the equipped unit meet another player for the first time in the game, you gain +3  (if that player has already met other players, you will also meet them, but you do not gain any bonus ). It can also perform fitting institutional actions (IAs). Does not count as equipment for EMP attacks. Cost: 2  / 1 
E-War Center	Main combat ships and larger (MS+): At the start of its turn, the equipped unit chooses an enemy unit and roll 1d6 on a 2+: If the roll succeeds, it loses its move or attack action at the controlling player's choice. The roll is made more difficult by -1 for each space away from the target unit and for every 2  of the target remaining. A target unit can be the target of this effect multiple times. Cost: 3 
Experienced crew	The unit may reroll 1 attack die per round. It does not count as equipment for EMP attacks and does not occupy a component slot. Cost: 6  / 3 
Frequency modulator	All energy weapons have +1  . Cost: 3 
Hangar	All except civil units: The equipped unit receives Hangar 2. Cost: 1 
Hologram field	Support ships and smaller (SupS-): The equipped unit chooses to activate or deactivate the hologram field during the approach subphase or at the start of its turn. If activated, it cannot attack (point defense vs. close quarter attacks is possible), but all attacks against it are additionally penalized by -1 on hit. Cost: 2 

Jammer	Frigate or destroyer only: The equipped unit decides whether to activate or deactivate the jammer during the approach phase or at the start of its turn. If activated, no equipment can be used in turn 3 . It has no effect on other jammers. Cost: 2
Logistics center	Frigate or carrier only: The equipped unit receives Repair 1. If it receives additional repair abilities, these are cumulative. Cost: 3
Macro Magazine	The equipped unit gains one additional hit dice (+1d6) per round with one of its missile weapons Cost: 3
Maneuvering nozzles	+1 . Does not require a component slot if a rotary engine is equipped. Cost: 2
Mines	Only research ships, frigates, or corvettes. If the equipped unit participates in a space battle, up to 4 mine tiles may be placed after any other possible tiles have been placed on the tactical map. They may not be placed in the deployment zone. If a unit ends its movement on a mine tile or flies through one, remove the mine tile (mines do not interact with small combat ships or units with cloaking). It inflicts 3 . Against main battleships, it inflicts +1 ; against capital ships, +2 ; against megastructures, +3 . If the equipped unit participates in combat, it may use its attack action to remove all mines within 3 of the equipped unit. Cost: 1
Police unit	Research ships only. If another player performs an illegal institutional action in the system with this ship, it costs +2 , even if it would otherwise cost 0 . This cost stacks with any other police units in the system. Cost: 2
Recovery module	If the equipped unit is destroyed, you will receive half of its cost back, rounded up. Cost: 1
Rotary engine	The equipped unit rotates as if it were a size smaller. Cost: 1
Sensors	Only research ships or frigates. The equipped unit may once per turn first examine a adjacent system before deciding whether to move into it. Improved Sensors has been researched, it automatically detects all cloaked, non-friendly units in the same system. If you were to draw an event card (only non-dangerous systems) that does not produce neutral units, draw two of them and resolve one. Otherwise, you must choose an event that produces neutral units. Advanced sensors have been researched, all effects of the improved sensors also apply to neighboring systems. Sensors no longer require component slots. Cost: 2
Squadron center	Carriers only. Your fighters and bombers have a +1 to hit improvement with all weapons when within 3 to the equipped unit. Cost: 3
Stabilizers	During the approach phase, the unit can choose to be destabilized or stabilized. Switching between them consumes the attack action. While stabilized (yellow dice on the unit), the unit has no move action. Each weapon firing at the same target gains +1 and +1 . Applies only to energy and projectile weapons. Cost: 3
Staff quarters	The production costs of the equipped unit are reduced by -1 (to 1) per size class (SS: -1, SupS: -2, etc.). If it costs more than 1 upkeep per turn, reduce this cost by -1 . These effects do not stack. Cost: 1
Storm ramp	Only units with a hangar. Fighter and bomber units may be freely placed within the deployment zone. They may also be placed outside the deployment zone as long as they are adjacent to the equipped unit. Cost: 2
Tritium injection	The equipped unit receives scouts and +1 . Cost: 2
Vulnerability analyzer	If the equipped unit inflicts at least 1 on an enemy unit with a projectile weapon, the next projectile weapon hit on it this round inflicts +1 (place an orange die on it to mark this). Cost: 2

Technologies

Technologies	effect
Advanced construction	Unlocks advanced blueprints for all upgradeable spaceships. Bonus: Receive half the cost (rounded up) of all your ships in  .
Advanced exploitation	Capacity buildings increase the income of a resource building of your choice on the same planet by their building level (1/2/3 in +2/+4/+6). To mark this, place a die in color of the produced resource above the capacity building. Bonus: You can immediately build one available capacity building of your choice for free.
Automated factories	Capacity buildings can be upgraded to +2. It costs 3  to upgrade a capacity building or 6  to build an upgraded capacity building. The upkeep of upgraded capacity buildings costs 2  . Bonus: You can instantly upgrade a capacity building to +2 for free.
Combined arms	Unlocks the ground units artillery, air force, heavy infantry. Bonus: You can immediately add any of the newly unlocked ground units to one of your armies for free.
Deep contacts	All your diplomats are always considered to be on a level 1 network for the purposes of the IA "Going underground" (even for each other). New actions for diplomats. +1 contract action in the politics phase. Bonus: you can immediately use the IA "Going underground" as often as you like for free, but only once per ship with a character.
Defense forces	Unlocks the ground units infantry and tank, the space units starbase and transport, and the fortress building. Bonus: You can immediately receive any of the just-unlocked units/buildings for free. Alternatively, you can receive a Starbase in a system with its own research ship or colony.
Diplomatic corps	Unlocks the Diplomat equipment. Bonus: You can immediately receive a research ship for free on your homeworld and equip the blueprint with the Diplomat.
Drives	Basic: Unlocks building trade routes, and the maneuvering nozzle equipment. Improved: Unlocks the rotary engine and tritium injection equipment; all your ships (except fighters and bombers) receive +1  (fusion drive). Advanced: Unlocks building lifelines, artificial gates, and interportal drive: allows all your ships (except fighters and bombers) to move to your artificial gates for -1  (if you are Lobby-cracy: Tor to all gates in game) as if they were adjacent. Bonus for basic/improved/advanced: you can immediately build a trade route for free/freely install all unlocked equipment/ receive 1 artificial gate in systems with your own research ship or colony.
Economic center	Unlocks the center building and the staff quarters equipment. Bonus: You can get a center for free immediately.
Efficient bureaucracy	The upkeep of policies is reduced by -1  . Bonus: Receive 4  for each of your active policies.
Energy weapons	Basic: Unlocks the weapons laser gun and target marker. Improved: Unlocks the frequency modulator equipment and the concave and convex gun weapons. Advanced: Unlocks the weapons lightning fleet defense, focus beam, laser main gun, quantum laser shield, ultra-relativistic electron beam Bonus for basic/improved/advanced: you can instantly equip any unlocked blueprints with newly unlocked equipment for free.
Excellence Initiative	Unlocks the equipment for experienced crew. Counselor upkeep is reduced by -1  . Counselor upgrades are reduced by -3 resources (down to 1). Bonus: you can immediately equip the newly unlocked gear to any unlocked blueprint of your choice for free.
Exotic material mining	Each of your research ships on an asteroid field produces +2  during the economy phase and +2  on a nebula (only one ship per system). All your resource buildings (except ) increase their income by +1. Bonus: You can instantly receive up to 2 research ships for free on asteroid fields or nebulae adjacent to your units or colonies that do not contain units from other players or neutral entities.

Expert council	Unlocks the equipment command center equipment and the option to purchase counselors. Bonus: Search the counselor deck or counselor display for a counselor of your choice and add it to your hand.
High industry	Resource/capacity buildings can be upgraded to +6/+3. Bonus: You can instantly upgrade one resource/capacity building to +6/+3 for free.
Hybrid warfare	Unlocks the equipment E-war center equipment, camouflage and all war-triggering IA, +1 maximum network level (from 3 to 4), +1 institution action. Bonus: You can instantly upgrade one of your networks to level 4 for free.
Hypercommunication	If a colony is connected to your homeworld via a trade route, its colony level cost is further reduced by the building levels of all your connected capacity buildings (down to 1). Pay 20 🍏 to increase your nation size by +1. This cost is reduced by the colony levels of all your connected colonies on a 1:1 ratio. Bonus: Increase your state size by +1.
Intelligence	Unlocks the equipment agent and jammer. +1 Institution Action. Bonus: You can instantly receive a free research ship on any of your networks or planets of your choice and equip the blueprint with an agent.
Interportal community	Unlocks the embassy building. Buying votes now costs 4 instead of 5👤. +1 Contract Action in the politics Phase. Bonus: You can set up an embassy for free immediately.
Invasion tactics	Unlocks ground units anti-orbital gun, war drones, and the equipment boarding crew and storm ramp. Bonus: You can immediately receive both of the newly unlocked ground units for free for any of your armies.
Law of the Himmel	Each police units counts as 2 police units, each police station counts as +1 level. +1 law action in the politics phase. Bonus: You can immediately do any or all of the following up to 3 times: build a level 1 police station and/or increase a police station by +1 level and/or receive a research ship on one of your police station or planets and equip it with the police blueprint.
Legal doctrine	Unlocks the police equipment. +1 legislative action in the politics phase. Bonus: you can instantly receive a research ship for free on one of your planets and equip the blueprint with police.
Mass administration	Your maximum nation size increases by +1 planet. Unlocks the squadron center equipment. Colony levels cost you -3 🍏 less. Bonus: You can instantly upgrade one colony level from 1 to 2 for free.
Mass production	Each capacity building reduces all capacity costs of buildings and units built in this system once per round by up to its building level (a building upgraded to 2 reduces other purchases by up to -2 capacity, down to 0). Bonus: Instantly receive all of your from capacity buildings produced 3 times in 🍷 and 🍏. You may use this resources to immediately upgrade or construct buildings without any action or cost of 🍷. Any remaining resources are then lost.
Metropolises	Colony level III/IV generates: +1/+2 building plots. Bonus: You can immediately build any building for free.
Military-industrial complex	You can now spend X 🍷 or 🍏 when equipping a unit. You may then equip that unit X times for free on the same or different blueprints. The production cost of standardized blueprints is reduced by -1 🍷(down to 1) per size class (KS: -1, US: -2, etc.) if a capacity building exists on the system where they are purchased. Bonus: Receive 1 for each of your units, equipment and weapon in the blueprint 1 🍷 and 1 🍏 for each level of each of your buildings (levels 2/3 give 2/3 🍏).
Missiles	Basic: Unlocks the equipment mines, bombs, missile launchers, decoys. Improved: Unlocks the missile base building and the weapons swarm Missile, cluster bombs, torpedoes, volcano Launcher. Advanced: Unlocks the weapons artillery torpedo, multi-core torpedoes, nox bombs, storm torpedoes, Tor missiles and the equipment macro magazine Bonus for basic/improved/advanced: you can instantly equip any unlocked blueprints with newly unlocked equipment for free.
Multipolar economy	You can build 1 more center. Bonus: You can build a center for free immediately.
Optimized urban planning	The upkeep costs for resource buildings are 🍏reduced by -1 (to 1 🍏). Bonus: Receive 2/4 for each of your resource buildings of level +4/+6 🍏.
Perfect governance	You can purchase a fourth policy. Bonus: You can immediately implement a policy for free.

Political philosophy	Unlocks the "Reform Government" political action. You can then purchase Tier I/Special Governments and their associated policies. Bonus: You can immediately establish a Level 1 government for free.
Political vision	Unlocks the Tier II governments and their associated policies. Bonus: You can immediately establish a Level II government for free.
Polymorphic cabinet	Establishing a new government cost -3 , no longer costs any political action, and all changes take effect immediately (only possible once per round). Bonus: You can immediately introduce a different government for free.
Projectile weapons	Basic: Unlocks the weapons kinetic gun and fighter gun. Improved: Unlocks the weakness analyzer equipment, the rapid fire cannon and heavy cannon. Advanced: Unlocks the weapons autocannons, broadside cannonade, kinetic artillery, mass accelerator, planet breaker, steel hail fleet defense Bonus for basic/improved/advanced: you can instantly equip any unlocked blueprints with newly unlocked equipment for free.
Protection	Basic: Unlocks the equipment hologram field, basic armor, basic shield Improved: Unlocks the equipment shield capacitors, heavy armor, improved armor, improved shield Advanced: Unlocks the planetary shield building and the following equipment: absorption shield, gravitational shield, silk steel armor, advanced armor, advanced shield Bonus for basic/improved/advanced: you can instantly equip any unlocked blueprints with newly unlocked equipment for free.
Refineries	Resource buildings can be upgraded to +4. It costs 3  to upgrade a resource building or 6  to build an upgraded resource building. The upkeep of upgraded resource buildings costs 2 . Bonus: You can instantly upgrade a resource building to +4 for free.
Robotization	Unlocks the Logistics Center equipment. The upkeep of capacity buildings is reduced by -1  (to 1 . Bonus: Receive 2/4  for each of your +2/+3 capacity buildings.
Sensors	Basic: Unlock the equipment's sensors Improved: Decloaking and choosing events, see equipment sensors Advanced: Range decloaking and equipment location, see equipment sensors Bonus (basic/enhanced/advanced): You can discover a system adjacent to your research ship/ a research ship can rediscover the system it is currently in. If it is an anomaly, add +1 level or draw another anomaly/ All your research ships can immediately reuse the bonus from improved sensors.
Ships	Small combat ships (SS): Unlocks the Hangar equipment and the space units Bomber, Fighter, Corvette Support ships (SupS): Unlocks frigate, destroyer Main warships (MS): Unlocks cruisers and battlecruisers Capital ships (CS): Unlocks battleship, carrier Mega-constructions (MC): Unlock space wonders, Titan Bonus SS/SupS/MS/CS/MC: You can immediately receive a free ship of the size class you just researched. It must be placed in a system where you are producing capacity.
Strategic Infiltration	Unlocks the IA "Building a network". Bonus: You can immediately place a Level I network in any system for free.
Terraforming	Unlocks the equipment recovery module and stabilizers. You can build resource buildings independently of planetary resources. Bonus: You can immediately build a resource building of your choice for free.
War economy	If you are at war, each capacity building can duplicate a newly built military unit in its system for free (but still requires full capacity). Bonus: You can instantly duplicate any regular military unit of yours for free.

Actions		Effects
	Recruit	<u>Requires Deep Contacts technology</u> : Illegal. If your diplomat is in the same system or adjacent to a neutral or player unit that might have costs due to its ship class, you can pay double its -cost and take control of it. If you don't know the composition of a fleet, pay blindly. Surpluses are lost. Cost: twice the -cost of the selected ship class/ground unit. Each eye war weariness of the target player reduces the costs of the action by -1.
	Bribery	<u>Requires Deep Contacts technology</u> : Illegal. If a diplomat is on a player's homeworld (not their own federation), choose one of their counselors (not the voice of the Okima and one time use abilities) and use one of their non-unique abilities for yourself this round. It will be inactive for the target player this round. Cost: Half the counselor level cost of the ability (rounded down).
	Construct embassy	<u>Requires Interportal Community technology</u> : Pay 6 , 3 (2 upkeep). Place a Silver Cube on the planet (no building slot ist required). It generates 1 vote for every 10 income. Each of your contracts and every active law you have passed generates +1 -income per embassy. Diplomatic immunity.
	Dialogue	Receive an amount of equal to the colony level of the target planet. The target player receives 1 . If your embassy is located there, double the effect. Cost: 0 .
	Exert pressure	<u>Requires Deep Contacts technology</u> : If your diplomat is on a player's homeworld, place one of their color cubes on the war card or a treaty card. If you are at peace with them and have 3 color cubes on one card, gain a casus belli/force them into the treaty; you pay the total cost. Alternatively, you can remove one of your color cubes from the war card or a treaty card (the treaty cannot be dissolved this way). If you are at war with them, increase their war weariness by +1 eye instead. An embassy doubles the effect. Cost: 2 .
	Political support	Reaction. Costs no political action. Reacts to the current player's turn on whose planet one of your diplomats is located. You can give them any political actions, Black Market cards, or event cards from your own system. If you have an embassy on their planet, it is vice versa.
	Influence campaign	<u>Requires Deep Contacts technology</u> : If a diplomat is on a player's homeworld (not own federation), take one of their color cubes and place it on/remove it from a law of your choice. For each cube, you may use one of their votes for yourself. With an embassy here you can also choice always laws. Cost: 3 .
	Reconnaissance	You view all of a player's armies, fleets, and equipment. The target can be a planet or a trade route belonging to that player. Cost: 0 .
	Building a network	<u>Requires Strategic Infiltration Technology</u> : Illegal. Place 1 black cube along with your colored cube into the system. It counts as a Level 1 network. If a Level 1 network already exists there, increase its value by +1 (up to 3). This Illegal Infiltration must be your only illegal Infiltration this turn in the chosen system, unless you control the system. Cost: 1 per level
	Smuggling	Illegal. If the equipped unit is on one of your planets, place a bronze cube on the unit. If, at the end of the movement phase, the unit with the bronze/gold cube is on another player's planet (not your own federation), choose: 1. You receive 3 times the colony level of your target colony in , and it loses 1 ground and space capacity for the upcoming economy phase. Swap the bronze cube for a gold cube. The gold cube can only be used for effect 2 or 3 and doubles them. If it is removed by police, you lose 6 instead of 3 .2. You receive 6 times (12 with Gold Cube) the colony level of your target colony in . Place a red cube with eyes equal to the colony level (x2 with Gold Cube) of the target. No one can smuggle here again for as long as this cube is in place. The cube reduces the target player's ground and space capacity by -1 per eye. The eyes are reduced by the affected player paying 2 per eye (they can pay them all at once). Remove the cube. Cost: 3 . Outside of colonies, the bronze and gold cubes can be removed by police if they are in the same system as your unit at any time. They will then steal 3 from you.
	Going underground	<u>Requires Network I</u> : You immediately move a small combat ship (also civilian with Cubes) in this system with agent or diplomat from one of your networks to another. The units may not move again afterward. Alternatively: move it to an adjacent, discovered system. Cost: 1/2 (rounded down) per system moved. The cost is not increased by police or police stations and is reduced 1:1 by the network level from which you perform the action.
	Assassination	<u>Requires Network III and Hybrid Warfare technology</u> : Casus belli (Research Ships), illegal. Must target a planet from B. Choose one of their counselors. Both players bid against each other secretly, as in a black market auction. Each police and police station level adds +2 to the bid. If you have spent more than the affected player, the selected counselor is discarded. If you have spent the same amount or less , nothing happens. All expenditure is lost. Cost: X (bid).
	Theft	Illegal. The IA must target a player's planet or trade route. Steal X resources (up to 3+ network level, no bankruptcy) from the targeted player. Alternatively, steal a Black Market/Event card. Cost: 1 for each resource stolen. 5 for each Black Market or Event card belonging to a player.

	Actions	Effects
 	Execute escape plan	Reaction. If another player's unit is moved into the equipped unit's system, that unit and any other units of yours in that system may retreat (if possible) without incurring any penalty. Alternatively, retreat one of your networks in that system (treat it as if it were one of your units). Cost: 1  per unit moved  network level.
 	Mine main routes	<u>Requires Basic missiles technology.</u> Illegal. The IA must target an asteroid field or trade route. Place a red cube and your colored cube in the system. Secretly note 1, 2, or 3 for it. This is X. If another player's unit enters or leaves this system (if there are multiple units, it will be randomly determined), remove the cube. It suffers X  . The cube can be safely cleared with the Mines equipment (cost must then be paid). Cost: X  . Only pay the cost when triggered. You can choose not to pay, in which case nothing happens. Only 1 cube from you per system.
 	Promote corruption	Select another player's (non-federation) planet as your destination. For each resource building, receive X resources of the corresponding building. X is the building level. Cost: 0  .
 	Assess the situation	If the agent is on one of your networks, receive the network level in  . Cost: 0  .
 	Sabotage	<u>Requires Network I.</u> Illegal. Select a civilian unit, police station or building belonging to the other player. The target will be destroyed. With hybrid warfare technology you don't suffer sanctions from diplomatic immunity. Cost: 3  .
 	Rebellion	<u>Requires Network II and Hybrid Warfare technology.</u> Cause of War (Research Ships). Illegal. Select another player's planet. You take control of all their militia units and immediately engage in battle. If you win, you conquer the planet. If this happens, you also increase the target's War Weariness by the colony's colony levels (if at war). Cost: 1  per militia unit (each police unit increases the cost per militia unit). Each War Weariness upkeep reduces the cost by -1  (down to 0).
 	Disrupting systems	<u>Requires Hybrid Warfare technology.</u> The IA must target a civilian unit on any system or units (including fleets) within a nebula. These targeted units suffer -1  . You must have previously performed IA reconnaissance if you target a fleet. Cost:  the target's value in  .
 	Espionage	<u>Requires Network I.</u> Illegal. The IA must target a system in which the player generates  income. You receive one technology from the selected player. Cost: the research cost of the selected technology divided by 2 (rounded down) in  . The player loses exactly that amount of  (maximum down to 0).
 	Terrorist attack	<u>Requires Network II and Hybrid Warfare technology.</u> Cause of War (Research Ships). Illegal. Select another player's colony. Reduce the colony level by 1 (if it falls below 1, the colony is destroyed). Also destroy any buildings no longer supported by the colony level. Additionally, increase the target's War Fatigue by +1 (if at war). Cost: three times the colony level in  .
 	PsyOps	<u>Requires Hybrid Warfare technology.</u> Illegal. The IA must target a player's war planet. Increase their war weariness by +1. Cost: 5  - current war weariness (down to 0). Alternatively, target one of your units (even in peacetime). It will be destroyed. You must have previously conducted IA reconnaissance. Cost: Unit cost in  x2 - War Fatigue (down to 0).
 	Discover network	<u>Requires Strategic Infiltration technology.</u> Reduce the number of eyes on any network by -1 (if it becomes 0, remove it). Cost: 1  per level; each police officer and police station level reduces the cost by -1 (down to 0). This action can also be performed by a police station.
 	Deport	Select a civilian unit belonging to another player in a system you control. Move it to an adjacent system of your choice. If it is dangerous, immediately draw a corresponding card. If there are neutral units there, a battle in the battle phase will begin. Cost: 2
 	Fake evidence	Reaction. Costs 1 IA (for every 2 police station levels, and for each police presence, the cost increases by +1 IA). If the police are in a system where you are carrying out an illegal IA that generates a casus belli/sanction level, select a player (not the victim); the casus belli/sanction now applies against them. Additionally, with each police station level and police presence in this system, you reduce the additional costs and effects against your illegal IAs, as well as those caused by police station levels or police of other players, by a 1:1 ratio.
 	Arrest	Reaction. Costs 1 Institution Action. If an illegal Institution Action occurs in the system involving your police/ police stations, you can choose this action. Any police or police station can make an arrest at any time, as long as you have institutional actions available (a police station is not a character but can make an arrest even without an institutional action). Both players bid  against each other as in a black market auction. Each police station level and each police unit increase your result by +1 without requiring any expenditure of  . Any expenditures of  are then lost for both players. If the police do not win, the Institution Action is carried out. If the police win, the Institution Action is prevented (its cost is lost), and the equipped unit is placed in the player's home system. Cost: X  (bid).
 	Patrol	The equipped unit and as many hull points as are available on units (minimum 1 ) of the police station levels from which you are executing the attack may be moved free of charge from one of your own police station stations to another of your own police station stations. Cost: 0  .
 	Construct police station	Place one white die along with your colored cube in the system. It counts as a level 1 police station (civilian, GS). If a police station already exists there, increase its eye value by +1 (up to 6). Each eye increases the  cost of other players' illegal interventions by +1. Police stations can arrest in their system. They are considered to have sensors equipped. Police stations are treated like buildings. They can be demolished and destroyed by other players' control (their level is their hull points, which count towards control). If attacked by ships, the ships are treated as being in the stern of the police station and may fire once at the end of the battle phase. The damage inflicted directly reduces their level (if privateers attack, it is not a casus belli). This intervention can be performed multiple times consecutively with a political action. Cost: 1  /2  per level, Upkeep: 1  per 2 levels

Brief overview

Round cycle

1st politics phase

Contract action
Secret service action
Legislative action
Government action

2nd economic phase

incomes
Buy technologies, units, and buildings

3rd movement phase

Move units (↔-value)
Explore
Blocking by player fleet

4th battle phase

Build a tactical map
Approximation phase
Main combat phase
Evaluation phase

5th end phase

Check victory conditions
Check investor requests
+1 eye (black cube) on war map
Draw 1 black market card
Pass on first-player tokens

Victory points

- conquer enemy homeworld 4 victory points
- colony level III/ IV 1/2 victory points
- each fully developed counselor 2 victory points
- Space wonder completed 3 victory points
- Research area completed 2 victory points
- Hold the Galactic Center (2 rounds) 1 VP
- Destruction of a Titan/ colony 2 victory points
- Conquer a colony 1 victory point
- every milestone 1 victory point

Additional victory condition

- Sovereign election
- Victorious Federation

Buildings

Embassy: +1 per contract and law, IA S. 14
Trade route (connected): +1 to +4, +1
Capacity building: +1/+2/+3
Artificial gate: Connect systems like a quantum tunnel.
Resource building: +2/+4/+6
Center: x2 (1 per player)
Other cards with upkeep

symbols

	AWE (money)
	Food
	Research
	Culture
	Ground capacity
	Space capacity
	Victory points
	Initiative
	Tactical movement
	Strategic movement
	Small equipment slot
	Medium equipment slot
	Big equipment slot
	Colossal equipment slot
	shield
	armour
	Hull
	Weapon
	Reach
	Hit on
	Projectile damage
	Energy damage
	Hull damage
	component slot

SS+/MS- For every ship class larger/smaller +1/-1

Investor request/ milestone: reward

Form: 1. colony level III/ level IV + 4 buildings:

+1 colony level on the just increased colony

Himmel: 1. policy/ 4 policies:

Gain a policy for free or your resources back

Clans: 1. Institution action/ 3 networks with 3+ level:

Gain a research ship and a network level 1

Kosme: 1. military unit in the GC/ 1. Titan:

1 victory point

Seele: 1. counselor/ counselor level II + pay 20%:

Gain a counselor level for free

Welle: 1. with 2 anomaly cards/ finish a research area:

Gain an available technology for free

Tor: 1. trade route connection/ 3 connections:

Gain 2 trade routes for free

Krise (optional): average 5+ colony level / victory points

Costs and Upkeep

6, 3; U: -2

5/10 (by dangerous systems), 1; no U

3/6/9, 2; U: -1/-2/-3

6, 1

3/6/9, 2/3/5; U: (except): -1/-2/-3

6, 3; U: -2

War weariness: -1 per eye/ defender 2 eyes

Policies: -2, counselor: -3