

Sternenkinder

The last gate



Reference book

Expert game

2-6 players

12 years+

120 minutes per player

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Laws




Enforce Disarmament: Whenever this law is passed, the upkeep of all military ships of all players increases by +1 , even if the ships would not otherwise generate upkeep. Cannot be active simultaneously with War Bonds. Repeatable.

Challenging Himmel: Whenever the law fails, place a white die showing 1 eye on this card/increase its eye value by +1. Its eye value is multiplied by the number of players and counts as "yes" votes for the next ballot on this law. If the eye value reaches the number of players or the law is passed, the **Kosme Fleet appears** in the Galactic Center. Always.

Kosme fleet

Omega Crisis (all other victory conditions are suspended upon its occurrence). The Kosme Fleet moves 5  to the homeworld of the player with the most victory points during each movement phase (in case of a tie, a die is rolled). It ignores systems, but not supernovas. If it reaches a homeworld and the corresponding player loses the battle, that player loses the game. It then moves to the player with the next highest victory point total. This repeats until it is defeated or all players have lost the game. If it is defeated, all other players win the game. If ships in the fleet are destroyed, they remain destroyed. In space battles, the fleet is controlled by a player who has already lost. Otherwise, it is controlled by the player with the lowest victory points. The fleet cannot retreat.

Allow the Rain Colonization Storm: Colony level costs are halved (rounded down). Each uncolonized planet will now have 2/4/8 neutral militia units, depending on its distance from the Galactic Center (4/3/2). The planet cannot be colonized until there are 2/2/3 colony ships in the system. Remove all of them to colonize; the colony level will start at 1/2/3. If you fight the militia with ground troops, you will receive 4/8/16 . This law cannot be undone.

Establishment of the High Seminars: All players receive +3  income and +1  upkeep. If a player possesses Lobbyocracy: Welle, they receive the  upkeep instead.

Expedition reward: Every time you explore a system, receive a resource of your choice.

Demilitarize territory: The proposing player chooses a system other than the Galactic Center or a player's last planet. Place a red die in it. Players' military ships may no longer enter the chosen system. If they are in this system when the law is passed, they must immediately move to an adjacent system of their choice. Repeatable.

Intelligence Restriction: As long as this law is in effect, it costs two institutional actions instead of one to carry out an illegal institutional action. Any illegal institutional action is considered as a casus belli.

Joint Maneuvers : During the Politics Phase, players may each declare one fleet or army that may not move this round. These may then engage in a combat simulation against each other (only one battle; fleets are assigned to either red or blue sides). Any resource contributions may be made as a prize before the Approach Phase to determine the outcome. A regular battle takes place (counselors have an effect). All players on the winning side receive an additional 3 resources of their choice. Destroyed units are then restored.

Cancel a law: Any active law is returned to the deck, or a color cube is removed from a law card. Always.

Close borders: The Cabinet action "Send Delegation" is no longer possible. If player units enter your planets without permission or remain there for at least one full movement phase, you immediately have a casus belli against them. Cannot be active simultaneously with the "Promote Migration" action.

Interportal Parades (Competition): In the end phase, all players count the hull points of their military units (including ground units) on planets. 1st Place: +1 victory point. Receive one purchasable military unit of your choice for free. Place it on one of your planets. 2nd Place: Equip all your blueprints with available weapons or equipment for free. 3rd Place: Receive the hull points of all your armies in $\frac{1}{2}$.


Demanding a competitive war: Raids no longer constitute a casus belli and raise sanction level.


Bounties: Whenever you destroy a neutral unit or a neutral unit controlled by a player (such as pirates), you receive its loot points again. Whenever you destroy such a unit, place your color cube here. If there are 5 of your color cubes here, remove them and gain +1 victory point.


Kosme Security Forces request: All players remove their color cubes from their police stations (they no longer need to pay upkeep for them; new police stations become Kosme police stations). Their level becomes 6, and they are considered equipped with advanced sensors. Each police station is defended by 2 Kosme corvettes. If they detect cloaked ships within sensor range, whether alone or part of a fleet, and not belonging to Kosme, they enter the system and attack. If it is a civilian ship, it is immediately impounded (see IA). If the police station is destroyed, its associated fleet disappears. If the Kosme fleet appears, remove all corvettes. They will join the fleet. Each destroyed police station increases the law Challenging Himmel by +1 Eye. This law cannot be undone.


War Bonds: Each player receives +1 \blacklozenge during their economy phase and may install any one piece of equipment for free (if a player is at war, both effects are doubled). Cannot be active at the same time as the "Force Disarmament" law.


Migration Promotion: Each player receives 5 \bullet during the Economy Phase, which may only be spent on civilian units or colony levels (the remainder is lost). Institutional actions on colonies, however, are treated as if a Level 1 network were present. The effect of police actions applies normally. To perform institutional actions, players must still have discovered each other beforehand. Cannot be active simultaneously with closing borders.

Mitigating technological competition: If a technology has already been discovered by another player, you can pay an additional +3  when researching it and still claim its bonus.



Regular summit meetings: All players receive +1 free policy action and +1  upkeep.


Sanctions (light): The proposing player chooses a player who declared war or terminated a treaty in this or the previous round. If the player has invaded someone, they are immediately affected. No new trade agreements may be made with this player, their upkeep increases by +1 , and they lose -1 vote in any ballot. Always.

Sanctions (severe): The proposing player chooses a player who is already subject to sanctions (light). In addition to sanctions (light), all of that player's contracts are terminated, and they may not enter into any new contracts except by declaring war. They also receive +2  upkeep and lose 2 votes in any ballot. Always.

Sanctions (Capital Crimes): The proposing player chooses a player who is already subject to severe sanctions, has conquered another player's homeworld, or needs only 1-2 victory points to win. In addition to severe sanctions, all of their units and colonies can be attacked even without war. They also receive +3  upkeep and lose -3 votes in any ballot. Always.


Sovereign selection: The nominating player chooses a player. The chosen player wins the game. A two-thirds majority is required. If the chosen player belongs to a federation, a three-quarters majority is required. The chosen player must always buy votes first.

Allow Tor Monopoly: All trade routes double their  income (quadrupled with Lifelines). Each movement on a trade route costs one player (exception: players with Lobbycracy: Tor) 2  per hull points moved.

Priority for Reinmetall: All ships and equipment now cost 1  less (down to 1). For the player with the Black Market card "Pressure against Reinmetall," the effect is doubled.

Networking Initiative: Starting with the first player, all players can choose whether to discover another player (when triggered by an event). Building the network is free (cost increases for police and police stations still apply).




Welle Expeditions: For 3 rounds (for Lobbycracy: Welle now applies continuously), all players have the opportunity to begin an expedition with a research ship on previously explored systems. A research ship explores the system like a Level 1 anomaly (this does not count as exploring anomalies and cannot be used on anomalies; multiple explorations are possible) and then draws an event card from the corresponding deck. During the end phase, place a white die on this card/increase its value by +1. If it has 3 eyes, remove it from the game.

Welle Expo (Competition): Whenever a player explores a system, they place one color cube on this card. If they have explored an anomaly, they place two color cubes on this card for each level of the anomaly. 1st Place: +1 victory point. Place a Quantum Tunnel on any system that is not a planet or contains units and dice from events. 2nd Place: Receive one free technology available to you. 3rd Place: Receive the number of color cubes you have on this card in .

World Economic Forum (Competition): At the end of each economic phase, all players may simultaneously take any number of cubes of a resource, similar to an auction. Before revealing the cube, they announce the type of resource. For every three resources spent, they may then place one colored cube on this card. The number of colored cubes placed determines the ranking. 1st place: +1 victory point, receive one center for free. It does not count towards the center limit. You receive the corresponding technology. 2nd place: +1 free colony level on one of your colonies. 3rd place: one free building on a colony of your choice.

Special laws

They are added directly to your hand upon taking over the political system and do not count against the hand limit. If they fail, they are removed from the game.

Enforcement of universal Laws: Every technology must be shared with every player. For every technology a player does not want to share, they must first pay 1  , then 2  , 3  , etc.

Strengthen interportal humanitarian law: Designate a weapon type (energy, projectile, missile) or a weapon feature. The corresponding weapons will be immediately removed from all players' ships. Players will receive a refund for the cost. These weapons may not be installed again.

Outlaw a policy: Select a specific policy. It will be deactivated and cannot be reactivated. Affected players will receive a refund of the associated culture costs. This has no effect on policies of special governments.

Autocracy (Tier I, cost: 5 $\frac{1}{2}$)

Bonus: 1 free political action, 1 institutional action, +1 \blacklozenge , +1 \blacktriangle (doubled in war)

State size: 4

Trade: \blacklozenge in \blacktriangle : 6:1, \blacktriangle in \blacklozenge : 6:1; \blacktriangle in \blacklozenge : 6:1, \blacklozenge in \blacktriangle : 6:1

Government Ability: You can designate a player as a **rival** at any time during the Politics Phase (for free). The chosen player must have as many or more victory points or planets as you; otherwise, do not designate anyone. You can pay 10 $\frac{1}{2}$ during the Politics Phase to choose a different player. You can only have one rival at a time. When you act against a rival, the Spoils of War policy is active if you have not yet implemented it. If you have implemented it, its effect is doubled. Costs for illegal IAs are halved against rivals. Whenever you destroy a unit of your rival or successfully perform an intervention against them, gain +1 eye on your rival government objective card. Steal 1+ X $\frac{1}{2}$ from them. X is the number of eyes. If he has no $\frac{1}{2}$ anymore, choose any different resource.

With the introduction of this government, you receive a corvette. This ship is the **Sovereignty**. It generates no upkeep and is equipped like a pirate corvette, along with an experienced crew. You can upgrade it once per turn for 1 \blacklozenge during the Economy phase to a ship of a higher size class. To do so, it must be located in one of your systems with \blacklozenge . Upgrades must be done to one class after another. You cannot upgrade it to mega-structures. This is possible even if you haven't yet researched the technology, but you must then pay the full cost of the next ship class. If you have researched the technology, you only pay the difference in cost to the next ship class. In both cases, transfer all equipment or, if this isn't possible, receive a refund. If you have researched advanced blueprints, the Sovereignty will also be upgraded to an advanced blueprint, and you must then pay the advanced blueprint cost to upgrade it further.

The Sovereignty may also construct starbases (you need the Defense Forces technology for this). It may be upgraded in the same turn in which it constructs a starbase.

If sovereignty is destroyed, the destroying player receives +1 victory point. It is lost forever. You retain sovereignty even during a change of government, but you lose the ability to upgrade it. It is still worth 1 victory point to enemies.

Government objectives: Recognized Law Enforcement: Destroy at least 3 neutral fleets. **Reward:** You can immediately enact one law of your choice (excluding always laws).

Defeat your rival: Whenever you trigger a bonus effect against your rival, place a color cube here. If 3 of your color cubes are here, receive the reward. **Reward:** Steal your rival's entire $\frac{1}{2}$, but at least 7 resources. If they have no $\frac{1}{2}$ left, choose resources to steal. If they go bankrupt, receive an additional +1 victory point. Receive +1 victory point.

Arms Monopoly: Produce 5+ \blacklozenge . **Reward:** Receive twice as many resources as you produce \blacklozenge . Each capacity building now generates +1 \blacklozenge income per building level.

Invincible Armada: Whenever you own a ship of a size class that you have for the first time in this game, place +1 eye on this card. If there are 5+ eyes here, receive the reward. **Reward:** You may immediately equip all your available blueprints with any weapons and equipment available to you, for free.

Just War (Autocracy)

Activated during the Politics phase: Choose a player. You are considered to have a casus belli against him (choose any of the war objectives). Pay 7 € for this. During war, you can use € instead of € to recruit military units and pay for their upkeep.

Cost: 4 €

Spoils of war (autocracy)

Whenever you destroy an enemy unit, you receive 2 € . If it was a civilian unit, you receive 2 € instead. If you are at war or if neutral units were destroyed, double this bonus. If you conquer a colony belonging to a player you are at war with, choose one technology that player has researched. You receive this technology. You also receive the number of players in votes for a ballot on the Bounty Law.

Cost: 3 €

War codex (Autocracy)

Capacity buildings cost -1 € and generate an additional 2 € or upgraded 4 / 6 € income. If you are at war, each of your capacity buildings increases your € and € and € income by +1.

Cost: 5 €

Total surveillance (autocracy)

Every planet, even without ground units, is considered to have at least one police unit. At war every infantry you have, except for militia, counts as police on your planets. This effect can occur a maximum of two times (so one planet and two infantry units count as three police units).

Cost: 3 €

Empire (Level II, Cost: 10 🪙)

Bonus: 1 free political action, 2 institutional actions, +1 🏹, +1 🛡️ for each of your starbases (doubled in war), completed war objectives are doubled.

Penalty: All your 🪙 costs not upkeep (except institutional actions) are increased by +1.

State size: 99.

Trade: 🟢 in 🪙: 5:1, 🪙 in 🟢: 5:1; 🔵 in 🪙: 5:1, 🪙 in 🔵: 5:1

Governmental Ability: Endless Expansion - The empire no longer has a limit on its size. If you have researched technologies that increase your empire's expansion, you will receive their research costs back. If you have not yet researched them, they will be considered researched as long as you control this government. If you change governments, the research will be considered unresearched. Additionally, you now receive one victory point every turn (instead of every two turns) if you control the Galactic Center.

Flagship (Empire)

Designate a main battle ship or larger (also the sovereignty if possible). It gains +1 🛡️ and may fire once more per round with 0 ⌚ (not cumulative with similar abilities). It costs no upkeep. If it is destroyed, you must pay 10 🪙 during one of your economy phases to designate another flagship. Its destruction is worth +1 victory point. In easy combat mode, instead, receive a fleet that does not count against the fleet limit and costs no upkeep. It has no other effects.

Cost: 3 🪙

Imperial Legion (Empire, bound)

Each of your capacity buildings produces one ground unit for free at the end of the economy phase (upgraded buildings produce two/three ground units), and each of your starbases produces one small combat ship for free. All your militia are treated like infantry in battles.

Cost: 5 🪙

Indoctrination (Empire)

You ignore your first two eyes on the war card. For you, only every second eye counts. Your armies cannot be the target of institutional actions recruitment and PsyOps.

Cost: 4 🪙

Slave labor (empire)

Receive the combined income of all your colony levels in 🪙. The 🪙 cost of starbases is halved, and they no longer require upkeep. Your militia now always fights for the attacker (with the Imperial Legion, they count as infantry). You receive one sanction level.

Cost: 4 🪙

Democracy (Level I, Cost: 5 $\frac{1}{2}$)

Bonus: 1 free political action, 1 legislative action, +3 $\frac{1}{2}$ -Income

State size: 3

Trade: 🍏 in 🟡: 4:1, 🟡 in 🍏: 4:1, 🧪 in 🟡: 4:1, 🟡 in 🧪: 4:1

Governmental Ability: Federation members benefit from certain policies. These are only counted once, regardless of how many Federation members possess the benefit giving policy.

Government objectives: Claim supreme judges: Spend 30 $\frac{1}{2}$ in the Politics phase on this. **Reward:** 1 law of your choice (you may select it from the law deck) will immediately become active as if you had proposed it (no always laws).

High Council Favorite: Have at least one contract with every player and be at peace with them. **Reward:** Receive +5 $\frac{1}{2}$ to your account for each contract.

Shape law of the Himmel: 3 laws you proposed are now active. **Reward:** +1 victory point.

Establish the large forum: Place an embassy on each player's homeworld. **Reward:** You can immediately force a contract on any player. It costs you nothing.

Judicial power (democracy)

When you successfully propose a law, you receive an additional 1 $\frac{1}{2}$ for all golden cubes. With 5+ golden cubes: double the $\frac{1}{2}$ amount received (up to 20). With 10+ golden cubes: receive 1 victory point. You also receive the 3 special laws: Enforcement of universal Laws, Strengthen interportal Humanitarian Law, and Outlaw Politics.

Cost: 3 $\frac{1}{2}$

Peace dividend (democracy, bound)

In the end phase, place a white die on this policy or increase its value by +1 if you are at peace. For each eye on it, receive +1 🍏, +1 🟡, +1 🧪, +1 $\frac{1}{2}$ -income (up to 6 eyes). Remove all eyes and do not place any on it if you are at war. If you are in a federation, federation members also receive your dividend.

Cost: 7 $\frac{1}{2}$

Participation (democracy)

Each of your colony levels counts as one level higher (IV becomes V) when determining the number of your votes. A colony of level III/IV generates additional +1/+2 votes. If you are in a federation, this also applies to federation members.

Cost: 5 $\frac{1}{2}$

Just constitution (democracy)

All cabinet costs (including costs for Kosme units) are reduced by -X $\frac{1}{2}$ (up to 1). X is the number of Democracy or Federation policies you have implemented. For each such policy, $\frac{1}{2}$ -resource buildings generate +1 $\frac{1}{2}$ income.

Cost: 5 $\frac{1}{2}$

Federation (Level II, Cost: 10 ⚙️)

Bonus: 1 free political action, 2 legislative actions, +2 ⚙️-income for each active law.

Penalty: You may not declare war (but you may join it in an alliance).

State size: 3.

Trade: 🍏In 🗳️4:1, 🗳️In 🍏4:1, 🧪In 🗳️4:1, 🗳️In 🧪4:1

Government ability: You can found a federation as a contract action. You can invite another player to your federation (provided that no more than half of the players become part of the federation) and must pay an amount of ⚙️ equal to that player's victory points. If they accept, they become a federation member. Both players now win together. Bonuses from federation policy cards only become active with at least two members. An additional 10 victory points are required for victory for each federation member. All victory points of all federation members are added together (even those exceeding 10). They are also considered as if they had formed an alliance (all other treaties must be entered into normally).

Federation members can withdraw from the federation by means of a contract. If this leaves the federation with only one player, their policy cards will be inactive and only become active again when at least two players are members. Players can only be member of one federation.

The New Wolken (federation)

In the end phase, pay 10 🍏, 10 🗳️, 10 🧪 and 10 ⚙️ per federation member, and each federation member receives 1 victory point.

Cost: 10 ⚙️ per federation member

Economic fusion (federation)

All federation members share all income and upkeep (federation policies still count once). All resource buildings of all federation members generate +1 income per member (a center then doubles this).

Cost: 5 ⚙️ per federation member

United Fleets (federation)

Each federation member pays 50% more per federation member for a unit (rounded up). Every other Federation Member receives a duplicate of this unit without requiring additional capacity. All units can be built at federation member sites, and they can share their capacity with each other. **Cost:** 10 ⚙️ per Federation Member.

Technological equality (federation)

All federation members share their technologies as if they were fully researched. If a federation member leaves, it loses any unresearched technologies. Technologies that build upon these technologies become inactive until the player researches their underlying requirements.

Cost: 7 ⚙️ per federation member

Plutocracy (Level I, Cost: 5 🪙)

Bonus: 1 free political action, 1 treaty action, +3 🪙-Income

State size: 3

Trade: 🟢 in 🪙: 4:1, 🪙 in 🟢: 3:1, 🔵 in 🪙: 4:1, 🪙 in 🔵: 3:1

Government ability: -

Government objectives: Dominate the markets: Own 5 🪙-resource buildings (upgraded ones count as 2/3).

Reward: This card counts as 5 🪙-sources, each source producing 1 🪙 (efficient tax system applies here).

Macro investment: At the end of the economy phase, pay X 🪙 (minimum 10). Write down X. Place one color cube on this card for every 10 🪙 invested. Remove it at the end of the next economy phase and receive the reward. **Reward:** You receive the investment amount times the number of color cubes as 🪙 to your account. The value of a color cube is 0.5 and it adds up (2 cubes: times 1, 3 cubes: times 1.5, etc.).

Panportal's Trade Network: At the end of the Politics Phase, you must have a trade agreement with every player. **Reward:** Receive a one-time bonus of 4 🪙 for each trade agreement you conclude (multiple agreements with one player count). Receive additional every time you trade with a player a 🪙 bonus equal to the number of trade agreements you have with the player you are trading with (not including your own federation).

Triaria Leveling: Reach an 🪙 income of 30+. **Reward:** +1 victory point.

Efficient tax system (plutocracy)

Certain sources (any one-time or permanent resource acquisition through events, equipment, counselors, laws, trade routes, planets, policies, resource buildings) from which you receive income during the economy phase 🪙 generate +1 🪙 income.

Cost: 8 🪙

Investment Fund (Plutocracy)

You can spend up to two times 3 🪙 during the Economy Phase. When you do, place a white die on this card/increase the number shown by +1. If the number shown reaches 3+/9+, gain an additional +2/+4 points; from now on, you can make 3/4 investments in one turn. For each point shown, increase your government's income/capacity bonus (Tier 1 governments only) by +1 (up to +18). If you have a Tier 2/Corporate/Clan government, each point shown on this card instead increases your income by +1 🪙.

Cost: 3 🪙

Seele partnership (plutocracy)

You gain access to Seele Mercenaries (Welle and Tor). All mercenary units (including Seele Mercenaries) cost you -1 🪙 upkeep (down to 0). You no longer need a contract action; you can purchase them normally during the economy phase. The player with Seele activated gets this bonus too.


Cost: 6 🪙 (paid to the player with lobbying power)










Tor partnership (plutocracy)


Immediately place two trade routes and one transporter (even if you don't yet possess the necessary technologies). Connecting to other players' trade routes is treated as if they belonged to you (you receive the income from other players' colony levels, and their planets are considered connected to you). Transporters have double the transport capacity when moving trade goods. The player with Tor activated gets this bonus too.

Cost: 5 🪙 (paid to the player with Lobbycracy).









Corporatocracy (Level II, Cost: 10)







Bonus: 1 free political action, 2 treaty actions, +2  income for each of your contracts

During the economy phase, players can borrow  from your account (up to 20 ) and place colored cubes on your tableau equal to the interest amount. Interest: 1-5  = 1 ; 6-10  = 2 ; 11-15  = 4 ; 16-20  = 8. The interest decreases as the money is repaid. Players must pay you interest every round (even if they go bankrupt) after receiving income.




Penalty: All your military units become mercenaries. They are treated like regular mercenaries, except that they are always at peace with you, never blockade you, and can never be disbanded, divided, or sent into dangerous systems without your consent. The hiring player uses a contract action, immediately paying you the upkeep of the desired ships (at least 1  per ship) and then their upkeep each turn as income. They can also change control through regular bidding at the start of the approach phase.

State size: 3



Trade:  in : 3:1,  in : 2:1,  in : 3:1,  in : 2:1


Government ability: Branch Offices – Contract Action: You can establish a branch office on other players' planets, provided you have their permission (this is not possible on your own federation). A branch office costs 5  and requires no upkeep. Place a bronze cube under the planet's  symbol. It does not require a building space but counts as a building. A branch office generates 1  for each branch office in the game (2 branches generate 4 , 3 branches 9 , etc.). Each branch office increases the -income of the player controlling the planet by +2.

Flash contracts (corporacracy)




You can add mercenary units directly to your fleets upon purchase. Pay for each unit placed this way +1  for each system distance to your nearest system with . **Cost:** 3 

Stock market manipulation (Corporacracy, bound)

In the end phase, you can place a yellow or red die on this policy or modify this die by 3 eyes in any direction (up to 12). For each eye above 6+/below 6-, the laws with sanctions against you receive +1 vote. If it's a yellow die, the -income of all players increases by that value; if it's a red die, each player suffers the same amount  in upkeep costs.


Cost: 10 


Real estate speculation (corporacracy)

Activatable: Choose a system during your policy phase. You may purchase a resource building within that system by paying at least its cost +X  to the controlling player. This player can immediately spend more than X to prevent this. If they do, nothing happens, and the  of both players are lost. In the other case you give the player X , and you receive the building (place a color cube under it). You can immediately choose to exchange it for a branch for free (it remains on the building space).

Cost: 8 

Monetary rule (corporacracy, bound)

Activatable: You can spend 30 in the economy phase  and receive 1 victory point.

Cost: 10 

Sociocracy (Level I, Cost: 5 ⚙️)

Bonus: 1 free political action, 1 government action, +3 🟢 income.

State size: 4.

Trade: 🟢 in 🟡: 4:1, 🟡 in 🟢: 4:1, 🔵 in 🟡: 5:1, 🟡 in 🔵: 5:1

Governmental Ability: -

Government objectives: Dominant economy: Have at least 9 building levels in resource buildings at the end of the economy phase. **Reward:** Receive 3 🟢 for each of your building levels in resource buildings.

Home of the Oppressed: Own 3+ colonies. **Reward:** Instantly receive 2 colony levels, which you can distribute among your colonies as you wish.

Colonize unknown worlds: Move one colony ship beyond the outermost ring. Remove it from the game and place a color cube on it. If there are three color cubes here, collect the reward. **Reward:** +1 victory point.

Worlds Food Program: Spend 5 🟢 per player during the Politics Phase (minimum 20). **Reward:** All colonies of all players receive +1 colony level (from level III to level IV only with a center).

Form partnership (sociocracy)

For every 3 resources you spend to construct a building, you receive 1 resource back. Colony level IV is worth an additional +1 victory point (this also applies to the homeworld, which would then generate 1 victory point). The player with Form activated gets this bonus too.

Cost: 4 ⚙️ (paid to the player with lobbying power)

Mobility reform (sociocracy)

Trade routes cost -2 🟡 and no longer require capacity.

Cost: 2 ⚙️

Realization of the ideal of equality (sociocracy)

Receive +2 ⚙️ income for each colony level of your colonies (not homeworld).


Cost: 7 ⚙️




Civil society (sociocracy)

Receive one civilian unit for free in each economic phase, without requiring any capacity.









Cost: 10 ⚙️



Utopia (Level II, Cost: 10)

Bonus: 1 free political action, 2 government actions, +2  income for each of your colonies.

Penalty : The upkeep of all military space units increases by +1 . If it says: "Upkeep increases from X ships onwards ," then they now cost 1  upkeep per ship.


State size: 5.

Trade:  in : 4:1,  in : 4:1,  in : 5:1,  in : 5:1

Governmental Ability: Influence – activatable with government action: Your influence starts at level 0. Each increase in influence costs the new level 5 times in . Place a white die on here to show the number of levels. You can increase your influence level once per round. Each level increases the influence range of all your planets by +1 . If an uncolonized planet enters your influence range, it is considered as if one of your colony ships is on it. If another player's colony is within your influence range, you gain the militia on your side in a ground battle. If the planet is adjacent to every side within your influence, you can initiate a ground battle once at the beginning of the battle phase. If a homeworld (not your own federation) is within your influence range, gain +1 victory point.


Argean Harmony (Utopia, bound)

All your planets generate one additional building space.

Cost: 8 

Support of the High Council (Utopia, bound)

You can recruit another counselor. All of their effects will apply simultaneously with your other counselor.

Cost: 7 

The Great Refuge (Utopia)

Activatable with government action (once per round): Choose one of your colonies. It receives +1 colony level.

Cost: 4 

Beacons of progress (utopia)

In each end phase, add up the colony levels of all other players' worlds within your influence range. Every 6 levels count as 1 victory point (if they are no longer within your influence range, you lose their victory points).

Cost: 10 

Technocracy (Tier I, Cost: 5 🪙)

Bonus: 1 free political action, +4 🧪-Income

State size: 2

Trade: 🟢 in 🟡: 5:1, 🟡 in 🟢: 5:1, 🧪 In 🟡: 4:1, 🟡 in 🧪: 4:1

Government ability: Secrecy - Technologies researched by you do not count as researched for other players unless you pay an additional +3 🧪 when researching a technology. Otherwise, you still receive the bonus, but do not cover it.

Objectives: Progress for all humanity: At the end of the economic phase, choose one of your researched technologies from each research area that no other player has researched. Give it to every player. **Reward:** +1 victory point.

Cartography of the See: Once you have discovered all systems around your homeworld, a route of systems to the galactic center, and at least one route of systems to all other homeworlds, receive the reward.

Reward: Instantly discover as many systems as there are players. Only draw event cards if they were not dangerous systems. Do not trigger any battles.

Technological market leadership: In the end phase possess more technologies in each research area than any other player. **Reward:** Receive 5 for each other player 🧪.

Reach Welle Standard: Complete a research area before any other player. **Reward:** Each technology you research in this research area generates 2 resources of your choice (except 🧪).

Comprehensive education (technocracy)

Your military ships also function as research ships with all their capabilities, but only when it's advantageous for them (they don't incur additional upkeep costs and aren't made more vulnerable). Research ships generate 🧪 equal to the damage they inflict in combat. Research ships can complete two levels of a Space Wonder simultaneously (instead of just one). The combined cost of both levels must then be paid.

Cost: 6 🪙

Experimental method (technocracy)

When one of your research ships investigates an anomaly, it immediately generates a level. Each time you investigate an anomaly, place +1 eye here. For every 3 eyes here, gain +1 victory point.

Cost: 6 🪙

Freedom of research (technocracy)

Your 🧪-resource buildings have -1 🟢 upkeep (minimum of 1, or 0 with the Optimized City Planning technology) and generate +2 🧪.

Cost: 3 🪙

Welle Partnership (Technocracy)

Each of your research ships produces +1 🧪 (up to +4). If it discovers a system, you gain an additional +1 🧪. If a player has activated the Welle operation, this bonus also applies to them (place a colored cube here to indicate this). The player with Welle activated gets this bonus too.

Cost: 5 🪙 (paid to the player with Lobbycracy: Welle)

Logocracy (Tier II, Cost: 10 🚀)

Bonus: 2 free political actions, +4 🚀 income for each research resource building

Penalty: Small state size

State size: 2

Trade: 🌱 in 🚀: 5:1, 🚀 in 🌱: 5:1, 🚀 in 🚀: 3:1, 🚀 in 🚀: 3:1

Government Ability: Space Wonders - Once Megastructures have been researched the construction of unique Space Wonders can begin during the Economy Phase (as long as the system is under your control). Space Wonders are always built in levels, and only one level can be completed per round. For each completed level, a white die is placed on the Space Wonder, increasing its value by +1. These dice indicate the current level. It is not possible to take over or destroy them using other special effects. They can be captured by military units (you lose the effects, not the victory points).

Stellar Swarm – Requires a research ship on a planet under your control or adjacent to a supernova. The systems do not need to be under your control. The system will be replaced by the start of construction. If it was a planet, everything on it will be destroyed (excluding ships).

3 levels: each level costs 30 🚀, 15 🚀, and 6 🚀. Level 1: +12 🚀 income; level 2: +25 🚀 income and level 3: +50 🚀 income and you receive 3 victory points.

Replication Yard – Requires a research ship on an asteroid field under your control. It will be replaced once construction begins.

3 levels: each level costs 20 🚀, 10 🚀, and 4 🚀. Level 1: you gain +3 🚀 and all ships cost -1 🚀 (minimum 1) less; level 2: you gain +6 🚀 and all ships and equipment cost -2 🚀 (minimum 1) less; level 3: you gain +12 🚀 and all ships and equipment cost -4 🚀 (minimum 1) less and you receive 3 victory points.


Void Habitat – Requires a research ship on a nebula under your control. It will be replaced once construction begins. The Void Habitat counts as a planet, which automatically always has the maximum colony level for you.

2 levels: Each level costs 20 🚀, 20 🚀, and 6 🚀. Level 1: the Void Habitat has colony level 4 (gain no victory points) and generates 1 of each resource; level 2: it has colony level 8 (2d4) and generates 3 of each resource and you receive 3 victory points.

Singularity extraction (requires a research ship on a black hole under your control). No further dangerous events will be triggered here while the construction continues.


2 levels: each level costs 40 🚀. From level 2 onwards, the black hole is replaced with a supernova. The research ship receives a black cube. At the end of a battle phase, the cube can be removed. The research ship and all other objects (units, buildings, colony levels, other markers) in the same and every adjacent system are destroyed. The target system becomes a black hole. You receive 3 victory points and sanction level 3 (capital crime). The Kosme Fleet appears in the next round and chooses you as its target.

The grand symposium (Logocracy)

Choose one space wonder once and halve the resource and capacity costs (except ) of all levels. Once the space wonder is finished, choose a new space wonder.


Cost: 10 


Holistic thinking (logocracy)

Every second technology you research increases your  income by +1.






Cost: 10 


Hyperfocus (logocracy, bound)

Choose only once per game a research area and place your color cube there. All research costs in that area will be reduced by half (rounded down). However, as long as you haven't fully researched that area, all other technologies from other research areas will cost +3 .

Cost: 10 

Transmutation (Logocracy)

You can trade  in a 2:1 ratio to  or . All your resource buildings that produce  or  resources increase their income by +2.

Cost: 8 

Lobbyocracy (Level I, Cost: 5 🗳️)

Bonus: 2 free political actions

State size: 2

Trade: 🍏 in 🗳️: 4:1, 🗳️ in 🍏: 4:1, 🧪 in 🗳️: 4:1, 🗳️ in 🧪: 4:1, 🗳️ in 🗳️: 4:1, 🗳️ in 🗳️: 4:1

Government ability: If you choose this government, you cannot change it. Activate one of the enterprises: Tor or Welle. Enterprises are considered as an addition to your government ability. They come with their own policies, which can be acquired normally. Through certain actions, you accumulate favor with enterprises, which generates 1 income per favor (up to a maximum of 10), depending on the enterprise. You can spend this favor at any time to activate its effects.

Government objective: The big game: Gain +1 temporary victory point for every 2 favors of every type. You lose it, when you lose the favor. This objective is permanently active.

Kosmocracy (Tier II, Cost: -)

Bonus: 4 free political action, +X 🍏, +X 🗳️, +X 🧪, +X 🗳️ income, +X votes

Penalty: -

State size: 2+X

Trade: 🍏 in 🗳️: 3:1, 🗳️ in 🍏: 3:1, 🧪 in 🗳️: 3:1, 🗳️ in 🧪: 3:1, 🗳️ in 🗳️: 3:1, 🗳️ in 🗳️: 3:1

Government ability: In each end phase, a white die is placed on this government/its value is increased by +1. The value is X.

Anarchy (Level II, Cost: -)

Bonus: -

Penalty: During each policy phase place 1 black die on this card/increase its value by +1 as long as it is active. Each eye effects all players with -1 state size (at 0, receive no income but pay upkeep), -1 🗳️ and 🗳️. Whoever goes bankrupt loses the game. All laws are inactive and no new laws can be activated. All players are at war. All treaties are inactive except for Federation treaties. Anarchy only becomes inactive when you lose the game.

State Size: 6

Trade: -

Governmental Capacity: -













Welle (lobbyocracy)


Once Welle is activated, you can no longer choose Tor. Whenever you research an anomaly or spend 10 🧪 in the policy phase, place +1 eye on this card. This is your Favor (Welle). You can remove 1 favor (Welle) to activate another enterprise, other than Tor. This enterprise creates an additional policy slot. It can be filled with a policy from any government (except Tor and Clan), and if that policy is from Technocracy or Logocracy, it has no cost but upkeep (it must still be unbound). Each Favor (Welle) generates +1 🧪 income.

Flut Battlesuits s (Welle, lobbycracy)


You can buy Flut Battlesuits s normally.


Requires 1 Favor (Welle): Obtain 1 unit of Flut Battlesuits on one of your planets or in a unit with an unoccupied hangar.

 4	 2	 1	Flut Battlesuits	 1SP	 1PP	 1
Small combat ship, Evasion 2, Small, Close range, Vehicle, Air Force, Swarm. Cost: 8 						
 Multi-weapons : 1  1d6  4+, against infantry 3+, against vehicles (including ships) 3+; 2  1  , point value.						

Cost: 10 





Government of the Himmel (Welle, Lobbycracy)

Requires 4 Favor (Welle): Bring Kosmecracy into play (even if you haven't yet researched Political Vision). **1 Favor (Welle):** Spend 10  and increase Kosmecracy X by +1.



Cost: 15 

Traum secret project (Welle, Kosmecracy)

You receive 1 victory point each round at start of the policy phase.



Cost: 15 , 15 , 15 , 15 

Tor (corporations, lobbying)

Once Tor is activated, you can no longer choose Welle. Whenever a player connects a colony to their homeworld via a trade route for the first time or when you spend 10  in the policy phase, place +1 eye on that enterprise. This is your Favor (Tor). You can remove 1 favor (Tor) to activate another enterprise, except Welle. Each favor (Tor) generates +1 -income. This enterprise creates an additional policy slot. It can be filled with a policy from any government (except Welle and Clan), and if that policy is from Plutocracy or Corporacracy, it has no cost but upkeep (it must still be unbound).

Gate manipulation (Tor, lobbying)

All trade routes in the game are considered yours if you benefit from them or want to expand them (you still can't destroy them). You also receive their income once you've connected them to your homeworld.

1 Favor (Tor): Any fleet gains or loses 1  (down to 0) during the movement phase. One per fleet per round, **cost:** 0 

Phase Aria (Tor , Lobbyocracy)

Pay 6 Favor (Tor) as a free political action and introduce the government Anarchy into the game. Replace Phase Aria (Tor) with Phase Bosa (Tor). **Cost:** 0

Phase Bosa (Tor, Lobbyocracy)

During the end phase, if Anarchy is active, place a white die on this card/increase its eyes by +1. You can also spend 10 resources of any type during the economy phase for this. With 3+ eyes and Anarchy active, you gain the Hegemony (Omega Crisis, see Kosme Fleet) on your homeworld. You can no longer lose the game unless the Hegemony is destroyed. If the Hegemony is destroyed, all other players win the game.

Hegemony

🕒 1 ➡ 0 🎲 3 🧊 8SP 📱 8PP 🛡️ 6

move and rotate to any field within 2 ⚡, Boarding crew 6, Massive Bombardment (hit automatically), stealth, untouchable, may not retreat and must always end their movement closer to the homeworld of a predetermined player until that player loses the game.

🔪 2x **Crystal Infector:** 📱, 1 ⚡ 1D6 🎲 4+, against swarm 3+, against close quarters 2+; point defense. If the target still has shields, the weapon has no effect. Otherwise, a purple die is placed on the target/its value is increased by +1. Target suffers X 🎲 every time it is its turn, and X is the value of the purple die. After that, the value increases by +1, unless the ship spends 1 action. If it skips its entire turn, the value is reduced by -1.

Resonance generator: 📱, 1 ⚡ Auto-hit: all targets adjacent to the ship are hit. Point defense: the weapon has no effect unless the ship has a purple die. Then it suffers 2 🎲 per eye, and all purple dice are removed. Colossal weapon.

Tor missile battery: 2 ⚡ 3d6 🎲 3+, 1 🎲, missile, close quarters, Evasion 2, HE

Form (enterprise, lobbying)

Must be activated via a Tor or Welle. Whenever you colonize a planet or gain +1 colony level, place +1 eye here. This is your Favor (Form). Each Favor (Form) generates +1 🟢-income.

Agricultural settlements (form, lobbyocracy)

Planets with a 🟢-value of 0 are treated as having a value of 1 🟢.

2 Favor (Form): Place a white die on this card/ increase its eye value by +1. Each of your 🟢-resource buildings generates +1 per eye 🟢 (up to a maximum of +4).

Cost: 5


Autonomous administration (form, lobbyocracy)


Your state size increases by +1.

1 Favor (Form): Place a white die on this card/ increase its value by +1. Your state size is increased by +1 for each eye.

Cost: 10

Seele (lobbycracy)

Must be activated via a Tor or Welle. You can recruit Seele mercenaries during the economy Phase. These cost no capacity and they appear on your home world (they never change control). Each Seele mercenary unit can only be on the game board once. They can be removed from the board during the economy Phase. During the end Phase, gain 1 favor (Seele) for each Seele mercenary unit on the strategic map. You only receive this if you have not spent any favor (Seele) this turn. Each favor (Seele) generates +1 -income.



Alpha Collective: Counts as a counselor without  upkeep or counselor slot. Choose one of the following effects during your policy phase:





1: One of your planets without a center is considered to have a center this round (does not require a building space, does not count against your center limit, but still only one center per planet).




2: You receive an available technology for free.




3: You can declare war or make peace with players for free. They cannot prevent this.



4: You receive one researched ship of your choice for free and do not need any capacity for it (except Titan).



Alpha Collective requires the policy Veterans Council and Welle active. **Cost:** 14 , 7  upkeep.

Ambassador Silver: Counts as a counselor without  upkeep or counselor slot. Receive one free embassy in each economy phase, even if you haven't researched the technology yet. Each embassy generates an additional +1 -income and counts as an additional +1 vote. It requires polity Veterans Council. **Cost :** 10 , 5  Upkeep


Eddgar's Iron Eaters: 1 Advanced transport, 6 Infantry. In the 2nd combat round, the ground units are engaged in melee combat and gain +1 hit and +1  against all targets. **Cost:** 2 , 1  upkeep.

Efrelionids: 1 Cruiser with 2 SP, 2 AP, concave and convex guns, frequency modulator. For each damage dealt by this unit, an orange die is placed on the target/the die roll is increased by +1. Whenever the unit is on its turn, it suffers 1  per eye. Then reduce the eyes by -1. They can also be removed with Repair. Requires the Veterans Council policy and Tor must be active. **Cost:** 8 , 4  upkeep.


Regenpfeifer: 1 Corvette, 1 SP, 1 AP, 1 Light Cannon. Can be placed on any system without other players' fleets and counts as a research ship equipped with your research ship blueprint. **Cost:** 4 , 2  upkeep.

Silk Oracle: 1 Advanced frigate with absorption shield, silk steel armor, lightning fleet defense, advanced sensors, and mines. The fleet containing this unit always moves first, regardless of turn order. **Cost:** 6 , 3  upkeep

Seele Plus Program (Seele, Lobbycracy)

Reduce the  upkeep of all Seele mercenary units by -1 (to 1).


3 Favor (Seele): Activated during your income. Your Seele mercenary units cost no upkeep this turn. Alternatively, you can rehire a Seele mercenary unit, even if it was completely destroyed.

Cost: 5 

Veterans Council (Seele, lobbycracy)

Unlocks new Seele mercenary units. When purchasing Seele mercenary units, you can place them in any of your fleets or colonies instead of your homeworld.

1 Favor (Seele): At the start of the movement phase, reposition one Seele mercenary unit to any of your own fleets or colonies. It cannot move again after that.

Cost: 8 

Kleptocracy (Level I, Cost: 5 🎲)

Bonus: 1 free political action, 2 institutional actions.

Penalty: Technologies cost you twice as much 🎲. The institutional action Espionage always costs 0 🎲 (except for the cost increase from police and police stations). All your units become privateers. Actions that would increase other players' sanctions level do not apply to you.

State size: 3.

Trade: -

Government ability: If you choose this government, you cannot change it. Activate the clan: The Broken Mask. Clans are considered an addition to your government ability. Once you choose this government, freeze all black dice for pirate fleets. You cannot use cabinet actions. Existing treaties with you are dissolved. If a player makes a treaty with you, their sanctions level is automatically increased by 1 (multiple times per round are possible). You cannot receive sanctions levels, and war cannot be declared against you.

Government objective: Rule in Red: Whenever there are at least as many pirate units as players (minimum 4), you temporarily receive +1 victory point (you can lose it, if there are less). This objective is permanently active.

Kakistocracy (Tier II, Cost: -)

Bonus: 1 free political action, 4 institutional actions, Politics Phase: +X 🎲 - Theft from each player.

Penalty: All bonuses and penalties of the Kleptocracy. Place X eyes on the law card "Challenge the Sky." If the Kosme Fleet appears, you are its first target (even when another player should be the first target).

State Size: 4.

Trade: -

Government Ability: In each End phase, a white die is placed on this government/its value is increased by +1. The value is X.

The Broken Mask (Clan, Kleptocracy)

Whenever a pirate unit (pirate frigate, corvette, fighter, bomber, starbase) is placed in the game (e.g., by placing/raising black dice on event cards) OR you perform an illegal institutional action that targets another player OR you spend 10 🎲 in the Politics phase, place +1 eye here. This is your favor (Mask). You can remove 1 favor (Mask) to activate another clan (Swan, Syndicate, Witness). Each favor (Mask) generates +1 🎲 Income (up to 10).

All pirate units on the game board are controlled by you and moved normally. Their blueprint is unchangeable. If a corresponding event card is drawn, you immediately receive the event card and the units as a fleet within the system.

This clan creates an additional counselor slot. All policies (kleptocracy, kakistocracy) cost 🎲 and generate no upkeep. You can reintroduce them for free via a government action once purchased. Players may pay you X 🎲 protection money at any time. If you accept, they cannot be the target of your attacks or institution actions this turn.

Call of the Queen in Red (Mask, Kleptocracy)

You can immediately gain control of the cards Three Eyes and Mask Edict, as well as the counselor Clan Member. They are brought into play for free (with the basic ability). If they are in another player's possession, you can use them as if you also controlled them (a counselor in another player's possession also occupies one counselor slot for you). You cannot steal the cards from the player or force them to discard them.

3 Favor (Mask): In the end phase, place 1 pirate corvette in a system of your choice.

Cost: 7 🎲

The hubris (mask, kakistocracy)

Pay 6 Favor (Mask): Receive Hubris. This policy becomes inactive. Then exchange it for any Kleptocracy or Kakistocracy policy for free.

0	1	1	hubris	6SP	6PP	4
Capital ship, experienced crew, massive bombardment, advanced sensors, camouflage						
3x Blacklight Cannon: 3 1d6 3+, 1						
Contempt Main Gun: 6 1d6 3+, 4						
Energy, Shield Damage x3						
energy, colossal, shield damage x3						

Cost: 10

Expansion of the pirate state (mask, kleptocracy)

Requires all clans are activated and pay 3 favor (Mask): Bring Kakistocracy into play (even if you haven't yet researched Political Vision). Then replace this policy with any Kleptocracy policy of your choice.

Cost: 10

The last witnesses (clan, kleptocracy)

Must be activated via the broken mask. Whenever you build or upgrade a network, place +1 eye here. This is your favor (Witness). Each favor (Witness) generates +1 -income (up to 10).

Call of the Last Grace (Witnesses, Kleptocracy)

You can immediately gain control of the cards: Infiltration Command and Witness Cooperation, as well as the Mouth of the Witnesses counselor. They are brought into play for free (with only their basic ability). If they are in another player's possession, you can use them as if you also controlled them (a counselor in another player's possession also occupies one of your counselor slots). You cannot steal the cards from another player or force them to discard them. The first player to take their turn can use them first.

3 Favor (Witnesses): In the end phase, place a Level 1 network / increase a network by +1 level in a system of your choice.

Cost: 7

The Faceless (witnesses, kakistocracy)

Networks cloak all your ships and treat their movements as if they were trade routes. You can now also place newly produced ships on networks. Your maximum network level increases by +2 (up to 6).

1 Favor (Witnesses): Move 1 ship of your choice from one of your networks to another of your networks.

Cost: 10

The Sleeping Swan (clan, kleptocracy)

Must be activated via the broken mask. Whenever you receive 8 in your income subphase or spend 10 on this card during the Politics Phase, place +1 eye here. This is your favor (Swan). Each favor (Swan) generates +1 -income (up to 10).




Call of the Twin Queens (Swan, Kleptocracy)

You can immediately gain control of the cards Four Winds and Grim Carnival, as well as the counselor Countess of the Swan. They are brought into play for free (with only their basic ability). If they are in another player's possession, you can use them as if you also controlled them (a counselor in another player's possession also occupies one of your counselor slots). You cannot steal the cards from another player or force them to discard them. The first player to take their turn can use them first.

1 Favor (Swan): Receive 5 $\frac{1}{2}$ in the end phase.

Cost: 7 $\frac{1}{2}$



Opulence (Swan, Kakistocracy)

For every 3 $\frac{1}{2}$ on your account, you will receive +1 , +1  and +1  as additional income.

3 Favor (Swan): Receive any technology that is researchable for you.

Cost: 10 $\frac{1}{2}$

The Fassusthulla Syndicate (clan, kleptocracy)

Must be activated via the broken mask. Whenever you steal at least 1  from a player in a round using an agent (can be triggered once per player per round), place +1 eye here. This is your favor (Syndicate). Each favor (Syndicate) generates +1 -income (up to 10).

The Emir's Call (Syndicate, Kleptocracy)


You can immediately gain control of the cards: Shift D and Syndicate Support, as well as the counselor Tor Contact. They are brought into play for free (with only their basic ability). If they are in another player's possession, you can use them as if you also controlled them (a counselor in another player's possession also occupies one counselor slot for you). You cannot steal the cards from another player or force them to discard them. The first player to turn can use them first.

1 Favor (Syndicate): Receive 5 $\frac{1}{2}$ in the end phase.

Cost: 7 $\frac{1}{2}$

The Hatred (Syndicate, Kakistocracy)

During the policy phase, choose one of your ships; it will be treated as if it were equipped with an agent. Each of your agents in a system destroy 1 ground unit of your choice at the start of the battle phase.

3 Favor (Syndicate): Whenever you steal resources from a planet this round, you can pay X  once in a round and get there a ground unit of your choice. X is twice the costs of the chosen unit.

Cost: 10 $\frac{1}{2}$

Counselor

Ambassador of the Himmel (Cost: 10 🪙)	
Basic ability: She counts as one vote. At level I, she counts as two votes. At level II, she counts as four votes.	
Level I (5 🪙)	
Each of your votes increases your 🪙-income by +1.	The cost of purchasing votes has been reduced by -1 🪙 for you.
Level II (10 🪙)	
The ambassador of the Himmel doubles her votes, and each of your embassies generates +1 additional vote.	For the vote to become sovereign, you only need a simple majority. If you are in a federation, you only need a two-thirds majority.

Countess of the Swan (Cost: 15 🪙)	
Basic ability: If you spend 30 🪙 during your economy phase, you receive 1 victory point. You can do this once per round.	
Level I (15 🟢)	
All your buildings (excluding special and defensive buildings) generate +1 🪙, except those that already generate 🪙.	Receive a one-time bonus of +30 🪙.
Level II (15 🟡)	
During the economy phase, you can sell your units and buildings for their cost in 🪙. Only +1 victory point instead of 2 for counselor level II.	Activatable. Double your 🪙-income once during the economy phase. Only +1 victory point instead of 2 for counselor level II.

Clan member (Cost: 6 🪙)	
Basic ability: For each non-civilian unit of yours on another player's trade route, you steal from them in the economy phase 1 🟡 (only 1 🟡 per system with a trade route).	
Level I (7 🪙)	
You can ignore the effects of the Pirates (Asteroids) events. Pirates will support you if there is fighting in the system where they are located. Each pirate ship in the game increases this counselor's income by +1 🟡.	You can ignore the effects of dangerous systems.
Level II (12 🪙)	
Politics Phase: Choose whether your units will be considered privateers this round. If they do so and blockade planets, receive all income from those planets in the Economy Phase.	You may purchase one pirate unit for each of your networks. Place them on a network. They require no capacity and cost the same as their ship class without the "Pirate" suffix (this also applies to their upkeep).

Kosmoral (Cost: 10 🪙)	
Basic ability: You can spend now always 1 🟡 to build up to 2 🟡.	
Level I (5 🪙)	
If the units have the same 🕒 in battle, you always go first. If you destroy units with the same 🕒, they don't get another turn, but are removed immediately.	A unit of your choice may perform another attack action with 🕒 : 0.
Level II (10 🪙)	
In the first two battle rounds (including ground battles), all your units hit +1 better.	Your MS+ ships have their largest weapon slot in their blueprint again.

Mouth of the Witnesses (Cost: 5 ⚡)	
Basic ability: Every time you perform an institutional action, you gain +3 ⚡.	
Level I (8 ⚡)	
-2 ⚡-Costs for all institutional actions (down to 0).	Your first institutional action in this round will not incur any additional costs for police stations or police.
Level II (12 ⚡)	
A Character may immediately conduct another institutional action after an illegal institutional action (even the same one, except for build up/ discover network building).	You always conduct institutional actions as if a Level 1 network already exists. If it already exists, treat it as if it were one level higher.

Pioneer of Form (Cost: 3 ⚡)	
Basic ability: All your planets generate +1 🟢, even if they didn't generate 🟢.	
Level I (7 ⚡)	
Centers triple the income of your 🟢-buildings, instead of just doubling it. However, your centers only affect 🟢-buildings.	You can receive one free civilian unit in each economic phase. It requires no capacity. Civilian units no longer cost anything to maintain.
Level II (15 ⚡)	
You can receive one free building (all unlocked building types are allowed) in each economic phase. It costs no capacity.	You always get your costs back when you demolish buildings or dissolve ground units.

Student of Sanktis (Cost: 3 ⚡)	
Basic ability: Once per round: if a unit would be destroyed by damage (only within battles), finish the attack and reduce their 🛡️ to 1 instead.	
Level I (9 ⚡)	
All your SS- (except fighters and bombers) are additionally treated as if they were equipped with a logistics center.	All your SS+ count as if it were equipped with a headquarters and rotary engine.
Level II (13 ⚡)	
All your SS- (including fighters and bombers) have +1 equipment slot.	All your MS+ gains its biggest shield or armor slot again.

Tor contact (Cost: 1 ⚡)	
Basic Ability: You can only activate this once at the start of the movement phase: all space units of a system (including units belonging to another player) are moved to any explored system of your choice (consuming their movement in the process). This movement cannot trigger combat. No event card is drawn.	
Level I (5 ⚡)	
Only once per game, activation in the Politics Phase. During this round, only your units and neutral units may move. Only your trade routes generate income, unless you allow other players to do so as well.	Receive this unique unit in your home world: Tor Cruiser : 3 : 3 : 2 : 2SP : 2PP : 2 : 2x Nox Cannon: : 2 1d6 ⊕4+ : 2 EMP attack 1 Main battleship, experienced crew, camouflage, 3 ⚡U
Level II (6 ⚡)	
Only once per game: Choose another player's counselor and pay him half of all costs of the chosen counselor. The Tor contact becomes a copy of that counselor (including any unlocked levels). Do not receive victory points from counselor level II.	Only once per game: Choose one fleet and pay its combined hull points in ⚡. Receive a copy of that fleet on your home-world. You do not receive its technology. They accept your blueprints. Do not gain victory points from Counselor Level II.

UHA CEO (Cost: 7 🎲)	
Basic ability: Your buy/sell ratio of all resources (except 🎲) cannot be worse than 3:1.	
Level I (8 🎲)	
All your 🟢- and 🟡-resource buildings generate +2 income.	Trade routes now generate as much 🟢 as they can produce 🟡.
Level II (10 🎲)	
You can build another center.	You can purchase another counselor.

Voice of the Okima (Cost: 0 🎲)	
Basic Ability: Choose one test condition. To complete a test, the condition must be met. The voice of the Okima cannot gain levels through other effects, nor can it be copied or discarded. If the first test is completed, gain +2 victory points. If the second test is completed, it is at level II and generates +3 victory points (instead of +2). This counselor does not count towards the counselor limit. However, it does cost upkeep.	
Level I (1st trial)	
There are as many laws as the number of players active and all players are at peace with each other.	You completed a research area before any other player.
Level II (2nd trial)	
Posses 4 policies, 1 counselor at level II and a total of at least 8 colony levels.	Control 1 Mega Construction for at least 2 rounds (until the end of the round in the end phase).

Welle expert (Cost: 5 🎲)	
Basic ability: Whenever you add an anomaly to your hand, you gain an additional +3 🧪. Each anomaly in your hand generates +1 🧪 income.	
Level I (10 🎲)	
Every time you research a technology gain +2 🟢 or 🟡 or 🎲.	Three times per game: if you draw an event card, search the deck and take one card of your choice. Then shuffle it (place the dice to indicate use).
Level II (10 🎲)	
You can use 🧪 like 🎲.	Whenever another player researches a technology you've already researched, you receive 2 🟡 of their resources. They must be able to pay the costs, or they cannot research the technology.

















Black market items

Cards marked (C) can be taken over by the clan government.

<p>Abductor 🟡</p> <p>Your units suffer -1 🟡 and -1 ✨ damage from storms.</p>	<p>All-strike system 🟡</p> <p>Activatable: At start of a space or ground battle with your own network, agent, or unit: a unit of your choice suffers 1 🟡. Then: Challenge the Himmel +1 eye.</p>	<p>Rampage code 🟢</p> <p>Activatable only once per game at the end of economy phase: A random colony of each player (including one of yours) is attacked by 1 unit of war drones. If the colony loses, it is destroyed. Remove the card from the game afterwards.</p>
<p>Asteroid schnapps 🟡</p> <p>Each asteroid field you control or you have a trade route in generates +2 🟡.</p>	<p>Bribery for Games of the Himmel 🟢</p> <p>Activatable only once per game at the start of the economy phase: for this round, all players are treated as if they were at peace (war weariness is not paid). All players secretly note how much 🟢 they are investing in game preparation. They can pay 🟢 for this at any time during the economy phase. At the start of the end phase, all players roll against each other and add their investments (each 1 🟢 adds +1 to their roll). In case of a tie, no one wins. The winner receives +1 victory point.</p>	<p>Three Eyes 🟡(C)</p> <p>Activatable. +1 Institution Action. You can trigger a ground battle in the battle phase with X infantry unit using a network on a planet (it disbands after the battle). X is the network level. Cost: 2+X 🟡</p>
<p>Leverage against Reinmetall 🟢</p> <p>Produce 1 unit of tanks in one of your colonies during each economy phase without consuming any capacity.</p>	<p>Fly-catching virus 🟢</p> <p>Activatable at the start of a battle: Select a battle; all units may only retreat in the third round of combat.</p>	<p>Faked evidence 🟡</p> <p>If you have an agent on a player's homeworld, designate one of their counselors; they will become inactive until someone steals this card from you.</p>
<p>Gravimetric navigation 🟡</p> <p>When drawing black holes, draw an additional event card and choose 1 card from it.</p>	<p>Grim Carnival 🟢(C)</p> <p>Activatable at the start of the economy phase: Upon receiving your income, choose a colony. It produces its resources in 🟡.</p>	<p>Immersturm Prison 🟡</p> <p>Activatable at the start of a ground battle with agent or network in the system: Round 1, a random defender unit suffers 1 energy damage; round 2, a random attacker unit suffers 1 energy damage. Repeat this until the end of the battle. The owner of the Stormeye determines the target each round if they are participating.</p>
<p>Infiltration Commando 🟢(C)</p> <p>Choose a military unit at any time. It will be considered as if it has an agent (even if you haven't researched the technology yet). Cost: 1 🟡</p>	<p>Cooperation of the witnesses 🟡(C)</p> <p>If a battle takes place in or adjacent to a system where you have an agent or network, your opponent must deploy their entire fleet before you do. Alternatively, you may withdraw before the battle.</p>	<p>Crystal Plague 🟢</p> <p>Activated at the start of any battle: any of your own units gain +1 armor and then +1 armor at the start of each round (can exceed the maximum). From round 3 onwards, they lose -1 hull each round. The owner of the Resonator can make these units lose -1 hull from round 1 if they participate. In this case, the Hegemony acts as the Resonator.</p>
<p>Manipulated counting machines 🟢</p> <p>Gain +1 vote if one of your agents is located on another player's colony (not your own federation).</p>	<p>Mask edict 🟡(C)</p> <p>Activatable during the economy phase: Place a pirate corvette in a system without units (except pirates), buildings, or colonies. Cost: 4 🟡</p>	<p>Mother's semen 🟢</p> <p>Activatable only once per game during the Politics Phase with an agent on the colony: Place a white die on the system and this card. The colony can only produce food. This production (buildings and planet) increases by +2. All other productions become 0. The effect lasts until the end of the game.</p>
<p>Nameless 🟢</p> <p>Activatable. Before the first combat round of any space/ground battle, receive 1 fighter/infantry unit specifically for that battle. Choose which side they fight on.</p>	<p>Repulsion field 🟡</p> <p>Activatable at the start of battle: All your ships receive Repulsion for this battle.</p>	<p>Shift D 🟢(C)</p> <p>When you receive your income, choose a colony. It produces double the resources. Pay 1 🟡 for each additional resource produced.</p>
<p>Scandalous photos 🟢</p> <p>Activatable during the Politics Phase. If a diplomat is on another player's homeworld, you may force a treaty on them (not a ceasefire). You determine the terms. Then place this card under the Black Market deck.</p>	<p>Slave trade 🟢</p> <p>Activable Economy Phase: 2 🟡 can be converted into 1 🟡 (Empire: 1:1). Your militias will now always fight for the opposing side.</p>	<p>Explosion hull 🟡</p> <p>Activatable at the start of a space battle: One of your ships gains the ability to reduce its remaining hull to 0 at the end of its attack action. This is X. All adjacent ships (including yours) suffer X 🟡 twice.</p>
<p>Syndicate support 🟡(C)</p> <p>Each network level on another player's trade route generates +1 🟡 (must be connected to homeworld, only once per connected planet).</p>	<p>Four winds 🟢(C)</p> <p>Receive the counselor Countess of the Swan (share control of her if someone already possesses her; see Clan Government). She cannot be discarded while you possess the card. If the counselor limit is reached, she replaces one counselor.</p> <p>You can spend 7 🟡 once per round during the Politics phase to destroy a unit with a character.</p>	<p>XoloItWa 🟢</p> <p>Activatable. Prevents all damage from a unit's attack in a space or ground battle.</p>

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 Lobbycracy: 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 2 artificial gates 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	<p>Unlocks the Tier II governments and their associated policies. Bonus: You can immediately establish a Level II government for free.</p>
Polymorphic cabinet	<p>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.</p>
Projectile weapons	<p>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.</p>
Protection	<p>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.</p>
Refineries	<p>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.</p>
Robotization	<p>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.</p>
Sensors	<p>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.</p>
Ships	<p>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.</p>
Strategic Infiltration	<p>Unlocks the IA "Building a network". Bonus: You can immediately place a Level I network in any system for free.</p>
Terraforming	<p>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.</p>
War economy	<p>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.</p>

Equipment and weapons

Protection	Effects
Basic armor	+1 , 1
Basic shield	+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, no effect against colossal weapons, 2
Silk steel armor	+1 , +1 , 2
Regenerative armor	+2 , whenever it's the units turn, it restores all until it reaches 0 for the first time, 3
Gravity shield	Untouchable, 3

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
Camouflage	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, 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 uses its entire movement on the strategic map at the beginning of its movement phase to reactivate it. Does not consume an equipment 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 an equipment 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 ⚙️. 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 an equipment 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 camouflage). It inflicts 3 LD . Against main battleships, it inflicts +1 LD ; against capital ships, +2 LD ; against megastructures, +3 LD . 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 equipment slots. Cost: 2 ⚙️
Squadron center	Carriers only. Your fighters and bombers have a +1 to hit improvement with all weapons when within in 3 ⚙️ to the equipped unit. Cost: 3 ⚙️
Stabilizers	During the approach phase, the unit can choose to be destabilized or stabilized. Switching consumes the attack action. While stabilized, 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 (can be combined with scout). The equipment does not require an equipment slot if the unit has a hangar. Cost: 2 ⚙️
Tritium injection	The equipped unit receives scouts. Cost: 2 ⚙️
Vulnerability analyzer	If the equipped unit inflicts at least 1 LD on an enemy unit with a projectile weapon, the next projectile weapon hit on it this round inflicts +1 LD (place an orange die on it to mark this). Cost: 2 ⚙️

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

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

Projectile weapon	Effects
Kinetic gun (1 🟡)	📱 1 1d6 ④ 5 + 1 🟡 projectile, point defense (PD) 1d6 ④ vs. CQ 4+
Fighter gun (1 🟡)	📱 (only fighters) 1 1d6 ④ 5 + 1 🟡 projectile, point defense, reduce Evasion by -1 (to 0) 1d6 ④ vs swarm 4+
Rapid-firing gun (2 🟡)	📱 1 3d6 ④ 6+ 1 🟡 Projectile, point defense, reduce Evasion X by -1 (to 0) 3d6 ④ vs. swarm, CQ 4+
Heavy gun (2 🟡)	📱 1 1d6 ④ 4+ 2 🟡 Projectile, lethal: SS
Autocannons (4 🟡)	📱 1 1d6 ④ 4+ 1 🟡 projectile, point defense, auto hit 1: close quarters and swarm 1d6 ④ vs. swarm, CQ 3+
Broadside cannonade (5 🟡)	📱 2 3d6 ④ 4+ 1 🟡 projectile, can only attack laterally (no front/rear fields, select 2 sides for units without front/rear) select 1 target per side
Mass accelerator (6 🟡)	📱 3 1d6 ④ 3+ 3 🟡 Projectile, Fireline, lethal: SupS, 1st target 3 🟡, 2nd target 2 🟡, 3rd target 1 🟡
Steel hail FD (4 🟡)	📱 1 3d6 ④ vs Swarm, CQ, 3+ 1 🟡 projectile, point defense., fleet defense 4
Kinetic artillery (6 🟡)	📱 4 1d6 ④ vs US+ 6+ 3 🟡 Projectile, no effect vs SS
Planet breaker (10 🟡)	📱 10 1d6 ④ 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 artillery (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.

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 .


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 dice on the unit. If these dice reach the remaining hull points, the target suffers 1 hull damage for each equipped item (once per battle). The equipment 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 (for HE+ 5 and 6) creates an additional hit.

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.

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 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 (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 consumes the attack action. While stabilized, 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. 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 unoccupied 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.

Blueprints for upgradeable space units

<p>Fighter</p> <p> 3 3 0 0 1 1 (Fighter) 0 </p> <p>Evasion 1, Small, SS, Close quarters, Swarm, 1 </p>	<p>Option 1 :</p> <p>Option 2 :</p>
<p>Bomber</p> <p> 2 2 0 0 1 1 (Bomber, missile) 0 </p> <p>Small, SS, Close Quarters, Swarms, Lethal: GS+, Variants 1 </p>	<p>Option 1 :</p> <p>Option 2 :</p> <p> :</p>
<p>Corvette</p> <p> 3 2 1 1 1 1 </p> <p>Small combat ship, 3 , from 3:1 U</p>	<p> :</p> <p> :: :</p>
<p>Destroyer</p> <p> 3 2 1 1 2 2 or 1 (missile) 1 </p> <p>Support ship, 5 , from 2:1 U</p>	<p> :</p> <p> :: :</p>
<p>Frigate</p> <p> 2 2 1 1 2 1, 1 (point defense) 2 </p> <p>Support ship, 5 , from 2:1 U</p>	<p> :</p> <p> :: :</p>
<p>Cruiser</p> <p> 2 2 1 1 2 2 </p> <p>Main battleship, 8 , 1 U</p>	<p> :</p> <p> :: :</p>
<p>Battlecruiser</p> <p> 1 2 1 1 2 3 (En., Pro.) or 1 1 (En., Pro.) 1 </p> <p>Main battleship, 10 , 2 U</p>	<p> :</p> <p> :: :</p>
<p>Battleship</p> <p> 0 1 1 1 3 3 </p> <p>Capital ship, 14 , 3 U</p>	<p> :</p> <p> :: :</p>
<p>Carrier</p> <p> 1 1 1 1 4 1 (Point defense) 1 </p> <p>Capital Ship, Hangar 6, 7 , 2 U</p>	<p> :</p> <p> :: :</p>
<p>Starbase</p> <p> 1 0 0 1 3 1, 1, 1 (Point defense) 2 </p> <p>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</p>	<p> :</p> <p> :: :</p>
<p>Transporter</p> <p> 1 1 1 1 1 1 (Point defense) 1 </p> <p>Support ship, Transporter 3, road construction, 2 </p>	<p> :</p> <p> :: :</p>

<p>Advanced Fighter</p> <p> 4 4 0 1 1 1 (Energy, Projectile, Fighter) 0 </p> <p>Evasion 2, Small, SS, Close Range, Swarm, 2 </p>	<p>Option 1 :</p> <p>Option 2 :</p> <p> :</p>
<p>Advanced Bomber</p> <p> 2 2 0 1 1 1 (Bomber, missile) 0 </p> <p>Small, small combat ship, close range, swarm, lethal: GS+, 2 </p>	<p>Option 1 :</p> <p>Option 2 :</p> <p> :</p> <p> :</p>
<p>Advanced Corvette</p> <p> 4 3 2 1 1 1 1 </p> <p>Small combat ship, scout, 4 , from 2:1 U</p>	<p> :</p> <p> :: </p> <p> :</p>
<p>Advanced Destroyer</p> <p> 3 2 1 1 2 3 or 2 (missile) or 1 (missile) 2 </p> <p>Support ship, EMP attack 1, 6 , 1 U</p>	<p> :</p> <p> :: </p> <p> :</p>
<p>Advanced Frigate</p> <p> 2 2 1 1 2 1, 1 (point defense) 4 </p> <p>Support ship, Repair 1, 6 , 1 U</p>	<p> :</p> <p> :: </p> <p> :</p>
<p>Advanced Cruiser</p> <p> 2 2 1 1 2 2 2 </p> <p>Main battleship, boarding crew 2, 8 , 1 U</p>	<p> :</p> <p> :: </p> <p> :</p>
<p>Advanced Battlecruiser</p> <p> 1 2 1 1 2 4 (En., Pro.) or 1 2 1 (En., Pro.) 1 </p> <p>Main battleship, stabilizers, 12 , 3 U</p>	<p> :</p> <p> :: </p> <p> :</p>
<p>Advanced battleship</p> <p> 0 1 1 2 4 3 (energy, projectile, missile) 1 </p> <p>Capital ship, Untouchable, 16 , 3 U</p>	<p> :</p> <p> :: </p> <p> :</p>
<p>Advanced carrier</p> <p> 1 1 1 1 4 2 (point defense, missile) 2 </p> <p>Capital Ship, Hangar 12, Repulsion, 9 , 3 U</p>	<p> :</p> <p> :: </p> <p> :</p>
<p>Advanced starbase</p> <p> 2 0 0 2 6 2, 2 3 </p> <p>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</p>	<p> :</p> <p> :: </p> <p> :</p>
<p>Advanced Transporter (requires transporter)</p> <p> 1 1 1 1 2 1 (Point defense) 2 </p> <p>Support ship, Transporter 6, road construction, can land even with an active planetary shield, 8 </p>	<p> :</p> <p> :: </p> <p> :</p>

Blueprints for non-upgradeable space units and ground units

<p>Titan</p> <p>⌚ 0 → 1 🏠 1 🧱 2 📱 2 🛡️ 6 5 📱 or 1 📱 and 3 📱 ⚙️ 2 Mega construction, Massive Bombardment, 20 🍀 4 🍀 U</p>	<p>:</p> <p>🧱:: 📱 ⚙️:</p>
<p>Research ship</p> <p>⌚ 2 → 2 🏠 1 🧱 1 📱 0 🛡️ 1 0 ⚙️ 2 Civilian, small combat ship, 3 🍀, from 3:1 🍀 U</p>	<p>Variant 1 (without color cube) ⚙️:</p> <p>Option 2 (with color cube): ⚙️:</p>
<p>Colony ship</p> <p>⌚ 0 → 1 🏠 1 🧱 0 📱 0 🛡️ 1 0 ⚙️ 1 Civilian, capital ship, 5 🍀, 1 🍀 U</p>	<p>⚙️:</p>

Ground units

<p>Militia</p> <p>⌚ 2 🛡️ 1 vs Infantry: 1d6 ⊕4+: 1 📱 vs. vehicles: 1d6 ⊕5+: 1 📱 Infantry, gain militia x2 per colony level when you defend your colony</p>	<p>Infantry</p> <p>⌚ 3 🛡️ 1 vs Infantry: 1d6 ⊕3+: 1 📱 vs. vehicles: 1d6 ⊕5+: 1 📱 Infantry, 1 🍀</p>
<p>Heavy Infantry</p> <p>⌚ 2 📱 1 🛡️ 1 vs Infantry: 1d6 ⊕4+: 1 📱 vs. vehicles: 1d6 ⊕3+: 1 📱 Infantry, can, instead of attacking, turn a vehicle around 1. 📱 Repair, 2. 🍀</p>	<p>Tanks</p> <p>⌚ 1 📱 2 🛡️ 1 vs Infantry: 1d6 ⊕4+: 1 📱 vs. vehicles: 2d6 ⊕4+: 2 📱 Vehicle, 3 🍀</p>
<p>Artillery</p> <p>⌚ 0 📱 1 🛡️ 1 vs Infantry: 1d6 ⊕5+: 3 📱 vs. vehicles: 1d6 ⊕5+: 3 📱 Vehicle, excess damage is distributed to enemy units of the same name. Can only be attacked by air force and artillery, unless you have no militia, infantry, heavy infantry, and tanks left. ignores swarm. 4 🍀</p>	<p>War drones</p> <p>⌚ 3 🛡️ 1 vs Infantry: 2d6 ⊕4+: 1 * vs. vehicles: 1d6 ⊕4+: 1 * Vehicle, swarm, instead of attacking give a unit +1 to hit. 2 🍀</p>
<p>Air force</p> <p>⌚ 4 📱 1 🛡️ 1 vs Infantry: 1d6 ⊕5+: 2 📱 vs. vehicles: 1d6 ⊕3+: 2 * Instead of attacking you can grant a unit +2 or two units +1 to hit. While doing so, it cannot be attacked (except by air force and buildings). 5 🍀</p>	<p>Antiorbital gun</p> <p>⌚ 0 📱 3 🛡️ 1 vs. ships: 🏠 3. 1d6 ⊕4+: 2 * Against Luftwaffe: ⌚ 5, 2d6 ⊕3+: 1 * Vehicle/building, requires no building slot, participates in space battles within the system. Can be attacked with bombardment weapons if the planet is under attack. Can independently attack fleets within the system. If they cannot attack the unit, they must retreat. 5 🍀, 2 🍀 U</p>

Standardized building plans

Unlocking a ship class through research also unlocks standardized blueprints that already include equipment (this does not apply to advanced blueprints). These blueprints are more expensive and cannot be modified. However, they do not require any additional technology to be used.

Small combat ships (SS)

Support fighter Haradim

3 3 0 0SP 0PP 1

Small combat ship, Evasion 1, Small, Close quarters, Swarm, 3

Target marker: 2 1d6 3+ 0 Light disadvantage, target marker

Sen-Ka-To interceptor

3 3 0 0SP 0PP 1

Small combat ship, Evasion 1, Small, Close quarters, Swarm, 3

: Fighter gun: 1 1d6 5+ 1 Projectile, Point defense
 1d6 vs Close quarters 4+

Strategic Bomber Dawnstar

2 2 0 0SP 1PP 1

Small combat ship, Small, Close quarters, Swarm, lethal: CS+, 4

: Cluster bombs: 1 1d6 vs HS- 6+ 1 Bombardment, vs HS+ no effect,
 1d6 vs Swarm 3+ HE, Area damage 1:1

Pilum Tactical Bomber

2 2 0 0SP 1PP 1

Small combat ship, Small, Close quarters, Swarm, Lethal: CS+, 4

: Volcano launcher: 2 1d6 4+ 1 missile, close quarters, Evasion 1, HE

Kynzai attack corvette

3 2 1 1SP 1PP 1

Small combat ship, 7 from 3: 1 Upkeep

: Laser gun: 2 1d6 4+ 1 Energy, Light disadvantage

K1 Mass Corvette

⌚ 3 ➡ 2 🏠 1

👶 0SP

📱 0PP

🛡️ 1

Small combat ship, 4 🟡 from 3: 1 🟡 Upkeep

🔫 : Kinetic gun:

↔️ 1 1d6 ⊕ 5+

1 🚬 Projectile, Point defense

1d6 ⊕ vs Close quarters 4+

Support ships (SupS)

Capital destroyer Siegard

⌚ 3 ➡ 2 🏠 1

👶 1SP

📱 1PP

🛡️ 2

Support ship, 12 🟡 from 2: 1 🟡 Upkeep

⚙️ Macro magazine (already included)

🔫 : Torpedo:

↔️ 2 2d6 ⊕ vs KS+ 6+

2 🚬 Missile, Close quarters, HE, Hull Damage x2

Swarm Destroyer Shatterstorm

⌚ 3 ➡ 2 🏠 1

👶 1SP

📱 1PP

🛡️ 2

Support ship, 13 🟡 from 2: 1 🟡 Upkeep

⚙️ Decoy (first point defense hit this round against your missile attack is ignored)

🔫 : Swarm missiles:

↔️ 1 2d6 ⊕ 4+

1 🚬 missile, close quarters, HE

3d6 ⊕ vs Swarm 3+

Reconnaissance frigate Aragust

⌚ 2 ➡ 2 🏠 1

👶 1SP

📱 1PP

🛡️ 2

Support ship, 16 🟡 from 2: 1 🟡 Upkeep

⚙️ Hologram Field (-1 hit on all enemy attacks when active, cannot fire itself, can be activated in the approach phase or on your turn), Advanced Sensors (detect up to one system away, for non-dangerous systems draw 2 event cards and choose one)

🔫 : Laser gun:

↔️ 2 1d6 ⊕ 4+

1 ✨ Energy, Light disadvantage

Convex gun:

↔️ 2 2d6 ⊕ 5+

1 ✨ Energy, Point defense, Light disadvantage

2d6 ⊕ vs Swarm, CQ 3+

disadvantage

Salvage frigate Ai-Ta-Te

⌚ 2 ➡ 2 🏠 1

👶 1SP

📱 1PP

🛡️ 2

Support ship, Repair 2, 17 🟡 from 2: 1 🟡 Upkeep

⚙️ 2x Logistics Center (already included)

🔫 : Laser gun:

↔️ 2 1d6 ⊕ 4+

1 ✨ Energy, Light disadvantage

Rapid Fire Cannon:

↔️ 1 3d6 ⊕ 5+

1 🚬 Projectile, Point defense

3d6 ⊕ vs Swarm, CQ. 4+

Carrier frigate harbinger

⌚ 2 ➡ 2 🏠 1

👥 1SP

📱 1PP

🛡️ 2

Support Ship, Hangar 4, 11 ⚙️ from 2: 1 ⚙️ Upkeep

⚙️ 2x Hangar (already included)

🔫 :	Kinetic Gun:	↔️ 1	1d6 🎯5+	1 📌	Projectile, Points defense
			1d6 🎯vs. CQ 4+		
	Rapid Fire Gun:	↔️ 1	3d6 🎯5+	1 📌	Projectile, Points defense
			3d6 🎯vs. Swarm, CQ 4+		

Standard Transporter T2

⌚ 1 ➡ 1 🏠 1

👥 1SP

📱 1PP

🛡️ 1

Support ship, Transporter 3, road construction, 3 ⚙️

🔫 :	Kinetic gun:	↔️ 1	1d6 🎯5+	1 📌	Projectile, Point defense
			1d6 🎯vs CQ 4+		

Main battleships (MS)

Multi-purpose cruiser Aegis

⌚ 2 ➡ 2 🏠 1

👥 2SP

📱 2PP

🛡️ 2

Main combat ship, Scout, 20 ⚙️, 1 ⚙️ Upkeep

⚙️ E-War Center (1 Target, 2+: Target loses its attack or move action at the affected player's choice, -1 on the roll for each square distance to the target and for every 2 🛡️ left)

🔫 :	Concave Gun:	↔️ 2	1d6 🎯4+	2 ✨	Energy, Light Penalty
	Rapid Fire Gun:	↔️ 1	3d6 🎯5+	1 📌	Projectile, Points defense
			3d6 🎯vs. Swarm, CQ 4+		

Bombarnizo broadside cruiser

⌚ 3 ➡ 2 🏠 1

👥 2SP

📱 2PP

🛡️ 2

Main combat ship, scout, 23 ⚙️, 1 ⚙️ Upkeep

⚙️ maneuvering thrusters (already included), rotary engine (rotates before or after movement)

🔫 :	2x broadside cannonade:	↔️ 2	3d6 🎯4+	1 📌	projectile, can only attack from the side (no front or rear fields) select 1 target per side
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Storm Cruiser Buryja

🕒 2 ➡ 2 🏠 1

👥 2SP

📱 2PP

🛡️ 2

Main battleship, scout, 21 ⚡, 1 ⚡ Upkeep

⚙️ Tritium injection (grants scout, the ship may move once before the first combat round)

🔫 : Autocannons: ➡ 1 1d6 ⚡+ 1 🚫 Projectile, Point defense, Auto-Hit 1: Close quarters and Swarm

Storm Torpedoes: ➡ 1 3d6 ⚡ vs SS+ 6+ 1 🚫 Missile, Close quarters, HE, Hull Damage x2

Battlecruiser MaJinJi

🕒 1 ➡ 2 🏠 1

👥 2SP

📱 2PP

🛡️ 2

Main combat ship, 26 ⚡, 2 ⚡ Upkeep

⚙️ Frequency Modulator (already included)

🔫 : 3x Concave gun: ➡ 3 1d6 ⚡+ 2 ✨ Energy, Light disadvantage

Formation breaker battlecruiser Ballista

🕒 1 ➡ 2 🏠 1

👥 2SP

📱 2PP

🛡️ 2

Main combat ship, 23 ⚡, 2 ⚡ Upkeep

⚙️ Weakness Analyzer (with min. 1 🚫 hit on a enemy unit, the next attack on it generates +1 🚫)

🔫 : Mass Accelerator: ➡ 3 1d6 ⚡+ 3 🚫 Projectile, Fire Line, Lethal: SupS, 1st target suffers 3 🚫, 2nd target 2 🚫, 3rd target 1 🚫

Rapid Fire Gun: ➡ 1 3d6 ⚡+ 1 🚫 Projectile, Point defense
3d6 ⚡ vs. Swarm, CQ 4+

Capital ships (CS)

Artillery battleship Apex

🕒 0 ➡ 1 🏠 1

👥 4SP

📱 4PP

🛡️ 3

Capital ship, 44 ⚡, 3 ⚡ Upkeep

⚙️ Stabilizers (If active, immobile but: +1 ➡ and +1 ⚡, use firing action to de/activate)

🔫 : Artillery torpedo: ➡ 4 1d6 ⚡ vs SupS+ 6+ 3 🚫 Missile, close quarter, no effect vs SS area damage: 1 🚫

Laser main gun: ➡ 5 1d6 ⚡ vs SupS+ 6+ 3 ✨ Energy, light disadvantage, no effect vs SS

Kinetic artillery: ➡ 4 1d6 ⚡ vs SupS+ 6+ 3 🚫 vs SS no effect, projectile

Fleet carrier Ferropolis

🕒 1 ➡ 1 🏠 1

👥 4SP

📄 4PP

🛡️ 4

Capital Ship, Hangar 6, 24 🟡, 2 🟡 Upkeep

⚙️ Squadron Center (KS in 3 ➡ received +1 🛡️)

🔫 : Blitz-FV: ➡ 2 1d6 🛡️ vs. CQ 2+ 1 ✨

point defense, Fleet Defense 2, ignores evasion

Starbase Nexus

🕒 1 ➡ 0 🏠 0

👥 4SP

📄 4PP

🛡️ 5

Capital ship, one per system, Hangar 6, 27 🟡, 1 🟡 Upkeep

⚙️ Command Center, Squadron Center, +1 ✨

🔫 : Steel hail-FD: ➡ 1 3d6 🛡️ vs Swarm, CQ 3+ 1 🚫

projectile, point defense, fleet defense 4

Broadside Cannon: ➡ 2 3d6 🛡️ 4+

1 🚫 projectile, can only attack laterally (no front/rear fields, choose 2 sides for units with out front/rear), choose 1 target per side.

Volcano Launcher: ➡ 2 1d6 🛡️ 4+

1 🚫 missile, close quarters, Evasion 1, HE, Evasion

Starbase Outpost

🕒 1 ➡ 0 🏠 0

👥 0SP

📄 0PP

🛡️ 5

Capital ship, one per system, Hangar 6, 6 🟡, 1 🟡 Upkeep

⚙️ Salvage Module, Staff quarters, +1 ✨

🔫 : 6x smoothbore cannon: ➡ 1 1d6 🛡️ 5+ 1 🚫

projectile

Megastructure (MK)

World burn Titan Invictus

🕒 1 ➡ 1 🏠 1

👥 4SP

📄 6PP

🛡️ 6

Mega Construction, Massive Bombardment, Regenerative Armor, Untouchable 67 🟡, 4 🟡 U

⚙️ Experienced Crew (1 attack roll is repeatable), Maneuvering Thrusters (already included), Rotary Engine (rotates before or after movement)

🔫 : Planet Breaker: ➡ 10 1d6 🛡️ vs KS+ 5+ 4 ✨

Projectile

Focus Beam: ➡ 3 1d6 🛡️ 1st Target 3+
2nd Target 4+, 3rd Target 5+

2 ✨ Energy, Fire Line, Light Disadvantage
Lethal: SS

Multi-core Torpedo: ➡ 2 1d6 🛡️ vs SS+ 6+

2 🚫 1 ✨ Missile, Close quarters, HE, Hull Damage x2

Steel Hail DV: ➡ 1 3d6 🛡️ vs Swarm, CQ 3+

1 🚫 Projectile, Point defense, Fleet Defense 4

Neutral Units

Kosme fleet consist of: 6 Advanced Fighters, 6 Advanced Bombers, 1 Advanced Corvette, 1 Advanced Destroyer, 1 Advanced Frigate, 1 Advanced Cruiser, 1 Advanced Battlecruiser, 1 Advanced Carrier, 1 Advanced battle ship

Kosme Fighter					
4	4	0	1SP	0PP	1
Small combat ship, Evasion 2, Small, Close quarters, Swarm, Absorption shield, Experienced crew					
Aurelia fighter gun: 1 1d6 4+ 1 Energy 1d6 vs Swarm 3+ 2 Energy					
Kosme Bomber					
3	2	0	1SP	1PP	1
Small combat ship, small, close quarters, swarm, absorption shield, silk steel armor, experienced crew					
White Lance: 1 1d6 vs KS+ 6+ 3 Missile, EMP Attack 0, Close quarters, Hull Damage x2					
Kosme Corvette					
5	3	2	1SP	1PP	1
Small combat ship, scout absorption shield, silk steel armor, experienced crew					
Mine clearance Aurelia gun: 2 1D6 4+ 1 Energy, EMP Attack 1					
Kosme Destroyer					
4	3	2	1SP	2PP	2
Support ship, EMP attack 1, absorption shield, silk steel armor, experienced crew					
Macro magazine (already included), camouflage, decoys : Multi-core torpedo: 2 2d6 vs SS+ 6+ 2 1 Missile, close quarters, hull damage x2					
Kosme Frigate					
3	2	1	2SP	1PP	2
Support ship, Repair 3, Silk steel armor, Experienced crew					
Hologram field, 2x logistics center, sensors (advanced), jammer Aurelia gun: 2 1d6 4+ 1 Energy, EMP Attack 1 Steel hail-FD: 1 3d6 vs Swarm, CQ 3+ 1 projectile, point defense., fleet defense 4					
Kosme Cruiser					
2	2	1	1SP	1PP	2
Main battleship, boarding crew of 2, shield capacitor, heavy armor, experienced crew					
E-War Center, Vulnerability Analyzer : Car cannons: 1 1d6 4+ 1 projectile, score, auto-hit 1: close-up area and swarm 2d6 vs. swarm, CQ 3+ Broadside cannonade: 2 3d6 4+ 1 projectile, can only attack from the side (no front or rear fields), choose 1 target per side					
Kosme Battlecruiser					
1	2	1	2SP	1PP	2
Main battleship, stabilizers, heavy armor, experienced crew					
Frequency modulator 3x Sunfire Cannon: 3 1d6 4+ 2 Energy, EMP Attack 2 Convex gun: 2 2d6 5+ 1 point defense, light disadvantage 2d6 vs. swarm, CQ 3+					

Kosme battleship		5SP	6PP	4
0	1	1	Capital ship, Untouchable, Shield capacitors, Regenerative armor, Experienced crew	
Command center Artillery torpedo: $\leftrightarrow 4$ 1d6 \oplus vs SupS+ 6+ 3 Missile, close range, vs SS no effect, area damage: 1				
Sunfire Main Gun: $\leftrightarrow 6$ 1d6 $\oplus 4+$ 3 Energy, EMP Attack 3, vs SupS - no effect				
Kinetic artillery: $\leftrightarrow 4$ 1d6 \oplus vs SupS+ 6+ 3 vs SS no effect, projectile				
Kosme carrier		4SP	4PP	4
1	1	1	Capital ship, Hangar 12, Repair 1, Repulsion, Experienced crew	
Logistics center, squadron center, storm ramp : 2x Lightning-FD: $\leftrightarrow 2$ 1d6 \oplus vs. CQ 2+ 1 Point defense, Fleet Defense 2, ignores Evasion				

Cult Fleet

1 Fighter, 1 Corvette, 1 Destroyer, 1 Frigate

Cultist hunters		0	0	1
3	3	0	Small combat ship, Evasion 1, Small, SS, Close quarters, Swarm	
Fighter gun: $\leftrightarrow 1$ 1d6 $\oplus 5+$ 1 projectile, point defense, reduce Evasion X by -1 (to 0) 1d6 \oplus vs Swarm 4+				
Cultist Corvette		1SP	1PP	1
3	2	1	small combat ship	
: Laser Gun: $\leftrightarrow 2$ 1d6 $\oplus 4+$ 1 Energy, Light Disadvantage				
Cultist Destroyer		1SP	1PP	2
3	3	1	support ship	
decoys : Swarm missiles: $\leftrightarrow 1$ 2d6 $\oplus 4+$ 1 missile, close quarters, HE 3d6 vs \oplus Swarm 3+				
Cultist frigate		1SP	1PP	2
2	2	1	Support ship, repair 1	
Hologram field, logistics center : Laser gun: $\leftrightarrow 2$ 1d6 $\oplus 4+$ 1 Energy, Light disadvantage Rapid-firing gun: $\leftrightarrow 1$ 3d6 $\oplus 5+$ 1 projectile, point defense 3d6 \oplus vs. swarm, CQ 4+				

Pirate units

3 3 0 Small combat ship, Evasion 1, Small, SS, Close quarters, Swarm : Fighter gun: 1 1d6 ⊕5+ 1 projectile, point effect, reduced Evasion X by -1 (to 0)	Pirate Fighter 0SP 0PP 1
2 2 1 Small combat ship, small, SS, close quarters, swarm : Nox bombs: 1 1d6 ⊕vs SS+ 5+ 1 Bombardment, EMP Attack 1	Pirate Bomber 0SP 1PP 1
3 2 1 small combat ship : Laser Gun: 2 1d6 ⊕4+ 1 Energy, Light Disadvantage	Pirate Corvette 1SP 1PP 1
2 2 1 Support ship, boarding crew 2, repair 1 : Rapid-firing gun: 1 3d6 ⊕5+ 1 projectile, point defense Laser gun: 2 1d6 ⊕4+ 1 Energy, light disadvantage	Pirate Frigate 1SP 1PP 2
1 0 0 Capital ship, Hangar 6, Command Center, Squadron Center, +1 : Steel Hail DV: 1 3d6 ⊕vs Swarm, CQ 3+ 1 Projectile, Point defense, Fleet Defense 4 Broadside cannonade: 2 3d6 ⊕4+ 1 projectile, can only attack from the side (no front or rear fields), choose 1 target per side Volcano Launcher: 2 1D6 ⊕4+ 1 missile, close range, Evasion 1, HE	Pirate Starbase 4SP 4PP 3

GAV


















4 4 0 Small combat ship, Evasion 2, Small, SS, Close quarters, Swarm, Absorption shield : Target marker: 2 1d6 ⊕3+ 0 Light disadvantage, target marker	GAV Fighter 1SP 0PP 1
3 2 1 Support ship, EMP attack 1, macro magazine (not yet included), camouflage, decoys : Assault torpedoes: 1 3W6 ⊕vs KS+ 6+ 1 Missile, Close quarters, Hull Damage x2 2xTor missile: 2 1d6 ⊕3+ 1 missile, close quarters, Evasion 2, HE	GAV Destroyer 1SP 1PP 2

Event cards

Event type	effect
Anomaly	Abandoned Cruiser: 2 Levels: You receive the Main Battleships technology. If you already possess this, you will receive a cruiser in this system.
Anomaly	Academy Ship: 2 Levels: Obtain the technology Political Philosophy. If you already possess it, obtain Political Vision. If you already possess this, you may change your government or introduce a policy for free.
Anomaly	Dying Star: Starting with the reveal, place one black cube on the system in each end phase. If there are two cubes on the system, replace the anomaly with a black hole. Level 1: Replace the anomaly with a supernova. Gain +6 🔵.
Anomaly	Ghostly Transmission: 2 Levels: gain 1 technology of your choice that another player has already researched for free, for which you meet the prerequisites. Keep this card and activate it if you can't use it yet.
Anomaly	Neutron Flash: Level 1: Select a civilian unit within 3 systems of this anomaly. The civilian unit is destroyed. Alternatively, gain +4 🔵.
Anomaly	Quantum Tunnel (x3): Level 1: Replace the anomaly with a wormhole. It is automatically connected to every other wormhole. Gain +4 🔵.
Anomaly	Stasis Capsule: 3 Levels: Draw a counselor. You can immediately place this counselor into play or replace your current one. If you don't, receive half its total cost as resources of your choice.
Anomaly	Star Cartography: Level 1: Draw 2 event cards (not from dangerous systems).
Anomaly	The Traveler: 3 Levels: As soon as this card gains 1 level, gain +2 🔵 per level, take it and shuffle it into the Storm deck. If it gains another level there, shuffle it into the Black Hole deck. When it has 3 levels, the exploring player gains 1 victory point and a non-modifiable capital ship with: ⌚: 2, ↗: 2, 🏠: 1, 🛡️: 3, +3 🍄, +3 📱, ↶: 3, 2d6 on a 4+ with 1 🕸️, no upkeep
Anomaly	
Asteroids	Damaged Ship: Pay 1 🟢 and receive a research ship in this system. Otherwise, discard this card.
Asteroids	Ice Swarm (x2): Gain +2/4/6 🟢 when you 🏠 are 4/3/2 away from the GC.
Asteroids	Ore vein (x2): Gain +2/4/6 🟡 when you 🏠 are 4/3/2 away from the GC.
Asteroids	Hydroponic Farm (x2): If you pay 1 🟡 and 1 🟢, keep this card. Increase your income by +2 🟢 (place an income cube and a color cube into the system; it can be captured by control). If you don't pay, discard this card.
Asteroids	Mining Company (x2): If you pay 2 🟡, keep this card. Increase your income by +2 🟡 (place an income cube and a color cube into the system; it can be captured by control). If you don't pay, discard this card.
Asteroids	Pirates (x3): This card enters the game with a black die (1 eye). Pay 3 🟡 per eye and discard this card or fight pirate corvettes equal to the eye value. If you defeat them, gain +1 loot point for each eye. If you lose, increase the eye value by +1. Spotted by a research ship and not paid? Roll: 1-3: destroyed, 4-6: it retreats. Does it have shields? 2-6: it retreats. Subtract -2 from your roll for each additional eye from the die result.
Asteroids	Pirate Base: Fight against a pirate starbase, 3 pirate fighters, and 3 pirate bombers. If you win, score 1 victory point. Remove all pirate cards and units from the game. Otherwise, place a black die on this card/increase its value by +1, as well as on each other pirate card in the game. Each eye on this card adds 1 pirate corvette to the system. Detected by a research ship? It is destroyed. Does it have shields? Roll: 1-4: it is destroyed, 5-6: it retreats. If the card is discarded, shuffle it back into the asteroid deck.
Asteroids	Rust Fleet: Fight against 2 pirate corvettes and 2 pirate frigates. If you defeat them, you receive an additional +2 loot points and +1 per eye, as well as this card. If you lose, each system with pirate units receives +1 pirate corvette. To do this, place 1 black die in the system/increase the eye value by +1. The eyes here increase the number of pirate frigates. Detected by a research ship? Roll: 1-5: destroyed, 6: it retreats. Does it have shields? 4-6: it retreats.
Asteroids	Treasure map: Mission: Whenever one of your research ships enters another asteroid, place a colored cube on it (none of your colored cubes may already be there). If a player ends up with 3 cubes on asteroids as a result, he takes this card. It counts as the Stormeye (your next storm event will be the Eye of the Storm). You can sell it for 12 🟡.
Nebula	Anomalous Patterns: Mission: Whenever one of your research ships enters a different nebula, place a color cube on it (none of your other color cubes may already be there). If a player ends up with 3 cubes on nebulae as a result, he takes this card. It acts as a resonator. You can sell it for 12 🔵.
Nebula	Astrolab (x2): If you pay 2 🟢, keep this card. Increase your income by +2 🔵 (place an income cube and a color cube into the system; it can be captured by control). If you don't pay, discard this card.

Nebula	Cruise Ship (x2): If you pay 1 and 1 , keep this card. Increase your income by +2 (place the income cube and your color cube into the system; it can be captured by control). If you don't pay, discard this card.
Nebula	Crystal Being: The Crystal Being (MC) is passive until attacked. It is immobile with: 0, 6, 6, 1d6 2+ with 1 . On victory: +12 . If you possess the resonator, you take control of it as soon as you enter its system. It gains +1 and you gain +1 victory point.
Nebula	GAV Mercenaries (x3): Retreat or fight 1 GAV destroyer and 1 GAV fighter. If you win, receive an additional +2 loot points and take this card. If you lose, pay 3 . If you have Lobbycracy (Tor), take this card without fighting; receive no resources.
Nebula	Mandret & Sahna: Mission: Discard 1 GAV Mercenary card from your hand to place a color cube on it. Gain 5 and for each card discarded. The first player with 2 color cubes on this card gain +1 victory point.
Nebula	Splendor of Colors (x2): Gain +2/4/6 when you are 4/3/2 away from the GC.
Nebula	Terraforming gas: If a research ship triggered the event, place a silver cube on it. If it delivers the cube to a colony, you may pay 3 and immediately increase its colony level by 1. If the ship is destroyed, the cube remains in the system and can be picked up again by a research ship/transporter. If it wasn't a research ship, discard the card.
Nebula	Unknown particles (x2): Obtain +2/4/6 , if you are 4/3/2 away from the GC.
Black hole	Dark Matter: Anomaly. 1 Level: Keep this card. You can use it during the approach phase of any battle. Choose one ship; it suffers 2 . Discard the card afterward. Gain +4 .
Black hole	Instrument Failure: Roll for each unit that has just entered the system and add its value to the roll. Any unit for which you did not roll a 6 is destroyed.
Black hole	Spacetime Distortion: Move all units that have just entered the system onto this card. They are trapped in the event horizon. A research ship that enters the system and spends 1 for each trapped unit can remove them from the card. They are back in play. If there are no more units on the card, take the card into your hand.
Black hole	Slingshot: All units that have just entered the system may immediately move 1 system forward.
Black hole	Voices from the depths: Spend X and roll. +X on the roll. On a 6, nothing happens; otherwise, every unit is destroyed. Each piece of equipment with costs adds +1 to the roll.
Storm	Eye of the Storm: If you possess the Stormeye, remove this card from the game. Gain 1 victory point. From now on, you always determine the event that occurs when a player's units enter a storm. If you do not possess the Stormeye, nothing happens.
Storm	Living Energy: Anomaly. 1 Level: Keep this card. You can spend it on any player to restore a ship's shield after an attack or to ignore a storm event.
Storm	Weak particle storm: All ships suffer 1 .
Storm	Strong particle storm: All ships suffer 3 .
Storm	Weak ion storm: All ships suffer 1 .
Storm	Strong ion storm: All ships suffer 3 .
Storm	Storm whirl: All ships suffer 1 and 1 .
Deep space	Bounty hunting: The bounties law is active.
Deep space	Breaking news from the Wolken: Randomly select a competition (law cards). It becomes active.
Deep space	Cult Encounter: Retreat or fight 2 Cult fighters (1 eye). If you win, you receive +1 loot point. If you lose, spawn 2 Cult fighters in a deep space system of your choice and increase the eye count in that system by +1 (+2 fighter). If other units are present, combat occurs immediately (the event then repeats).
Deep space	Form fleet: The Expedition bonus law becomes active.
Deep space	Secret Gate: If you want to use it, the ship will travel to the opposite side of the strategic map and trigger an event there.
Deep space	Pioneers: The Networking Initiative law becomes active.
Deep space	Part of the Laden: This card remains in place. Here you can buy any black market card from the display for 10 or . You can also sell your black market cards for 5 or .

Loot cards

Level	effect
1	Data Storage: Receive 2  . Add up all your Loot level 1 cards and, as a one-time bonus, receive 1/2/4/8 resources of your choice for 1/2/3/4 level 1 cards.
1	Rare Earths: Receive 2  . Add up all your Loot level 1 cards and, as a one-time bonus, receive 1/2/4/8 resources of your choice for 1/2/3/4 level 1 cards.
1	Flotsam: Receive 1  , 1  , 1  . Add up all your Loot level 1 cards and, as a one-time bonus, receive 1/2/4/8 resources of your choice for 1/2/3/4 level 1 cards.
1	Trophy: Obtain 2  . Add up all your Loot level 1 cards and, as a one-time bonus, receive 1/2/4/8 resources of your choice for 1/2/3/4 level 1 cards.
1	Supplies: Receive 2  . Add up all your Loot level 1 cards and, as a one-time bonus, receive 1/2/4/8 resources of your choice for 1/2/3/4 level 1 cards.
2	Salvage: You can restore your own destroyed ships in this battle by spending as many loot points as they had  at their full capacity (you must be able to restore them all, or they remain destroyed). The cost of loot points of this card is refunded when you use this effect. You can choose to forgo other loot cards to use their loot points for this card.
2	Experience: You can equip any unit with the Experienced Crew equipment for free, even if you haven't yet researched the technology. You can also forgo loot to gain loot points. For each additional loot point spent here, you can equip another unit this way. Alternatively, receive 4  .
2	Cargo Hold: Gain 1 additional loot point. The loot point cost of this card will be refunded. You can choose to forgo other loot to use its loot points for this card. You may still make further purchases afterward.
2	Intelligence Data: Receive a level 1 network in the system for free (requires the Strategic Infiltration technology). You may then immediately perform the "Go Underground" institutional action from any system where the prerequisites are met, for free. Alternatively, receive 4  .
2	Illegal Cargo: Obtain the top, face-down black market card.
2	Intact Systems: You can add any piece of equipment or weapon your opponent has used to one of your blueprints for free (you don't need to have researched the technology, but it must be potentially researchable for you – no unique equipment). Repeat the effect as many times as you drew level 1 loot cards. Alternatively, gain 4  .
2	Call of Glory: Instantly receive a mercenary unit into your fleet for free. It costs no upkeep, but you must pay double the  cost in loot points (if you have the Seele Partnership policy active, or if you are a lobby-craze with Seele already activated, then you don't double the loot points but pay it 1:1). The loot point cost of this card will be refunded when you use this effect. You can choose to forgo other loot to use its loot points for this card.
3	Blueprints: Receive one available military or foreign policy technology for free, or alternatively 7  .
3	Helium 3 - Extraction: The fleet may immediately move again according to its movement values and can thereby trigger a new battle.
3	Kosmerality Captured: Not available against neutral enemies, then redraw. You receive 1 victory point. If the player who lost the battle possesses the counselor Kosmoral or the Student of Sanktis, you may take one of them instead (which requires the Expert Council technology). They count normally towards the counselor limit and remain their levels and abilities.
3	Government member captured: Not available against neutral enemies, then redraw. You can immediately enforce a contract (not war or truce) on a player. You set the terms. Alternatively, gain 7  .
3	Escape Pods: Instantly receive a Transporter (requires the Defence Forces technology). You can now spend loot points at a 1:1 ratio on  to purchase available Infantry Ground Units. The cost of this card will be refunded when you use this effect. Alternatively, receive 7  .
3	Hull-like behemoth: Instantly build a starbase in the system for free (requires the Defense Forces technology). Alternatively, receive 7  .

Distant war

Level	effect
1 G	Riot suppression - Enemies: 3 Militia, Special Rules: Double the number of enemies at the end of the round. Reward: 6 🟢
1 G	Dessateurs - Enemies: 1 tank, Special rules: Battle ends at the end of the 1st combat round. Reward: 2 🟢, 6 🟡
1 G	Data Recovery - Enemies: 2 War Drones, Special Rules: At the end of each combat round, the reward increases by +2 🟡. Battle fails at the end 1st combat round, if both drones are destroyed or at end of the 3rd combat round. The enemy does not attack. Reward: 2 🟡
1 G	Combat Patrol - Enemies: 2 Infantry, 1 Heavy Infantry, Special Rules: At the start of the 3rd combat round, the enemy is reinforced by an air force unit. If the battle ends before then, it does not appear. Reward: 6 🟢, 2 🟡
2 G	Hold the line - Enemies: 3 tanks, 1 infantry, 2 heavy infantry. Special rules: At the end of each combat round, the enemy is reinforced by X tank and X infantry. X is the current combat round. The battle fails if your front line is destroyed. You win if this has not happened by the end of the 3rd combat round. Reward: 17 🟢, 4 🟡, 5 🟠
2 G	Gain air superiority - Enemies: 3 Infantry, 1 Tank, 1 Anti-Orbital Gun, 2 War Drones, 2 Air Force. Special rules: If the Anti-Orbital Gun is destroyed, permanently add 2 Air Force to your army at the end of the combat round. Reward: 15 🟢, 8 🟡
2 G	Across the River - Enemies: 5 Infantry, 2 War Drones, 2 Artillery. Special Rules: Tanks and heavy infantry may not attack the enemy's rear line. Enemy war drones only attack if they cannot upgrade other units. Reward: 15 🟢, 4 🟡, 2 🟠
3 G	Attack on Headquarters - Enemies: 1 Fortress, 1 Missile Base (all missiles researched), 4 Heavy Infantry, 2 Anti-Orbital Guns, 4 Artillery, 4 Combat Drones, Special Rules: At the end of each combat round, the enemy receives the number of rounds in 🟢 to immediately purchase new units. Reward: +1 Victory Point, 25 resources of your choice
3 G	Decisive Battle - Enemies: 5 Infantry, 3 Heavy Infantry, 3 Tanks, 3 Artillery, 3 Combat Drones, 2 Air Force, Special Rules: At the end of the 5th round of combat, a weapon of mass destruction is detonated. Your army is destroyed. Reward: +1 victory point, 25 resources of your choice
1 S	Protection of Equipment of the Himmel - Enemies: SS: 1 Haradim, 1 Sen-Ka-To, 1 Pillum, Special Rules: Tactical targets are active. Reward: 2 🟡 per destroyed 🛡️, 1 Loot Point
1 S	Stop Welle Test - Enemies: 1 Flut Battlesuits (p. 19 Reference Book), Special Rules: Tactical targets active. Asteroid field. Reward: 8 🟡, 1 Loot Point
1 S	Pirate Ambush - Enemies: SS: 1 Kynzai, 1 Haradim, Special Rules: Asteroid Field, Enemy deploys mines. Reward: 2 🟡, 2 🟡, 1 Loot Point
1 S	Terror of an old war - Enemies: 1 battleship with 🛡️0, 🛡️2, 🛡️3, 2x laser gun, 7x kinetic gun. Special rules: Place 4 wrecks; if the enemy ship has 🛡️ and is hit in the stern, it is instantly destroyed. Reward: 3 loot points
2 S	Attack on the Research Frigate - Enemies: SS: 2 Dawnstar, 2 Pillum, SupS: 1 Harbinger, Special Rules: Black Hole. If the frigate is destroyed, you successfully end the battle. Reward: 2 🟡, 8 🟡, 3 Loot Points, receive an anomaly card from the black hole deck; it is researched immediately.
2 S	Prevent breakthrough - Enemies: SupS: Ai-Ta-Te, MS: Bombarnizo, Special rules: If the cruiser reaches your deployment zone, the battle fails. Reward: 8 🟡, 5 🟠, 3 loot points
2 S	Hunters in the Nebula - Enemies: SupS: 1 Sigurd, 1 Shatterstorm, Special Rules: Nebula with 8 nebula tiles, all enemies are considered camouflaged. Reward: 10 🟡, 3 Loot Points
3 S	Disable the flagship - Enemies: SS: 4 Haradim, SupS: 1 Ai-Ta-Te, 1 Harbinger, MS: 1 Buryja, 1 Ma!JinJi, CS: 1 Apex, Special Rules: Apex is the flagship (p. 8 Reference Book). If it is destroyed, you have successfully ended the battle. Reward: +1 victory point, 10 loot points
3S	Destruction of the corporate central - Enemies: SS: 2 Pillum, 1 Dawnstar, 3 Sen-Ka-To, SupS: 1 Aragust, MS: 1 Ballista, CS: Nexus, Planet with Planetary Shield, Fortress, Missile Base and 1 Anti-Orbital Gun, Special Rules: Planet. If all buildings on the planet are destroyed or a transport lands there, you have successfully ended the battle. Reward: +1 victory Point, 10 loot points

Planetary events (event cards 1, 2 and 3)

Bastion 1: Meteor Shower - Rules: Bastion cannot increase its colony level. Ground troops and buildings are destroyed here in the end phase. If you have completed A, B, or C, draw the next event card.

Build bunkers - Spend 3 . **Reward:** Buildings and ground units will no longer be destroyed by the meteor shower.

B1 Settle Silver Falcons - Obtain permission from the player with clan government or spend any political action and 5 during the politics phase. **Reward:** Instantly receive a +2 resource building that is indestructible by the meteor shower and is instantly upgraded by +2 for free upon completing the following options (B2, B3).

C1 Collect samples - Have military units here equipped with at least one projectile and one energy weapon. **Reward:** Receive +1 and +1 -income (up to +4) for each military unit here, excluding fighters and bombers.

Bastion 2: A Planet Breaker Approaches - Rules: Place a red die with 3 eyes on this card. Reduce the eyes by -1 in each end phase. If there are no eyes left, destroy the colony and all units on it. Swap the system with an asteroid field. If you have completed A, B, or C, draw the next event card.

A Establish a freight trade route - Connect Bastion to one or more planets via a trade route which generate a total income of 7+ . **Reward:** Bastion can increase its colony level normally.

B2 Train pilots - I have 4+ fighters/bombers here. **Reward:** Each fighter/bomber you control is considered to have the Experienced Crew equipment.

C2 Construct defensive weapons - Research one of the three advanced weapon technologies. **Reward:** Instantly receive the Invasion Tactics technology and 2 anti-orbital guns which are indestructible against meteor shower for free, with no upkeep costs.

Bastion 3: Counterstrike - Rules: The Planet Breaker counts as a MC and has 8 . The attack can be triggered in the battle phase; then the units named in B or C may fire exactly once. If it fails, nothing happens (repeatable next round). If it succeeds, a reward is triggered. If you have completed B or C, prevent the effect of Event Card 2.

A Evacuate a colony - Disband the colony and immediately distribute the colony levels and buildings to other colonies. This allows you to reach colony level IV without a center (costs 2 colony levels).

B3 Falcons of the Sea - Launch the attack with your fighters/bombers. **Reward:** Convert all damage exceeding 8 , into 2 . Your fighters/bombers now have an additional +1 . They also now have +1 when moving to a neighboring planet or trade route.

C3 Bastion of Resistance - Launch the attack with all your units authorized to attack space targets. **Reward:** Convert all damage exceeding 8 into 4 . Defense buildings and starbases no longer cost you anything to maintain and only cost half price here (a quarter if they already cost half price).

Heliox 1: Glowing rings - Rules: The colony is functioning normally.

A Build a tourism industry - Own a -resource building here. **Reward:** Instantly upgrade the building to the next level for free (from +2 to +4 or from +4 to +6). You don't need the technology for it.

B Habitats with glass roofs - Spend 2 per colony level. **Reward:** Each colony level here increases your -income by +2.

C Explore the Rings - Own a research ship in this system. **Reward:** Receive +4 .

Heliox 2: Breathtaking sky

A Build a spaceport - Own a +2 capacity building here. **Reward:** Increase colony level by +1.

B Construct Public Observatories - Grant +4 building income here. **Reward:** -resource buildings generate half their income (rounded up) in .

C Harvest water from the rings - Own as much transporters here as the current colony level is. **Reward:** Receive 15 .

Heliox 3: World of Colors

A Build a cruise fleet - Spend 4 . **Reward:** Increase your and -income by +4.

B Conduct an interportal advertising campaign - Pay 15 . **Reward:** Receive +1 colony level.

C Build an intercultural Center - Own a center here. **Reward:** Double your votes here.

Isslot 1: Frozen Expanse - Rules: Isslot cannot increase its colony level. Place a red die on this card. This is winter cold. It starts with 1 eye. It reduces -resource building income and increases each -upkeep for buildings by X. X is the number of eyes it has (up to 6). Increase its eyes by +1 in each end phase. Once you have completed C, draw the next Event card.

A Grow cold-resistant seeds - Spend 3 . **Reward:** Receive regular income from -resource buildings here.

B Combined Heat and Power Plants - Own any capacity building here. **Reward:** Reduce winter cold once by your current colony level (reduce it further as your colony grows). The effect only lasts as long as you own at least one capacity building here. Isslot can now increase colony level.

C Send out expeditionary forces - Have 3 infantry here. **Reward:** Receive 6 .

Isslot 2: Swörtbjornylag - Rules: Lose 2 infantry here immediately. The last surviving squad reports of two rival clans - the Torkyndellag and the Ohdwyndellag. In each end phase, you will be attacked here by X Swörtbjorn infantry. X is the number of eyes on event card 1. The Swörtbjorn infantry cannot attack in the first round, but improve their hit dice and damage by +1 starting in the second round. If you have completed B1 or C1, draw the next event card.

A Establish a local trade network - Have a diplomat in the system here. **Reward:** As long as the diplomat is present, you can trade here at a 1:1 ration (🟡 for 🟢 (up to 6 times per economic phase).

B1 Aid the Ohdwyndellag - Defeat a fortress with 9 Swörtbjorn infantry. **Reward:** Receive the Nameless black market card, if available. Otherwise, receive a copy. You can activate this card twice in one turn (even consecutively). Increase your colony level by +1 and receive a fortress here.

C1 Aid the Torkyndellag - Carry out the IA assassination here. **Reward:** All your agents will now be accompanied by a Godi. They will therefore have diplomatic immunity. Each agent will now generate +1 ⚡-income. Immediately increase your colony level by +1 here and immediately receive a +4 🟢-resource building for free.

Isslot 3: Summer is coming - Rules: From now on, the winter cold will be reduced by -1 instead of increasing (to 0) in each end phase. You will no longer be attacked by Event Card 2.

A Learn the secrets of the winter harvest - Own any 🟢-resource building here. **Reward:** Receive the eyes on event card 1 as 🟢-income.

B2 Celebrate the Namegiving - Declare war on a player. **Reward:** Instantly receive a free copy of the Seele Mercenary Eddgar's Iron Eaters here; they cost you no upkeep. Whenever you build ground units with the Infantry keyword, you can now choose to write Swörtbjorn before their names. They cannot attack in the first round, but from the second round onward, they receive +1 to their hit roll and damage.

C2 Initiate the royal wedding - During the politics phase, possess an agent on the homeworld of a player with whom you are not at war. **Reward:** Your Godis force the player to marry into your family. You are now considered to be in a federation without needing to control the government. The other player cannot withdraw unless you allow it. If this is not possible due to the number of players, gain +1 victory point. You can now force a contract of your choice on them (no war). You determine the terms.

Khalante 1: Realm of Colors - Rules: Khalante cannot advance in colony level. All building slots are locked. Terraforming technology has no effect here. Your colony ship remains; do not place any colony levels in the system.

A1 Upgrade the Colony Ship to an Orbital Station - Remove your Colony Ship and spend an additional 3 🟢. **Reward:** Instantly receive a starbase and its associated technology for free (without tech bonus). If the starbase is destroyed at any time, the colony will also be destroyed. Place Colony Level 1 on the planet. Unlocks 1 building slot. +1 🟡 for the starbase.

A2 Construct habitat ring - Spend 3 ⚡ and 3 🟢. **Reward:** Increase the colony level by +1 and unlock 1 building slot. The starbase here receives +1 🟡.

B. Install Observation Deck - Spend 1 ⚡ and 2 🟢. **Reward:** Instantly receive a +2 ⚡-resource building here for free. All ⚡-resource buildings here additionally generate half their income in 🟡 (rounded down). You need a free building slot for the reward. Otherwise, only claim it once you have one. The starbase here receives +1 🟡.

Khalante 2: Color Oracle - Rules: A color oracle of the Himmel has appeared and interprets fate. Place a green die with 2 eyes on it (the dice cannot go below 1 eye, you cannot spend this last eye, this is prohibited for others green dices here too, you cannot have more dices than colony levels here). These are pilgrims. Each pilgrim increases your ⚡-income by +1 and every 2 pilgrim your 🟢-upkeep by +1. In the end phase each green die doubles its number (up to 6, if you have to place more, place an additional green dice). In the end phase place 1 eye on the law card "Challenge the Himmel" for every green dice here.

A1 Install a habitat sphere - Spend 5 ⚡ and 5 🟢 and gain 5 green eyes. **Reward:** Increase colony level by +1 and unlock 1 building slot. The starbase here receives +1 🟡.

B1 Welcome the color religion - Receive a green die with 6 eyes here. **Reward:** From now on, you can use green eyes here instead of 🟢 spending them to build buildings or ground units.

C1 Drive Out the Pilgrims - Immediately trigger the distant war card Riot suppression here. The number of militias is increased by all the green eyes and your colony level here. If you lose, your colony is destroyed and your starbase becomes neutral. If you win, you receive the reward. **Reward:** Remove all green dice and confiscate the pilgrims' possessions. Receive twice their dice value in resources of your choice. Additionally, receive the regular distant war card reward.

Khalante 3: United in color

A Create a nebula dish - Spend 8 🟡. **Reward:** Your ⚡-resource buildings and your pilgrims generate half their ⚡-income in 🟢 (rounded down).

B2 Build a Sanctuary - Own a center here. **Reward:** Your pilgrims no longer increase the Challenge the Himmel law card. In the end phase all your green dices on event card 2 increase by +1 and double afterwards. You can now use pilgrims to increase colony level regularly. If you increase colony level by +1, receive a regular building slot. The starbase here receives +1 🟡.

C2 Commercialize Khalante - Own your ⚡-resource buildings in transporters here and have a building income of at least 6 ⚡. **Reward:** Each transporter generates +2 🟡 and +1 ⚡ here. You can only have as many transporters as you have levels of ⚡-resource buildings (+2/+4/+6 means 1/2/3 transporters). You can now increase the colony level normally and receive one building slot for it. The starbase here receives +1 🟡.

Kryox 1: Strange Energy Signature - Rules: Kryox cannot increase its colony level. Place a red die showing 6 eyes on this card. Remove -1 eye during each end phase. If there are no eyes left on this card, trigger the rules of Event Card 3. If you have completed B or C, draw the next Event Card.

<p>A Build a cold isolated Habitat - Spend 5 and 5 . Reward: Increase colony level by +1.</p> <p>B1 Investigate energy anomaly - This card counts as a level 1 anomaly. Once you have researched it, receive the reward. Reward: You discover highly dangerous neutron radiation under the ice. Receive 10 .</p> <p>C1 Investigate the Ice Desert - You can engage in a ground battle here against 1 Flut Battlesuits (Reference Book, p. 19). If you win, you receive the reward. Reward: You discover an abandoned but fully functional Welle research complex. Instantly receive a 6+ -resource building here for free. It costs you no upkeep. If you choose the corporate government and Welle, receive 1 Welle Favor.</p>
<p>Kryox 2: Rapidly Increasing readings - Rules: Whenever an eye is removed from event card 1, choose: Destroy ground units worth 2 here, or lose 5 , or lose -1 colony level here. Immediately remove -1 eye from event card 1. If you have completed B or C, draw the next Event Card.</p> <p>A Build a heating dome - Spend 7 and 7 . Reward: Increase colony level by +1 level.</p> <p>B2 Condense ice into containment chambers - Research the Terraforming technology and spend 6 . Reward: Ignore the effect of event card 2. You can increase the colony level by +1 normally.</p> <p>C2 Complete Welle Research - Spend 15 . Reward: You can now use neutron energy. All -resource buildings here produce +2 . If you choose a corporate government and Welle, receive 1 Favor (Welle).</p>
<p>Kryox 3: Sterilization - Rules: If there are no more eyes on event card 1, and neither B2 nor C2 has been completed, destroy all units in the system and the colony level. All buildings remain and will become active again upon recolonization.</p> <p>A Evacuate the colony - Disband the colony and immediately distribute the colony levels and buildings to other colonies. This allows you to reach colony level IV without a center (costs 2 colony levels).</p> <p>B2 Extract anomaly core - Research the Exotic Material Extraction technology and own 1 research ship in the system. Reward: Ignore the effect of event card 1 and place a black die on the research ship. It has the same properties as Singularity Extraction (Reference Book, page 16). You only receive 1 victory point instead of 3 when using this weapon.</p> <p>C2 Complete Ixiox - Spend 10 and 6 . Reward: From now on, ignore the rules of event card 1 and place the remaining eyes here. You can use them at any time during the Battle Phase. Reduce here -1 eye and choose: 1. All space units in a system are destroyed, 2. A colony loses -1 colony level (building slots become inactive), 3. You gain 7 . The range is equal to the remaining eyes +1 in systems. Ixiox is treated like a building and can be destroyed normally.</p>
<p>New Sylvar 1: Impenetrable thicket - Rules: All building slots are blocked. You cannot increase the colony level.</p> <p>A Blast open a building site - Inflict 2 bombardment damage on the planet during the battle phase, or have 2 heavy infantry here. Reward: A building slot is unlocked. You can increase the colony level by +1 regularly.</p> <p>B. Establish a timber industry - Own any -resource building here. Reward: The timber is excellent and fetches top prices. All -resource buildings here generate an additional +1 -income per building level (+2/+4/+6 generates +1/+2/+3).</p> <p>C1 Build in the style of Monumentorion - Research the Optimized City Planning technology. Reward: All buildings are constructed on platforms beneath the treetops. One building slot is unlocked. You can increase the colony level by +1 regularly.</p>
<p>New Sylvar 2: Taming Nature</p> <p>A Perform a controlled burn - During the economy phase, place a red cube with 1 eye on the planet. It blocks one free building slot; if none are free, destroy a building of your choice here. Remove it at the end of your next economy phase and collect the reward. Reward: One building slot is unlocked. All -resource buildings here increase their income by +2.</p> <p>B1 Return the Sylven - From now on, place +1 eye on the Challenge the Himmels law card during each end phase. Reward: You immediately receive +1 colony Level. You can now also reach colony Levels 3 and 4 normally. You receive the Terraforming technology.</p> <p>C2 Construct Kosme training and sports facilities: Generate +4 here and spend 1 free political action and 3 during the politics phase. Reward: You can spend +1 on each infantry ground unit when they are built. They gain Elite before their name and hit all targets +1 better, as well as gaining +1 .</p>
<p>New Sylvar 3: World Forest</p> <p>B2 Build a home for the Sylven - Build a center here. From now on, at the end of each phase, place +1 eye on the law card Challenge the Himmel. Reward: Gain +1 building slot (can be used for the center) and +1 colony level with the construction.</p> <p>B3 Flourish Sylvan culture - Reach colony level 4 and build at least one +4 -resource building. From now on, at the end of each phase, place +1 eye on the Law card Challenging Himmel. Reward: All your -Resource Buildings generate +2 additional income. You can convince the High Council of the crime of expelling the Sylven by spending 6 . Then ignore all effects on Event Cards 2 and 3 that would place eyes on Challenge the Himmel.</p> <p>C3 Call the Games of the Sea - In any politics phase, call the games to be played at the end of the next economic phase. Each player may send up to 5 ground units. The player armies take turns fighting ground battles against each other in a knockout system (one army from each of the two players advances to the next round; in case of an odd number of players, battles are also fought against armies that lost). The army with the most wins (in case of a tie, both win) receives the reward. Destroyed units are restored after the battles. Reward: +1 victory point. Repeatable.</p>

Ocyria 1: Endless Blue Expanse - Rules: Ocyria cannot increase its colony level. All building slots are locked. You receive no planetary income. Ground units are instantly destroyed here.

A1 Build Sea Platform - Spend 3 . **Reward:** You unlock a building slot. Ground units are no longer destroyed.

A2 Build fishing businesses - Own a -resource building here. **Reward:** You receive the planet's income.

A3 Expand the sea platform with habitats - Spend 5 . **Reward:** Gain +1 colony level.

Ocyria 2: Unfathomable Depths - Rules: Once you build underwater, this colony is immune to bombardment damage (except for defensive buildings). However, the pressure increases with each building. Place a red die here with eyes equal to all your building levels. For each eye, the cost of buildings increases by and and +1.

A Construct underwater domes - Spend 5 and 3 . **Reward:** Unlock a building slot. You can now regularly increase your colony level and unlock building slots (you are now building underwater).

B1 Start mass fishing - Have at least a +4 resource building income here. **Reward:** Instantly upgrade all -resource buildings to +6 for free.

C1 Deep expedition - Have at least a +4 -resource building income here, but no -resource buildings. **Reward:** You discover a massive leviathan known only as the White. It appears to possess exceptional intelligence and is highly sensitive to your fishing efforts. Receive 10 .

Ocyria 3: Blue Pearl

A Develop pressure-resistant materials - Spend 3 . Repeatable. **Reward:** Reduce the pressure by -1.

B2 Establish Restaurant and Hotel chains - Own a center here. **Reward:** Receive half of your -income (rounded down) here as -income.

C2 Communicate with the White One - Treat this card like a level 3 anomaly. Once explored, claim the reward. **Reward:** It shines so brightly it is visible from orbit. Its light causes targeted DNA modification in organisms, adapting colonists to life beneath the waves. Set the pressure to 0. Increasing colony level here now costs only half (rounded up). Increase your -income here by +6.

Otso 1: Barren Rock - Rules: Otso cannot increase its colony level. -Building upkeep is doubled here. -resource buildings only generate half income. Three building slots are active from the start. If you have completed A, B, or C, draw the next event card.

A Agricultural import contract - Pay double your current -trade rate. **Reward:** -upkeep costs normalize (not income). Receive a +2 resource building here.

B1 Advance Automatization - Generate 3+ here. **Reward:** All buildings here now cost their regular upkeep, and this in . Receive the Automated Factories technology.

C1 Send out prospectors - At the start of your economy phase, you must declare that you can no longer build here. Treat this card as a 2-level anomaly. Once you have researched it, receive the reward. **Reward:** You have discovered enormous deposits of Helium-3. Receive +6 .

Otso 2: The Transformation - Rules: If you have completed A, B or C, draw the next event card.

A Develop an artificial ecosystem - Research the Terraforming technology and achieve a -income of 3+ here. **Reward:** The income from -resource buildings normalizes here.

B2 Build Drone Workforce - Own 3 War Drones here. **Reward:** Capacity buildings generate +1 capacity here. War Drones can be purchased for and cost -1 .

C2 Construct fuel refineries - You can build on the planet normally again. Research the Advanced Exploitation technology. **Reward:** This planet and each planet connected to it by a trade route generate an additional +1 once per turn for all units entering it or a connected system. Each of your trade routes generates +1 -income.

Otso 3: Industrial world

A Build habitat domes - Spend 9 once . **Reward:** Receive +1 colony level here. You can now increase the colony level normally.

B3 establish the machine matrix - Build a center. **Reward:** Upgrade all capacity buildings here to your maximum available level for free. You can now spend and to reduce the cost of units, equipment, and buildings by 2 instead of 1.

C3 Claim the Helium-3 monopoly - Build a center. **Reward:** All your units (except fighters and bombers) receive a permanent +1 bonus. You can also give +1 to any fleet (including other players' fleets; they can immediately pay you any resources for this).

Patria 1: Crystal World - Rules: Patria cannot increase its colony level. **Crystallization:** Place in the the end phase a purple die with one eye on all armies and buildings here / add +1 eye. All ground units with a purple die gain +1 per eye. All your ground units here must be in a single army. If the die reaches 3 eyes, destroy the army. Buildings require an additional 1 bombardment damage per eye to be destroyed. If the die reaches 3 eyes, the building becomes inactive and cannot be demolished. Purple dice cannot be removed normally. If you have completed B or C, draw the next event card.

A Manually remove crystals - Spend X . Repeatable. **Reward:** Reduce X eyes of purple dice here (to 0).

B1 Research the resonance structure of the crystals - Have at least 3 eyes on purple dice here. **Reward:** Receive +1 for each eye on a purple die here.

C1 Research Crystal Utilization - Manually remove the crystals twice (A). **Reward:** You can prevent an army or building from gaining a purple die or +1 eye on a purple die up to twice per end phase. Each time you do this, gain +1 . You can now increase the colony level by +1.

Patria 2: Expansion – Rules: Purple dice increase by +1 in each end phase for each additional purple die (up to 6) in your colony. If you have completed B or C, draw the next event card.

A Offer crystal jewelry on the black market – Place +1 eye on the law card Challenge the Himmel (possible once per round). **Reward:** You can remove -1 eye from a purple die and receive 5 or one black market card from the display.

B2 Research resonance frequency – Own at least a +4 resource building income here and spend 12 . **Reward:** Purple dice no longer increase their eyes in the end phase, and you no longer receive new ones. Improve on event card 1 the A option the manual removal of crystals so that you remove with 1 up to 3 purple eyes. The colony now functions normally.

C2 Set up harvesting and conversion processes - Own at least a +4 -resource building income here. **Reward:** Whenever you reduce a purple die on event card 1 by -1 eye or prevent one from increasing by +1 eye, receive an additional +2 . Receive the number of purple eyes here once and immediately in and multiplied by 3. Set the purple dies here to 1 eye; it will no longer increase. You can now increase the colony level by +1.

Patria 3; Crystal Power

A Energetically irradiate crystals - Spend X multiplied by 2. Repeatable. **Reward:** Increase X eyes on purple dice on event card 1.

B3 Communication with the mother crystals - Research the Hypercommunication technology. **Reward:** Receive 1 victory point and 1 crystal being here, if available. Otherwise, receive 20 instead. You can now remove -6 purple eyes from event card 1 to create 1 crystal being. If more than one crystal being is in a system, they instantly destroy each other through Resonance (a Crystal Being has 6 purple dice in combat for resonance effects).

C3 Develop crystal arsenal - Generate 6+ here. **Reward:** Unlock the following weapons. When you want to equip them, reduce as costs for each weapon 2 eyes on purple dices on event card 1. You can also write the word "Crystal" in front of your ground units. This costs -1 eye. The ground unit gains +1 and regenerates 1 at the end of the combat round.

Crystal Infector: 1 1d6 4+, against swarm 3+, against QC 2+; if the target still has shields, the weapon has no effect. Otherwise, a purple die is placed on the target/its value is increased by +1. It suffers X every time it is its turn, and X is the value of the purple die. After that, the value increases by +1, unless the ship spends 1 action. If it skips its entire turn, the value is reduced by -1.

Resonance generator: 1 Auto-hit: all targets around the ship are hit. Point defense. The weapon has no effect unless the ship has a purple die. Then it suffers 2 per eye, and all purple dices are removed. Colossal weapon effect.

Pythor 1: Crucible - Rules: Pythor cannot advance in colony level. All building slots are locked. You receive no planetary income. Ground units are instantly destroyed here. Place one red and one green die on this card. The red die represents temperature and starts with 2 eyes; the green die represents heat shield strength and starts with 1 eye. If the temperature is higher, reduce the heat shield strength by the difference in eyes (down to 1) during the end phase. If any red eyes remain, your colony receives that amount of bombardment damage.

A Create islands using nitrogen bombs - Deal 1 bombardment damage or spend 1 . **Reward:** Unlock 1 building slot. You can increase the colony level normally.

B Materials from the Sunsea - Pay X to the player with the corporate government Welle or 2 times X in during the Economy Phase. X are the heat shield eyes. Repeatable. **Reward:** Heat Shield +1 Eye.

C Build automated work machines - Construct a capacity building. **Reward:** You receive planetary income.

Pythor 2: Eruptions - Rules: Roll 1d6 in the end phase: 1-2: +1 temperature, 3-4: +2 temperature, 5-6: +3 temperature (max. up to 12). Once you have completed B, draw a new event card.

A Cooling water import - Connect Pythor to a planet with at least 4 -income. Repeatable. **Reward:** -1 on the temperature roll.

B. Begin Obsidianization - Research the Terraforming technology and spend 6 . **Reward:** Unlock 2 building slots.


C. Build up the metal industry - Own at least one -resource building and one +2 capacity building here. **Reward:** For both the -resource and capacity buildings Pythor is considered to have a center, without it counting against your center limit or incurring any costs for you. You cannot build a center here.


Pythor 3: Taming of Fire

A Controlling magma flows - Research the Advanced Exploitation technology and spend 12 . **Reward:** The effects of Event Card 2 are now 1-3: -1 Temperature, 4-6: nothing happens.




B. Construct high forges - Research the Military-Industrial Complex technology and generate at least +6 here. **Reward:** In the end phase, unless the planet is blocked, generate 1 of your choice's small combat ships (SS) for free. Equipment installation is always reduced by -1 (down to 0). Whenever you build a space unit, you can pay half its cost and capacity again to duplicate it here as well.

C Prospect the wealth - Research the Exotic Material Extraction technology. **Reward:** All your -resource buildings here will be instantly upgraded to 6+ for free. Additionally, they will now generate +2 in each of your systems.


Quasrimal 1: Rocks and Sand - Rules: Place one red and one blue die, each with one eye, on this card. These represent your thirst and your water. In the end phase, your Water is reduced by the number of eyes shown in your thirst (down to 0). For each eye that cannot be covered by your water supply, the colony suffers 1 bombardment damage. Thirst increases with each colony level and with each level (+2, +4, +6) of -resource buildings, as well as by +1 with each other building.

A Import water - Spend X . Repeatable. **Reward:** Increase your water supply by X.

B Search for water veins - Own a research ship with at least improved sensors in this system. **Reward:** Your water supply will be increased by +2 in every end phase.


C Build an irrigation system - Reduce your water by -5 and spend 3 . **Reward:** -resource buildings no longer generate thirst. Their -income reduces the cost of the next colony level here.

Quasrimal 2: Treasure Hunters - Rules: If you own a Clan government when this card is revealed, gain 2 pirate corvettes here and +1 favor (Syndicate). Otherwise, 2 enemy pirate corvettes appear. They do not block the system but steal -1 water per corvette during the end phase.

A1 Befriend the pirates - Own a clan government or a research ship with a diplomat in the system and spend 4 .

Reward: They'll reveal that a rival has buried a treasure on the planet and sell you their claim. The pirate corvettes will then disappear from here if they are not yours.




B1 Eliminate Pirates - Destroy all pirates in this system. **Reward:** Receive +2 water, +1 additional loot point.



C. Make an oasis bloom - Research the Terraforming technology and reduce your water by -4. **Reward:** Your water will be increased by an additional +3 in every end phase. You generate an additional +1  (up to +6) for every 2 water here.

Quasrimal 3: Green and Gold


A2 Find the Treasure - Obtain the asteroid mission Treasure Map. If it is no longer available, receive a copy. You will already start with a color cube on it. Upon completion of the mission, receive the reward. **Reward:** Receive the regular reward. Increase your water by an additional +7. Your Stormeye is the genuine one; any other can only be sold. Once per game, at the end of the approach phase in one of your space battles, you may randomly draw a storm Card. The result only applies to your opponent.


B2 Attack the pirate hideout - Win a ground battle against a fortress consisting of 3 infantry, 1 heavy infantry, 1 tank, and 1 artillery unit. If you win, you receive the reward; if you lose, the option is no longer available. **Reward:** Draw 2 tier 2 Distant War (Ground) cards and receive their reward. Gain +7 Water.

C The green desert: Reduce your water supply by -10. **Reward:** The water cycle now sustains itself, revealing the most fertile desert soil. All -resource buildings here generate +2  and +2  additional income.


Rostmor 1: Rust-red sands - Rules: The colony functions normally. Place a red die on this card; its eyes are X. X is 1. All building upkeep costs are increased by +X / here. If you have completed B or C, then draw a new event card.


A Hire a cleanup force - Have as much infantry here as you have buildings here. **Reward:** Reduce X by -1 (up to 0).

B1 Mining for valuable metals - Own any capacity building here. **Reward:** Instantly receive a free -resource building. It will be at the level of your highest capacity building here. If your capacity building's level increases, its level will also increase accordingly. You will receive +1 building slot.

C1 Analyze soil samples - You may not build or own any buildings here. Own a research ship with at least improved sensors. **Reward:** You discover that the sand has corrosive properties. Receive 9 .

Rostmor 2: Rust Plague - Rules: For B1, X: +2, otherwise +1. X increases by +1 in each end phase and with each new building. Vehicles are also destroyed immediately.

A Import rust steel - Obtain permission from the player with Clan Government (you can immediately trade any resources) or spend one contract action and 5  per building here during the politics phase to receive the reward. Repeatable. **Reward:** X is reduced by -1 (up to 0).







B2 Construct an underground industrial Complex - Spend 6  and increase X by +1. **Reward:** Instantly receive one additional building slot (does not count towards your regular building slots) with a resource building of your choice. It will have the same level as your highest capacity building here. If your capacity building's level increases, the resource building's level will also increase accordingly. You can have a maximum of 5 building slots here.

C2 Develop anti-corrosion agent: Research Advanced Protection technology. **Reward:** Ignore the negative rules of Event Cards 1 and 2. The colony functions normally. Your vehicles will no longer be destroyed here.

Rostmor 3: Red Gold





A Deploy Repair Drones - Have as many war drones here as you have buildings here. **Reward:** X not increase in every end phase anymore.


B3 Initiate cavern blasting for an industrial center - Increase X by +1 and on event card 1, X will be at least 1 regardless of any other effects (but it can be higher than 1 due to other effects). **Reward:** Immediately receive one additional building slot (does not count towards your regular building slots). Gain a center for free. You can have a maximum of 6 building slots here.

C3 Build your own rust steel production - Generate +6  here. **Reward:** All underground actions are -2  cheaper for you. If one of your ships loses 1 , you may also make all adjacent ships (not your own ships) lose 1 . Each of your military ships (except SS) generates its own  in .

Ruin 1: Return of the Greatest Shame - Rules: The colony functions normally, unless you own a corporate government and have chosen Tor. In that case, you can choose path A, and from now on, in each end phase, +1 eye is placed on the Challenge the Himmel law card. If you have completed A, B, or C, draw the next Event card.

A1 Make witnesses disappear - The Distant War card Riot Suppression will be available exclusively to you, even if it has already been played. Win it and receive its reward and this one. **Reward:** Remove -1 Eye from Challenge the Himmel and gain +1 favor (Tor).

B1 Begin archaeological excavations - Have a +4 -building income here. **Reward:** Receive +2 eyes here. You can spend -1 eye at any time for: 1. +2 votes in a ballot, 2. +3  and +3 . A free, temporary Kosme unit on one of your planets. You pay for its  in eyes instead of reducing it only by 1 eye. You have discovered the ancient Tor HQ.

C1 Explore the abandoned palaces - The Distant War card Battle Patrol will be available exclusively to you, even if it has already been played. Win it and receive its reward and this one. **Reward:** Receive the black market card Leverage on Reinmetall. If it is no longer available, then 10 .

Ruin 2: Major warband attack - Rules: Ruin rises. The attack is triggered at the end of the next economy phase. This is the Distant War card Hold the Line. If you lose, your colony is destroyed. If you win, you receive the regular reward of the Distant War card and the reward of your path. If you complete A, B, or C, draw the next event card.

A2 Authenticate yourself to the Guardian - Spend 2 favor (Tor). **Reward:** Remove -1 eye from Challenge the Himmel and prevent the attack.

B2 Storm the old Tor HQ and secure it - Trigger a battle against 2 war drones and a fortress here at any time before the attack. If you win, you immediately receive a fortress for free. If you lose or ignore the battle, the enemy receives an additional 1 war drone each round of the attack. **Reward:** You have discovered that the Tor AI controls all conflicts on the planet, the Guardian of the North. You receive +2 eyes on B1.

C2 Upgrade the palaces into fortresses - Build a fortress (you only pay half the rounded-down cost) and survive the attack. **Reward:** The gangs recognize you as the new Vertigo. Receive 1 Infantry and 1 Heavy Infantry for free in every end phase.

Ruin 3: From Shame to Pride - Rules: B2: The Guardian wants to destroy you. At the end of the next economy phase, the attack of the Distant War card Decisive Battle is triggered. For victory and defeat, all rules of event card 2 apply.



A3 Unite the Guardians - Connect Ruin to your homeworld and research Hypercommunication technology. **Reward:** Ignore the negative effect of event card 1. In each end phase, you receive 2 war drones here or on a planet connected to Ruin. You can move War Drones freely via Trade Routes. Receive the black market card Rampage Code. If it is unavailable, receive a copy. You are never affected by this card. Favor (Tor): +2.


B3 Destroy the Guardian - You can always engage in combat against a fortress, a missile base (all technologies researched), and 4 war drones before the attack, with 2 enemy war drones arriving as reinforcements each combat round. If you win, you receive the reward. **Reward:** Prevent the attack. You become a hero of the Himmel. Gain +2 eyes on B1, votes equal to the number of players. The Kosme is now allied with you (you win with them). Kosme units are now considered permanently purchased for you. If you increase the eyes of Challenge the Himmel, you lose these effects.

C2 Rebuild Ruin - Reach Colony Level 3. **Reward:** Instantly receive a center for free (it does not count towards your center limit) and +1 Colony Level.

Su-Sa-No 1: Planetary Storm - Rules: Storm Damage: Roll 1d6 in each of the end phases. 1-2: Nothing happens, 3-4: 1 bombardment damage, 5-6: 1d3 bombardment damage here. Each of your research ships in the system reduces the damage by -1 (down to 0). You cannot increase the colony level of Su-Sa-No. If you have completed B or C, draw the next event card.


A Fortify the colony - Build a fortress. **Reward:** Permanently reduce storm damage by -1. The colony functions normally.

B1 Storm Chase - Own a -resource building here. **Reward:** You receive as much  as you rolled in bombardment damage (before reduction). Your research ships now reduce storm damage by -2 per ship. The colony functions normally.

C1 Mobile Colony - Spend 3 . **Reward:** From now on, when you roll storm damage, you roll 1d6 too and reduce it by number you roll. If the damage is 0 but there are still eyes remaining on your die, convert the remaining eyes 1:1 into resources of your choice. However, you can never build more than 1 building. Option A on this card becomes inactive.

Su-Sa-No 2: Emerging Doom - Rules: New dice results: 1-2: 1 bombardment damage, 3-4: 1d3 bombardment damage, 5-6: 1d6 bombardment damage here. If you have completed B or C, draw the next event card.

A Build a Storm Shield - Construct a planetary shield. **Reward:** Permanently reduce storm damage by an additional -2.

B2 Find the Source of the Storm - Treat this card as a 2-level anomaly and research it. **Reward:** The source is living energy. Gain +10 .

C2 Find protected locations - Have a research ship with advanced sensors in the system. **Reward:** You have encountered Asserant. Each of your research ships in the system increases your counter storm damage roll by +2 (by +3 with advanced sensors). Convert the eyes at a 1:2 ratio into resources of your choice.

Su-Sa-No 3: The storm god awakens - Rules: Do not roll anymore, now always suffer 2d3+X. X is the number of eyes on this card. Place 2 eyes on this card in every end phase.

A Evacuate the colony - Disband the colony and immediately distribute the colony levels and buildings to other colonies. This allows you to reach colony level IV without a center (costs 2 colony levels).

B3 Tame the storm – Gain the storm event card Living Energy (if you enter a storm the next time you will encounter it. When it is unavailable gain a copy). **Reward:** The storm dissipates. No more dice rolls. All your units are immune to damage from storm event cards in space. Gain the Stormeye (asteroid event card treasure map) if available, if not gain 12☀️ and 1 victory point.

C3 Mobile Asserant cities - Spend 6👤 and 6🌱. **Reward:** Storm damage becomes 0; you can no longer roll against it. Each eye on this card increases your ☀️ income 🏠 by +1. Gain +1 colony level. The colony functions normally.

Tektonis 1: Seismic Surge - Rules: Place a red die on this card; it has 1 eye. This represents the earthquake magnitude, and its eyes are X. During the end phase, roll 1d6+X for each building: 1–2: nothing happens; 3–4: +1 eye; 5–6: +X eyes. The earthquake magnitude increases by +1 eye after each earthquake. If a building has 1/2/3 eyes, its upkeep is doubled/it is inactive/it is destroyed. You can spend 👤 twice the number of eyes shown on the buildings to repair them. Then remove the eyes. The colony functions normally.

A Install a seismograph - Spend 👤 twice the colony level. **Reward:** You may choose which building receives eyes from an earthquake but you to roll still for all your buildings.

B Earthquake-proof terraforming - Research the Terraforming technology. **Reward:** From now on, always receive -1 eye (down to 0) from earthquake rolls.

C1 Research tectonics - Own a 🏠-resource building here. **Reward:** You discover that enormous amounts of energy, but also riches, are released with each earthquake. Receive +4☀️ and +4🏠.

Tektonis 2: Breaking Ground - Rules: The earthquake magnitude now always increases by +2 instead of +1 in the end phase. Increase earthquake magnitude immediately by +1. The roll changes to: 1-2 +1 eye; 3-5: +X eyes, 6: +2X eyes.

A Introducing flexible architecture - Every building and every building upgrade here now always costs +1 👤. Spend 1 👤 for every building level here. **Reward:** From now on, always receive -2 eyes (down to 0) from earthquake rolls.

B1 Enhance earthquakes for better yields - Research the Advanced Exploitation technology and increase earthquake magnitude by +1. **Reward:** Receive an amount of ☀️ equal to the earthquake magnitude here.

C2 Research energy absorption - Research Advanced Protection technology. **Reward:** From now on, always receive -1 eye (down to 0) from earthquake rolls. Receive the amount of 🏠 equal to the earthquake's magnitude here.

Tektonis 3: Epicenter - Rules: The earthquake magnitude can never be higher than 10.

A Deploy Seismic Resonators – Spend equal 👤 to the earthquake magnitude. Repeatable. **Reward:** You permanently increase the earthquake magnitude by +1 (up to 8).

B2 Flying Mining Cities - Get all the resources from your building costs back here. All building slots are locked. **Reward:** Receive amount of ☀️ equal to the earthquake's magnitude multiplied by your colony level after each earthquake here.

C3 Construct energy absorber - Spend all the capacity costs of your current buildings here at once. **Reward:** From now on, reduce earthquake strength by -3 (down to 0) after every earthquake. Additionally, after each earthquake, gain all the levels of your buildings in 🏠 (each level generates +1 🏠).

U!Kufa 1: Toxic Gas World - Rules: Place a red die with one eye on this card. This is the toxicity. It increases by 1 eye during each end phase. If it reaches 3/4/5+ at any time, immediately lose 1/2/3 colony levels here. U!Kufa cannot increase its colony level. All building slots are blocked. You receive no planetary income. Ground units are immediately destroyed here.

A1 Import flow platforms from Calyx - Spend 3👤 and 3🏠. **Reward:** Unlock 1 building slot.

A2 Analyze toxicity - Build any 🏠-resource building. **Reward:** Receive planetary income and 8🏠.

A3 Construct air domes with adapted filters - Spend 3👤 and 3☀️. **Reward:** Reduce toxicity in the end phase by -1 from now on (occurs before the increase). Increase colony level by +1. Ground units are no longer destroyed here. You can now additionally spend 10☀️ to replace all filters and the air, further reducing toxicity by -1 (repeatable).

U!Kufa 2: Deadly Winds - Rules: Due to the increased population, the current platforms begin to drift. Roll additionally 1d6 in the end phase (before the toxicity increase): 1: -1 toxicity; 2-3: +2 income for each 🏠-resource building here; 4-6: +1 toxicity. Colony level 2/3/4 increases the roll by +1/2/3.

A Build a turbine production facility - Spend 6👤 here. **Reward:** You can add up to -2 to the roll above to determine where the current platforms drift.



B1 Conduct further gas experiments - Have a building income of at least 8🏠 here. **Reward:** You discover that the gases have transmuting properties on organic substances. You receive a new trade ratio: 🏠 to 🌱 in 2:1.


C Construction of additional platforms - Spend 3👤 and 6🌱. **Reward:** Unlock 1 building slot. Increase colony level by +1.


U!Kufa 3: Cloud City


A Gain meteorological control - Own a center here. **Reward:** You determine the outcome of the roll on event card 2.


B2 Convert toxic atmosphere into terraforming gas - Increase your toxicity by +1. **Reward:** If any player's research ship is in the system, you may place a Silver Cube there. All rules from the Terraforming Gas nebulae event apply (Reference Book, p. 49).



C Merge all platforms into a cloud city - Spend 9  and 9 . **Reward:** Building slots now function normally. Increase colony level by +1.



Umla!Khulu 1: The great herd - **Rules:** The colony functions normally. All building slots are unlocked and occupied by a herd. Place the corresponding number of green dice, each with 1 eye, on this card. You can slaughter a herd with ground units equal to the eye value per battle phase and receive its eyes multiplied by 3 in . These ground units cannot slaughter other animals this round. The building slot is then free.



A Build up free-range herds - Spend 2  on each eye on the herds. **Reward:** In each end phase you can increase the eyes of a herd by +X. X is the number of the highest currently active planetary event card here.



B1 Organize ecological hunts - Receive the reward immediately, but it only lasts as long as you don't build any resource or capacity buildings here. **Reward:** Gain +1 eye on a herd each end phase. The herds generate half their eyes (rounded down) in -income.

C Build Slaughterhouses - Slaughter any herd. **Reward:** You immediately receive a free -resource building. Its level is determined by the number of eyes on the slaughtered herd (1/2/4+ eyes are +2/+4/+6 income).


Umla!Khulu 2: Kings of the savannah - **Rules:** Place a red die under each herd with half the number of eyes (rounded up) of the herd it is placed under. These represent lions. In the end phase the eyes of the herds are reduced by the eyes of the lions beneath them. Then add +1 lion for each die. If there are no herds left, distribute the lions' eyes evenly among the remaining lions. If there are only lions left, they starve. Reduce all dice to 1 eye. Lions can only be killed by ground units and only yield 1  per eye. These ground units cannot slaughter other animals this round and suffer 1 . Your left player decides which unit suffer the damage.


A Learn Wanda hunting techniques - Spend 2  per infantry here. **Reward:** Each infantry unit counts as two ground units when it comes to slaughtering herds or lions. Immediately slaughter as many animals as you have infantry here. You don't suffer  from slaughtering anymore.



B2 Targeted Repopulation - Own a -resource building here. **Reward:** Every time you slaughter an eye, you can pay 3  and it will not be reduced (this effect only applies as long as the building remains here).

C. Build up a fur trade - Spend 6 . **Reward:** Every time you slaughter, receive the slaughtered eyes multiplied by 1 for herds and by 3 for lions in .

Umla!Khulu 3: The Circle of Life

A Balance the ecological scale - The numbers of all lions and all herds have to be the same. **Reward:** Lions no longer reduce herds or grow on their own. If the eyes of a herd and its lions are the same, receive their eye value in .



B3 Clone stocks - Spend X times 4 . Repeatable. **Reward:** Distribute +X eyes to a herd or lions (up to 3 times).

C Open a zoo - Own a -resource building here. **Reward:** Whenever you slaughter an eye, you can place a purple cube here instead and increase its value accordingly. If the eye comes from a herd, increase it by +1; if it comes from a lion, increase it by +2 (up to 6). The purple eyes each increase your -income by +1 (this effect only lasts as long as the building remains here).


Wildgarten 1: Cold Reception - **Rules:** Place a neutral army on the system. It consists of 2 infantry, 1 heavy infantry, 1 tank, and 4 militia. You cannot increase the colony level.



A1 Ignore locals - The colony functions normally.

B1 Perform preemptive Strike - Destroy the neutral units. **Reward:** The colony functions normally. Receive 10  and 10 .

C1 Begin negotiations - In this system, you must own a unit equipped with a Diplomat and spend 3  during the politics phase. **Reward:** The locals are a group of various mercenaries serving a mysterious cult. Some of the cultists are willing to let you "flourish" if you respect their way of life. If you choose this option, all your available building slots here will immediately receive a +2 -resource building for free. If any of these are upgraded, destroyed, or demolished, A2 is triggered immediately. You can increase the colony level normally. If you choose not to, A1 is triggered.


Wildgarten 2: Defensible Garden - **Rules:** Do you choose: **A1:** Place an additional 2 infantry, 1 tank, 1 cult destroyer and 1 cult frigate and immediately execute A2, **B:** Place a tier 2 network here and immediately execute B2, **C:** Nothing happens

A2 Surprise Attack - Immediately suffer an attack from the neutral fleet and army in the system. Defeat both and receive the reward. If you lose, the colony is destroyed. **Reward:** Receive +2 loot points and 10 .


B2 Secret warfare - During the politics phase, you suffer the following attacks (the player to your left determines the effects): Round 1: 1x Sabotage, Round 2: 1x Terrorist Attack (Attacks are normally preventable; the cult always bid 4  per attack). From now on, repeat this each round and always 1 more time than in the previous round. You interrupt the attacks by removing the network and thus receive the reward. **Reward:** You immediately receive the Legal Doctrine and Law of the Himmel technologies and a level 3 police station for free. Gain +5 .

C2 Cult Audience: Build an embassy here. **Reward:** The cult reveals itself as the Children of Argaea and offers you cooperation. You gain control over your building slots here and you can now modify the buildings without penalty. Trigger C3.

Wildgarten 3: The cradle blossoms - **Rules:** A2 can choose B3 at any time and B2 can choose A3 any time; otherwise, the following applies to A2 and B2: The Distant War card III (Ground): Attack on Headquarters is exclusively available to you, even if it has already been played. As long as it is, you will be attacked in each battle phase by 2 infantry and 1 tank multiplied by the number of eyes on this card. After each battle phase, the card gains +1 eye. It starts with 1 eye. You receive the regular reward.

A3 Negotiate a truce - Have a total building income of 6+ . **Reward:** The rule for this event card is ignored. The colony functions normally.

B3 Burn the Cradle - Victory on the Distant War card. **Reward:** Gain one additional victory point. The rule for this event card is ignored. The colony functions normally.

C3 Bloom Together - You receive the black market card Mother Seed if available; otherwise, you receive a copy. You can use it when one of your research ships is in the Galactic Center during the end phase. Then claim the reward. **Reward:** Choose a number of planets (excluding homeworlds) that suffer the effects of Mother Seed for the rest of the game (place your color cube on the planet's food symbol). All your -resource buildings on Wild Garden are instantly upgraded to +6 for free. You gain control of the Cult units here.

Majorities of the population



Avanter


The largest of all ethnic groups: You can always increase the colony level to 4, even without a center. Your home-world starts at colony level 4.



Gifts of Color: You start with +3 resources of each type in your account.

Unity knows no weaknesses: Avanters have no disadvantages. They are recommended for newcomers to the game. For a faster yet balanced game, it is recommended that all players play Avanters.

Ha-Nh

Way of the water: If you move at least one fleet or civilian unit during the movement phase and it triggers the -trade route bonus, the trade route generates an additional +1 -bonus. +1 eye on this paragraph (up to 6). If you do not move a fleet during this movement phase, you will receive a free trade route at its end (requires Basic Drives technology). -1 eye on this paragraph (not possible with 0 eyes).

Persistence of stone: If you build/upgrade a building for the first time during this economic phase, it costs no  and 1 less resource of your choice. +1 eye on this paragraph (up to 6). If you don't build a building during the economy phase, you'll immediately receive the income (with all modifiers like the center) of a single building into your account. -1 eye for this paragraph (not possible with 0 points).

Harmony Search: If the way of water and the persistence of stone have a difference other than 0 at the start of your politics phase (only from round 3 onwards), you must immediately pay twice the amount of this difference in . You can pay 3  to place +1 eye on this paragraph once per politics phase. The penalty-free difference between the two dice is increased by +1 for each eye.

Hostati



Main troop provider: The cost of temporarily purchasing Kosme units is halved for you. The Kosme Fleet is allied with you, and you win or lose the game with it. You may not propose the "Challenge the Himmel" law or increase its eyes.




Theft of Salene: You always possess a casus belli against the Quotel player. A war against him does not cause war weariness for either of you. This ability becomes inactive the first time you make peace with him.

Claim of the Best: For each investor request and milestone you fulfill, place +1 eye on this paragraph. If you are the only one who fulfill it, place +2 eyes on this card. If there are 3 or more eyes here, immediately receive a victory point. If it is the first victory point in the game, immediately receive a second. Each eye placed here increases the income of all your resources by +1.

Burden of the Best: Reduce the number of tokens on the "Claim of the Best" by -1 whenever another player has completed an investor request or milestone before you. If there are no tokens left there, place +1 token on this entry. Each token placed here reduces the income of all your resources by -1.

Kaliman

Places of Worship: Your -resource buildings gain the ability "Places of Worship": Each colony level generates +1  income if a place of worship is built in it. Each destroyed place of worship immediately generates any casus belli against the destroying player.

Holy Warriors: On planets with places of worship, you can exchange  in a 2:1 ratio for /  to buy ship/ground units. You can use this ability as many times in a turn as you have places of worship (upgraded buildings count as 2/3 places of worship).

Mission: Diplomats may, with the IA Dialogue, additionally construct a place of worship under the normal conditions (the player must agree, a building slot is required, and you must pay the costs). If you convert a building into a branch (Corporacracy), you can convert it into a place of worship instead. This increases both of your incomes. If a player has houses of worship on the majority of their colonies, they convert (irreversibly) and may now also use the Holy Warrior ability. Gain +2 victory points for each converted player (not your own federation).

Eternal rivals: Kaliman always have a casus belli against Swörbjorn and vice versa.

Sins of the Syndicate: Pirate fleets always gain +1 black die and attack you whenever you enter their system or reveal them. You cannot introduce clan government.

Quotel

At home everywhere: Whenever you discover a player/ Whenever a player you have discovered discovers a planet, immediately and for free place a tier 1 network on their homeworld/on the planet. You start the game with the Strategic Infiltration technology.

Treasures consist of stories: Each network on a planet generates +1 $\frac{1}{2}$ -income. You can gift your networks to players and receive them as gifts at any time (if you already have a network there, the network levels will be added together).


The Great Family: If you have as many network levels on a player's planets as he has colony levels, their population joins the Great Family (irreversible). They can no longer declare war on you, and treaties between you no longer cost $\frac{1}{2}$. You then receive 2 victory points (not your own federation).

The smallest of all ethnic groups: Your homeworld starts at level 1. You have double the food cost to increase colony levels. You or a player you discover can permanently give you a colony ship from their supply. Place it under one of your colony level dice (once per round per planet). The colony level immediately increases by 1. If the colony level is decreased, ships are freed up accordingly.



Swörtbjorn

Kosme Veterans: You begin the game with a Kosme corvette instead of a research ship. If you double the cost of purchasing Kosme units, they become yours permanently. Once you have a total of 6 hull points in Kosme units (excluding fighters and bombers), you are allied with the Kosme fleet and win or lose the game with it. You then may not propose the "Challenge the Himmel" law or add eyes to it.

Nameless looters: You begin the game with the Nameless black market card. Whenever you use it in battles, the Spoils of War policy (autocracy) will be active for you for that battle, even if you don't own it.




Hardened warriors: All your ships have an additional boarding crew of 1. From the second round of combat onwards, your infantry units receive +1 to hits +1  against other units.



Eternal rivals: Swörtbjorn always have a casus belli against Kaliman and vice versa.

Backward: You start with +1  upkeep and only 2 . You cannot adopt a technocracy/logocracy.

Wanda

Ancestor Cult: Whenever a military unit belonging to a player (including you) is destroyed (this does not apply to militia), and one of your transports was involved in the battle, you may pay its cost in $\frac{1}{2}$ and place +1 eye here. Each eye generates +1 $\frac{1}{2}$ -income (up to 12) for you.

Ritual hunting fellowship: For every 2 eyes on Ancestor Cult, -resource buildings generate +1 -income. You can also build these on planets with 0 .

Galactic emergency service: Receive the black market card Xolo!tWa. All your transports possess the Emergency Service ability: If this unit was in the same system as a battle, you may immediately spend X  at the end of the battle to revive X  destroyed ground units (triple the cost for ships). They do not trigger a new battle. Receive them as your own units using your blueprints (also applies to neutral units; inactive for unique units) or gift them to players. Players can immediately pay you any resources for this. When your transports are not carrying ground troops they possess diplomatic immunity and may be sent via diplomatic delegation. Your transports have an additional upkeep of 1 $\frac{1}{2}$.

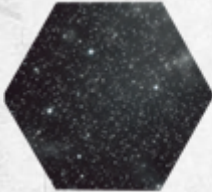
Never again: You must declare war on a player immediately and for free if they activate the Slave Labor policy or gain the Slave Trade black market card. The war objective is to deactivate them. You must not activate either of them.

System icons



Nebulae

Draw an event card from nebulae deck.



Deep Space

Draw an event card from deep space deck.



Supernova

Exploring unit withdraw. For the rest of game no unit can enter the System.



Anomaly

Only Research ships can spend their movement to gain a level on this card. When levels are reached resolve it.



Void Habitat

See special projects.



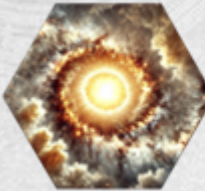
Stellar swarm

See special projects.



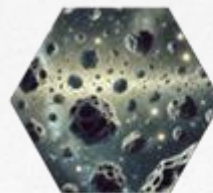
Homeworld

Starting system of players.



Galactic Center

Holding it for every 2 rounds grants 1 victory point.



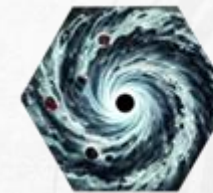
Asteroids

Draw an event card from asteroids deck.



Storm

Dangerous: Draw and resolve an event card from storm deck and put it under the deck.



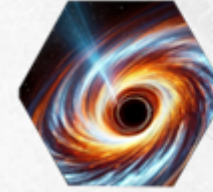
Black Hole

Dangerous: Draw and resolve an event card from black hole deck and put it under the deck.



Quantum tunnel

It counts as adjacent to every other Quantum tunnel in the game.



Singularity extraction

See special projects.



Replication dock

See special projects.



Planet

Can be colonized. Must not be adjacent to other planets.



Research ship



Colony ship



Fighter



Bomber



Corvette



Destroyer



Frigate



Cruiser



Battlecruiser



Carrier



Dreadnought



Titan



Starbase



Flut Combat Suit



Transporter



Fortress



Missile base



Planetary shield



The Traveler



Tor Cruiser



Hegemony



Hybris



Crystal Being

Fleet/Army arc

fleet
army

For : Research ship, **Kol** : Colony ship, **Jäg**: Fighter, **Bom**: Bomber, **Kor** : Corvette, **Zer** : Destroyer
Fre : Frigate, **Kre** : Cruiser, **SK** : Battlecruiser, **SchS** : Battleship, **SB**: Starbase, **Trä**: Carrier, **Tit**: Titan, **Tra**: Transport, **Mil** : Militia, **Inf**: Infantry, **SInf**: Heavy Infantry, **Pz** : Tank, **Art** : Artillery, **Luf** : Air Force, **KDR**: War Drones, **AOG** : Anti-orbital Gun

For : 1 Civil, KS, 3, from 3: 1 U	Kol : 1 Civil, GS, 5, 1 U	Hunter : 0, KS, 1
FJäg : 0, KS, 2	Bomb : 0, KS, 1	FBom : 0, KS, 2
Kor : 1, KS, 3, from 3: 1 U	FKor : 2, KS, 4, from 2: 1 U	Zer : 1, US, 5, from 2: 1 U
FZer : 1, US, 6, 1 U	Fre : 1, US, 5, from 2: 1 U	FFre : 1, US, 6, 1 U
Kre : 1, HS, 8, 1 U	FKre : 1, HS, 9, 1 U	SK : 1, HS, 10, 2 U
FSK : 1, HS, 12, 3 U	SchS : 1, GS, 14, 3 U	FSchS : 1, GS, 16, 3 U
Trä : 1, GS, 7, 1 U	FTrä : 1, GS, 9, 2 U	SB : 0, GS, 8, 1 U
FSB : 0, GS, 13, 2 U	Title : 1, MK, 20, 4 U	Tra : 1, US, 2
FTra : 1, US, 4	Mil : 0, 2x colony level, infantry	Inf : 1, Infantry
SInf : 2, Infantry	Pz : 3, vehicle	Type : 4 vehicles
KDR : 2 vehicles, swarm	Luf : 6, Luftwaffe, vehicle	AOG : 5, 2 Vehicle, Building

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 1 victory points
- Hold the Galactic Core (2 rounds) 1 victory point
- Destruction of a Titan/ colony 1 victory point
- Conquer a colony 1 victory point
- every milestone 1 victory point

Additional victory condition

- Sovereign election
- Victorious Federation

production

Resource building: +2/+4//
Production building: +1/+2 +
Center: x2 (1 per player)
Trade route (connected): +1 to +4 , +1

Casus belli

Assassination, rebellion, terrorist attack against A
Blockade of a system of A
Own colony was conquered/destroyed by A
No casus belli or with a just war

symbols

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

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

Investor applications

Kläne: 1st secret service operation
Kosme: 1st military unit in the GC
Form: 1st Tier II Colony
Himmel: 1st Politics
Seele: 1st Counselor
Welle: 1st with 2 anomaly cards in hand
Tor: 1st trade route connection

Upkeep

Resource buildings (**except**): -1 / -2
Production building: -1 / -2
Embassy, artificial gate, center: -2
Units: indicated with U for costs
Politics: -2
Counselor: -3
Each round war fatigue as attacker: -1 additional
Every 2nd war fatigue as defender: -1 additional

Objective of war

B withdraws his research ships/are destroyed
B releases the blockage of the system
Recapture of own colonies/ destruction of the colony of B
Conquest, destruction of any colony or X battle victories (every X is a goal, losses count negative) against B