



ASSAULT

Take up to 2 actions

DESTROY (Choose one)

COST: MOVE + 1 x



LIQUIDATE



SABOTAGE



RAZE

BASIC GAIN 2 OR



INDUSTRIALIZE

Take up to 2 actions

BUILD Complexes + Gates

COST: ∞ See Board COST: 3 per



TAKEOVER COST: 2 x



MERGER

BASIC GAIN 2 OR



POLITICIZE

Take up to 2 actions

BUILD Embassies + Agents

COST: ∞ See Board COST: ∞ See Board



TAKEOVER COST: MOVE + 2 x



INFILTRATE

BASIC GAIN 2 OR



MARTIALIZE

Take up to 2 actions

BUILD Outposts + Fleets

COST: ∞ See Board COST: 2 per



TAKEOVER COST: MOVE + 2 x



STRIKE

BASIC GAIN 2 OR



SUBVERT

Take up to 2 actions

TAKEOVER (Choose one)

COST: MOVE + 2 x



CORRUPT



ANNEX



INVADE

BASIC GAIN 2 OR



DISCOVER

Take up to 2 actions

CAPITALIZE

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

SURVEY

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

RESEARCH

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



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COST: ∞ See Board

COST: 2 per



TAKEOVER

COST: MOVE + 2 x



BASIC

GAIN



OR



SUBVERT

Take up to 2 actions

TAKEOVER (Choose one)

COST: MOVE + 2 x



BASIC

GAIN



OR



DISCOVER

Take up to 2 actions

CAPITALIZE

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

SURVEY

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

RESEARCH

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



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GAIN



OR



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GAIN



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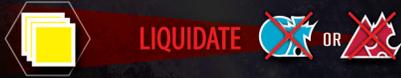


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BASIC GAIN 2 OR



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BASIC

GAIN



OR



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GAIN



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BASIC

GAIN



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Take up to 2 actions

BUILD Outposts + Fleets

COST: ✖ See Board

COST: 2 per



TAKEOVER

COST: MOVE + 2 x



BASIC

GAIN



OR



SUBVERT

Take up to 2 actions

TAKEOVER (Choose one)

COST: MOVE + 2 x



BASIC

GAIN



OR



DISCOVER

Take up to 2 actions

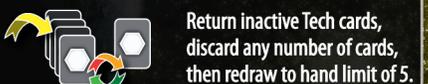
CAPITALIZE



SURVEY



RESEARCH



Tier 1 Industrial Tech COST 1

MASS TRANSLATION RELAY



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

Tier 1 Industrial Tech COST 1

MASS TRANSLATION RELAY



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

Tier 1 Industrial Tech COST 1

MASS TRANSLATION RELAY



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



Industrial Power



Political Power



Martial Power



Industrial Power



Political Power



Martial Power



Industrial Power



Political Power



Martial Power

Tier 1 Industrial Tech COST 1

PREDICTIVE ALGORITHMS



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

Tier 1 Industrial Tech COST 1

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

Tier 1 Industrial Tech COST 1

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



Industrial Power



Political Power



Martial Power



Industrial Power



Political Power



Martial Power



Industrial Power



Political Power



Martial Power

Tier 2 Industrial Tech COST 2

DYSON SPHERE GRIDS



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

Tier 2 Industrial Tech COST 2

DYSON SPHERE GRIDS



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

Tier 2 Industrial Tech COST 2

EFFICIENCY PARADIGM



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



Industrial Power



Political Power



Martial Power



Industrial Power



Political Power



Martial Power



Industrial Power



Political Power



Martial Power

Tier 2 Industrial Tech COST 2

EFFICIENCY PARADIGM



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



Industrial Power



Political Power



Martial Power

Tier 2 Industrial Tech COST 2

NANO-FABRICANTS



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



Industrial Power



Political Power



Martial Power

Tier 2 Industrial Tech COST 2

NANO-FABRICANTS



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



Industrial Power



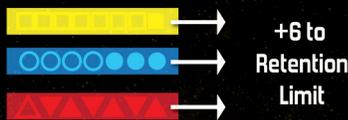
Political Power



Martial Power

Tier 3 Industrial Tech COST 3

EMERGENT ECONOMICS



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



Industrial Power



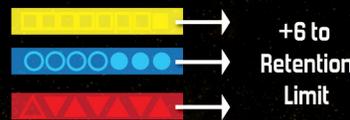
Political Power



Martial Power

Tier 3 Industrial Tech COST 3

EMERGENT ECONOMICS



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



Industrial Power



Political Power



Martial Power

Tier 3 Industrial Tech COST 3

POLYMORPHIC MATTER



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



Industrial Power



Political Power



Martial Power

Tier 3 Industrial Tech COST 3

POLYMORPHIC MATTER



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



Industrial Power



Political Power



Martial Power

Tier 3 Industrial Tech COST 3

QUANTUM TUNNEL LATTICE



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



Industrial Power



Political Power



Martial Power

Tier 3 Industrial Tech COST 3

QUANTUM TUNNEL LATTICE



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



Industrial Power



Political Power



Martial Power

Tier 1 Martial Tech COST 1

PHASED TELEPORTATION



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

Tier 1 Martial Tech COST 1

PHASED TELEPORTATION



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

Tier 1 Martial Tech COST 1

PHASED TELEPORTATION



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



Industrial Power



Political Power



Martial Power



Industrial Power



Political Power



Martial Power



Industrial Power



Political Power



Martial Power

Tier 1 Martial Tech COST 1

SELF-REPLICATING DRONES



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

Tier 1 Martial Tech COST 1

SELF-REPLICATING DRONES



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

Tier 1 Martial Tech COST 1

SELF-REPLICATING DRONES



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



Industrial Power



Political Power



Martial Power



Industrial Power



Political Power



Martial Power



Industrial Power



Political Power



Martial Power

Tier 2 Martial Tech COST 2

BIO-ADAPTIVE HULLS



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

Tier 2 Martial Tech COST 2

BIO-ADAPTIVE HULLS



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

Tier 2 Martial Tech COST 2

SINGULARITY FTL DRIVE



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



Industrial Power



Political Power



Martial Power



Industrial Power



Political Power



Martial Power



Industrial Power



Political Power



Martial Power

Tier 2 Martial Tech COST **2**

SINGULARITY FTL DRIVE

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

Tier 2 Martial Tech COST **2**

HYPER CANNON BATTERIES

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

Tier 2 Martial Tech COST **2**

HYPER CANNON BATTERIES

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

Industrial Power: **8**
 Political Power: **2**
 Martial Power: **5**

Industrial Power: **3**
 Political Power: **7**
 Martial Power: **5**

Industrial Power: **6**
 Political Power: **4**
 Martial Power: **5**

Tier 3 Martial Tech COST **3**

BRANE MANIPULATION

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

Tier 3 Martial Tech COST **3**

BRANE MANIPULATION

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

Tier 3 Martial Tech COST **3**

PSI-SUBVERSION PROBES

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

Industrial Power: **7**
 Political Power: **5**
 Martial Power: **6**

Industrial Power: **4**
 Political Power: **8**
 Martial Power: **6**

Industrial Power: **5**
 Political Power: **7**
 Martial Power: **6**

Tier 3 Martial Tech COST **3**

PSI-SUBVERSION PROBES

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

Tier 3 Martial Tech COST **3**

SYNERGIZED LOGISTICS

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

Tier 3 Martial Tech COST **3**

SYNERGIZED LOGISTICS

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

Industrial Power: **8**
 Political Power: **4**
 Martial Power: **6**

Industrial Power: **4**
 Political Power: **8**
 Martial Power: **6**

Industrial Power: **7**
 Political Power: **5**
 Martial Power: **6**

Tier 1 Political Tech COST 1

STEALTH FIELD EMITTER



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



Industrial Power



Political Power



Martial Power

Tier 1 Political Tech COST 1

STEALTH FIELD EMITTER



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



Industrial Power



Political Power



Martial Power

Tier 1 Political Tech COST 1

STEALTH FIELD EMITTER



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



Industrial Power



Political Power



Martial Power

Tier 1 Political Tech COST 1

SUBLIMINAL TELEPATHY



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



Industrial Power



Political Power



Martial Power

Tier 1 Political Tech COST 1

SUBLIMINAL TELEPATHY



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



Industrial Power



Political Power



Martial Power

Tier 1 Political Tech COST 1

SUBLIMINAL TELEPATHY



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



Industrial Power



Political Power



Martial Power

Tier 2 Political Tech COST 2

EMPATHY TRANSMITTER



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



Industrial Power



Political Power



Martial Power

Tier 2 Political Tech COST 2

EMPATHY TRANSMITTER



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



Industrial Power



Political Power



Martial Power

Tier 2 Political Tech COST 2

NANO-ACCELERANTS



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



Industrial Power



Political Power



Martial Power

Tier 2 Political Tech COST 2

NANO-ACCELERANTS



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

Tier 2 Political Tech COST 2

PSIONIC ECOLOGY



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

Tier 2 Political Tech COST 2

PSIONIC ECOLOGY

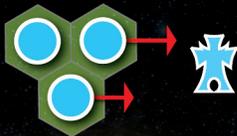


When one of your Embassies is destroyed or taken over, you immediately gain 3.



Tier 3 Political Tech COST 3

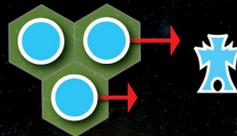
POST-PHYSICAL ARRAY



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

Tier 3 Political Tech COST 3

POST-PHYSICAL ARRAY



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

Tier 3 Political Tech COST 3

SENTIENT PROPAGANDA



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



Tier 3 Political Tech COST 3

SENTIENT PROPAGANDA



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

Tier 3 Political Tech COST 3

TRANSCENDENCY ROUTINE



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

Tier 3 Political Tech COST 3

TRANSCENDENCY ROUTINE



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

