



# VOIDFALL

**DETAILED DESCRIPTION  
OF GAME COMPONENTS**



MINDCLASH  
GAMES

## GLOSSARY



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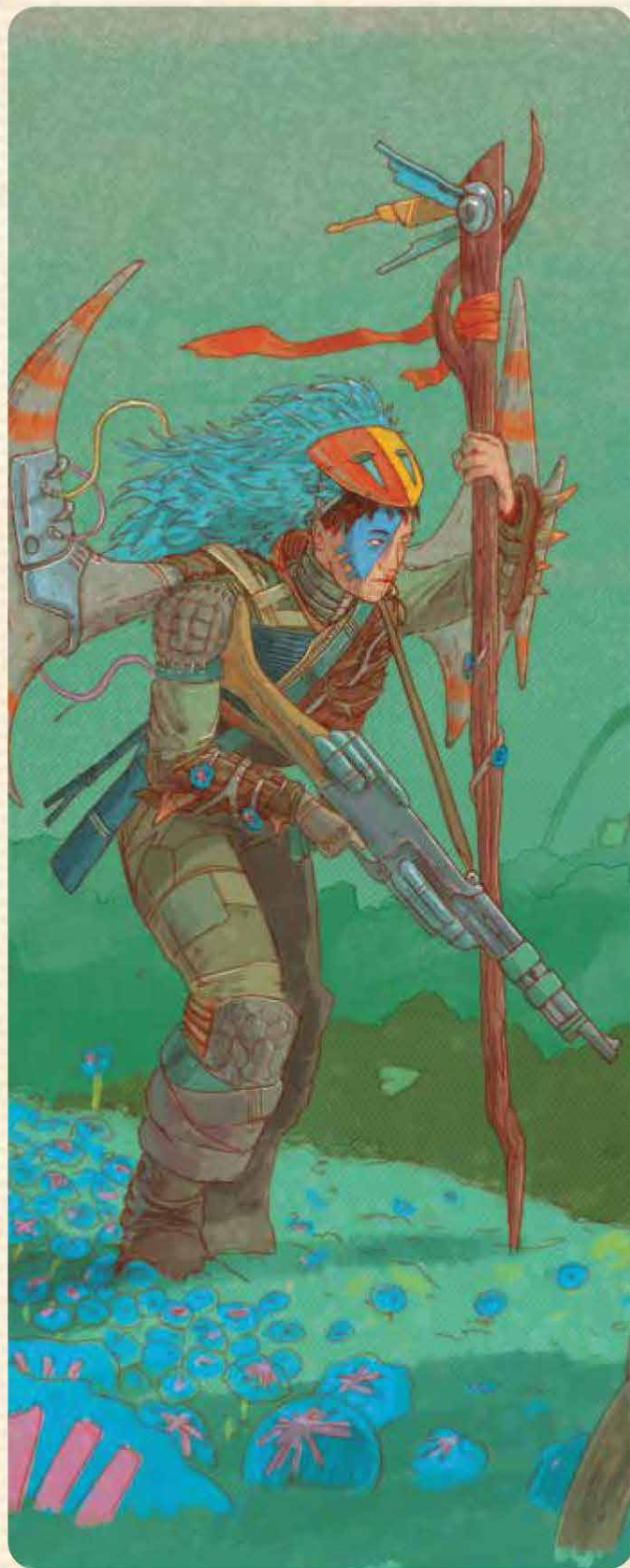
# Credits

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## Trade bonuses

- Gain 3 **Influence**.
- Activate 1 **Fleet Power**.
- Gain 2 **Credits** or 2 **Science**.
- Gain 2 **Food, Energy, or Materials** (in any combination).
- Gain a **Bounty token**.
- Gain 1 **Science**.

## Production dials

Level	Food, Energy, Materials, and Science Yield	Credits Yield
13	15	8
12	12	6
11	10	5
10	8	4
9	6	4
8	5	3
7	4	3
6	4	3
5	3	2
4	3	2
3	2	1
2	1	1
1	1	1
0	0	0

## Bounty token rewards

- Gain 2 **Food** or gain 1 **Influence**.
- Gain 2 **Materials** or gain 1 **Influence**.
- Gain 2 **Energy** or 1 **Influence**.
- Gain 1 **Food** and 1 **Energy** or gain 1 **Influence**.
- Gain 1 **Food** and 1 **Material** or gain 1 **Influence**.
- Gain 1 **Energy** and 1 **Material** or gain 1 **Influence**.
- Gain 1 **Food** and 1 **Science** or gain 1 **Influence**.
- Gain 1 **Energy** and 1 **Science** or gain 1 **Influence**.
- Gain 1 **Material** and 1 **Science** or gain 1 **Influence**.
- Gain 1 **resource**.
- Gain 1 **Science** and/or 1 **Influence**.

## Reclaim token rewards

- Activate 1 **Fleet Power** or deploy 1 **Fleet Power** in this sector.
- Build a **Sector Defense** in this sector and/or gain 2 **Influence**.
- Gain 4 **Influence**.
- Build an **Installation** in this sector or gain 1 **Influence**.
- Establish a **Farmers' Guild** in this sector or gain 1 **resource**.
- Establish a **Bankers' Guild** in this sector or gain 1 **resource**.
- Establish a **Scientists' Guild** in this sector or gain 1 **resource**.
- Establish a **Miners' Guild** in this sector or gain 1 **resource**.
- Establish an **Engineers' Guild** in this sector or gain 1 **resource**.



# Focus cards

## STANDARD FOCUS CARDS

### CONQUEST



#### ENGAGE

*Spend 2 Energy.*  
**Invade one sector or regroup.**

#### STRATEGIZE

*Spend 1 Energy and 1 Credit.*  
**Gain an Agenda and/or move a Corruption.**

#### PREPARE

*Spend 3 Materials.*  
**Activate 2 Fleet Power.**

### DEVELOPMENT



#### GROW

*Spend 1 Material.*  
**Establish a Guild or build an Installation.**

#### SETTLE

*Recall 1 Fleet Power.*  
**Establish a Guild and/or build an Installation, both in the same sector you recalled the Fleet Power from.**

#### HARMONIZE

*Spend 1 Science.*  
**Increase a Pure Population or remove a Corruption.**

### INNOVATION



|| This Focus is discarded in Cycle 1. ||

#### RESEARCH

*Spend 2 Food.*  
**Produce Science and Credits and/or gain 1 Influence for each of your Pure Scientists' and Bankers' Guilds.**

#### INVENT

*Spend 2 Science.*  
**Gain a Basic or Improved Technology.**

#### CONSOLIDATE

*Spend 1 Food, 1 Energy, and 1 Material.*  
**Gain an Agenda.**

### POLITICS



#### INSPIRE

*Spend 1 Science.*  
**Advance on the Statecraft Civilization track.**

#### PREVAIL

*Spend 2 Energy and 1 Credit.*  
**Upgrade a Glory token and/or invade a sector.**

#### CONTROL

*Spend 1 Credit.*  
**Gain a Trade token and/or move a Corruption.**

### PRODUCTION



#### THRIVE

*No cost.*  
**Advance on the Society Civilization track.**

#### SUPPLY

*No cost.*  
**Produce Food, Energy, and Materials and/or gain 1 Influence for each of your Pure Farmers', Miners', and Engineers' Guilds.**

#### OPTIMIZE

*Spend 1 Food and 1 Energy.*  
**Remove a Corruption and/or regroup.**

### PROGRESS



#### EXPERIMENT

*No cost.*  
**Produce Science or establish a Scientists' Guild.**

#### INVENT

*Spend 2 Science.*  
**Gain a Basic or Improved Technology.**

#### RESTORE

*Recall 1 Fleet Power.*  
**Remove a Corruption from the same sector you recalled the Fleet Power from and/or regroup.**





## PROSPERITY



### FLOURISH

*Spend 1 Material.*  
Advance on the Economy Civilization track.

### STORE

*No cost.*  
Produce a resource type and/or gain 2 resources (in any combination).

### ORGANIZE

*Deactivate 1 Fleet Power and spend 1 Material and 1 Energy.*  
Gain an Agenda and/or build an Installation.



## REINFORCEMENT



### ACCELERATE

*Deactivate 1 Fleet Power.*  
Advance on a Civilization track and/or build a Sector Defense.

### MUSTER

*Spend 2 Materials.*  
For each Shipyard you have, deploy 1 Fleet Power in its sector.

### MOBILIZE

*Spend 1 Energy.*  
Regroup and/or build a Sector Defense.



## TEMPTATION



### EXPLOIT

*No cost.*  
Take one action from a preferred Focus in your hand or discard pile (paying the cost and resolving the effects).

### CONSPIRE

*Gain a Corruption.*  
Advance on a Civilization track and/or peek at the top two Galactic Event cards of the next Cycle and put one back on the top and the other on the bottom.

### EXERT

*Gain a Corruption.*  
Activate 1 Fleet Power and/or deploy 1 Fleet Power in your Home sector and/or produce two different resource types.

## HOUSE FOCUS CARDS

These Focus cards are used by specific Houses (replacing a focus card as specified in setup).



## CONQUEST - HOUSE ASTORAN



### BESIEGE

*Spend 3 Energy.*  
Invade a sector and/or build an Installation.

### HARVEST

*Spend 1 Credit.*  
Gain 1 Food for each of your Pure sectors and/or move a Corruption.

### SUSTAIN

*Spend 1 Science.*  
Gain 1 Influence and 1 Credit for each of your Pure sectors with one or more Installations.



## PROSPERITY - HOUSE ASTORAN



### BOLSTER

*Spend 1 Food and recall 1 Fleet Power.*  
Build an Installation and/or advance on the Economy Civilization track.

### REGULATE

*Recall 1 Fleet Power.*  
Gain a Might Agenda or gain a Wealth Agenda.

### RECONSTRUCT

*Destroy an Installation in a non-Home sector.*  
Establish a Guild in the same sector you destroyed the Installation in and/or remove a Corruption.



## DEVELOPMENT - HOUSE FENRAX



### SETTLE

*Spend 1 Material and 1 Credit.*  
Establish a Guild and/or build an Installation, both in the same sector.

### COLONIZE

*Spend 1 Material and decrease a Pure Population in a non-Home sector.*  
Establish up to two Guilds, placing neither one in the same sector you decreased Population in.

### RECRUIT

*Spend 1 Food and 1 Science.*  
Deploy 1 Fleet Power and/or increase a Pure Population, both in the same sector.





## DISPERSAL - HOUSE FENRAX



### RESUME

Spend 1 Science and destroy an Installation in a non-Home sector.

Build an Installation in a different sector than where you destroyed the Installation and/or remove a Corruption. The Installations can be different types.

### MUSTER

Spend 1 Material and 1 Credit. For each Shipyard you have, deploy 1 Fleet Power in its sector.

### SPREAD

Spend 1 Energy and decrease a Pure Population in a Pure non-Home sector. Increase a Pure Population in up to two different sectors—neither being the sector you decreased the Population in.



## TEMPTATION - HOUSE KRADMOR



### OVERCOME

Spend 1 Credit and 1 Science. Increase a Pure Population and/or take one action from a preferred Focus in your hand or discard pile (paying the cost and resolving the effects).

### FORESEE

No cost. Advance on your lowest Civilization Track and/or peek at the top two Galactic Event cards of the next Cycle and put one back on the top and the other on the bottom.

### EXERT

Gain a Corruption. Activate 1 Fleet Power and/or deploy 1 Fleet Power in your Home sector and/or produce a resource type.



## PRODUCTION - HOUSE KRADMOR



### THRUST

Spend 1 Food and 1 Material. Remove a Corruption and/or produce Energy.

### AMPLIFY

No cost. Produce Food and Materials or advance on the Economy Civilization track.

### BURGEON

Gain a Corruption and spend 1 Energy. Establish a Guild and/or advance on the Society Civilization track.



## SCHEME - HOUSE MARQUALOS



### OBTAIN

Spend 1 Credit and 1 Science. Gain a Basic or Improved Technology.

### TRANSFER

Discard a non-starting Agenda from play. Gain a Trade token and/or produce two different resource types.

### DIRECT

Recall 1 Fleet Power. Gain an Agenda and/or gain a Bounty token.



## PRODUCTION - HOUSE NERVO



### INDUSTRIALIZE

No cost. Advance on the Economy Civilization track and/or produce Materials.

### MECHANIZE

Spend 2 Materials. Advance on the Statecraft Civilization track and/or produce Food and Energy.

### THRIVE

Spend 1 Material. Advance on the Society Civilization track.



## UPLIFT - HOUSE NERVO



### BOMBARD

Spend 2 Energy. Invade a sector; for every 3 additional Materials you spend, you gain 1 Approach or Salvo Absorption in the resulting Combat.

### ANALYZE

Spend 1 Credit. Gain an Agenda.

### REGENERATE

Spend 1 Science. Remove a Corruption and/or produce Credits.



## PROGRESS - HOUSE NOVARIS



### EMBRACE

Gain a Corruption. Gain a Basic or Improved Technology.

### EXPERIMENT

Gain a Corruption. Gain an Agenda.

### AMBUSH

Spend 2 Energy and 1 Science. Regroup and/or invade a Corrupted sector.





## REINFORCEMENT - HOUSE NOVARIS



### ADAPT

*Spend 1 Food, 1 Energy, and 1 Material.*  
Activate 1 Fleet Power and/or remove a Corruption from your House mat.

### MUSTER

*Spend 1 Energy and 1 Material.*  
For each Shipyard you have, deploy 1 Fleet Power in its sector

### ACCELERATE

*Spend 1 Energy and 1 Material.*  
Advance on a Civilization track and/or regroup.



## PRODUCTION - HOUSE THEGWYN



### THRIVE

*No cost.*  
Advance on the Society Civilization track.

### ASCEND

*Spend 1 Food and 1 Material.*  
Remove a Corruption or advance on the Statecraft Civilization track.

### ACCUMULATE

*No cost.*  
Produce Food, Energy, Materials, and Science.



## CRUSADE - HOUSE SHIVEUS



### INDOCTRINATE

*Spend 1 Food, 1 Energy, and 1 Material.*  
For each Shipyard you have, deploy 1 Fleet Power to its sector and/or increase a Pure Population.

### EXTERMINATE

*Spend 1 Energy and 1 Credit.*  
Invade a Corrupted sector and gain 2 Influence for each Voidborn Fleet Power removed in the resulting Combat. You must invade a sector to gain Influence this way.

### ENLIGHTEN

*Spend 2 Science and deactivate 1 Fleet Power.*  
Remove a Corruption from the same sector you recalled the Fleet Power from and/or advance on a Civilization track.



## CONQUEST - HOUSE YARVEK



### ENGAGE

*Spend 2 Energy.*  
Invade a sector or regroup.

### RALLY

*Discard a Bounty token and spend 1 Credit.*  
Gain an Agenda.

### RECYCLE

*Discard a Reclaim token and spend 2 Materials.*  
Choose twice: remove a Corruption from a sector or activate 1 Fleet Power.



## POLITICS - HOUSE SHIVEUS



### EXALT

*Spend 2 Food.*  
Advance on the Statecraft Civilization track and/or upgrade a Glory token.

### RETALIATE

*Spend 2 Energy.*  
Invade a Corrupted sector.

### WIELD

*Gain a Corruption.*  
Gain a Trade token and/or produce a resource type.



## RAID - HOUSE YARVEK



### LIBERATE

*Spend 2 Energy.*  
Invade a sector and gain Influence equal to the Population of that sector. You must invade a sector to gain Influence this way.

### CONSULT

*Discard a Bounty token and spend 1 Science.*  
Gain a Basic Technology.

### BARGAIN

*Gain a Corruption and spend 1 Credit.*  
Gain a Bounty token and/or gain a Trade token.



## CONQUEST - HOUSE ZENOR



### ENGAGE

*Spend 2 Energy.*  
Invade a sector or regroup.

### INVEST

*Spend 3 Credits.*  
Gain an Agenda and/or gain a Trade token.

### EXPERIMENT

*Spend 1 Science.*  
Produce Science and/or gain a Basic Technology.





## POLITICS - HOUSE ZENOR



### INSPIRE

*Spend 2 Science.*

**Advance on the Statecraft Civilization track.**

### DIVIDE

*Spend 1 Energy, 1 Material, and 1 Science.*

**Activate 1 Fleet Power and/or invade a sector.**

### REPLICATE

*Spend 1 Energy and 1 Science.*

**Move a Corruption and/or increase a Pure Population.**

## JOINT FOCUS CARDS

All of these Focus cards are used in Cooperative games. See the relevant rules in the Rulebook.



## JOINT CONQUEST



### ENGAGE

*Spend 1 Energy.*

**Choose another player: one of you invades a sector; the other regroup.**

### STRATEGIZE

*Spend 1 Credit and 1 Energy.*

**Choose another player: one of you gains an Agenda; the other removes a Corruption.**

### PREPARE

*Recall 1 Fleet Power.*

**Choose another player: one of you activates 2 Fleet Power; the other upgrades a Glory token.**



## JOINT DEVELOPMENT



### GROW

*Spend 1 Credit.*

**Choose another player: each of you establishes the same type of Guild. Choose another player (same or different), and trade 4 resources with each other.**

### CONSTRUCT

*Spend 1 Material.*

**Choose another player: each of you builds an Installation.**

### HARMONIZE

*Spend 1 Science.*

**Choose another player: one of you removes a Corruption, and the other increases a Pure Population.**



## JOINT INNOVATION



|| This Focus is not available in Cycle 1. ||

### RESEARCH

*Spend 1 Food and 1 Science.*

**Choose another player: one of you gains a Basic or Improved Technology; the other produces Science and Credits.**

### INVENT

*Spend 2 Science.*

**Choose another player: one of you gains a Basic or Improved Technology; the other removes 1 Voidborn Fleet Power from an adjacent sector. If the last Fleet Power is removed from a sector, it becomes abandoned and the Voidborn takes over (see page 24 of the Rulebook).**

### CONSOLIDATE

*Spend 2 resources (in any combination).*

**Any one player gains an Agenda and/or you discard a Crisis.**



## JOINT LEADERSHIP



|| This card counts as any Focus card type for Agenda playing and Crisis resolution purposes. It does not count as a preferred Focus. ||

### SHARE

*Spend 1 Credit.*

**Choose another player: they gain Influence equal to your total Glory value. Choose another player (same or different): trade any number of resources with each other.**

### ASSIST

*Discard a Glory token.*

**Choose another player: one of you removes a Corruption; the other takes one action from a preferred Focus in their hand or discard pile (they must pay the cost and resolve the effects).**

### REPEL

*Spend 1 resource.*

**Remove a Harbinger or discard a Crisis.**





## JOINT POLITICS



### INSPIRE

*Spend 1 Energy and 1 Science.*

**Choose another player:** one of you advances on the Statecraft Civilization track; the other upgrades a Glory token.

### PREVAIL

*Spend 2 Energy and 1 Credit.*

**Choose another player:** one of you invades a sector and/or the other gains a Trade token.

### OVERTHROW

*Destroy a (non-Home) Installation.*

**Any one player** removes a Corruption from a sector and/or you remove a Harbinger.



## JOINT PRODUCTION



### THRIVE

*Return a Trade token to the Galactic board.*

**Any one player** gains 2 Influence for each of their Pure Guilds and/or you remove a Harbinger.

### SUPPLY

*No cost.*

**Choose another player:** one of you produces Food, Energy, and Materials; the other advances on the Society Civilization track.

### OPTIMIZE

*Spend 1 Food and 1 Energy.*

**Choose another player:** one of you removes a Corruption; the other regroups and/or increases a Pure Population.



## JOINT PROGRESS



### EXPERIMENT

*Spend 1 Food.*

**Choose another player.** One of you produces Science; the other removes a Corruption.

### INVENT

*Spend 2 Science.*

**Choose another player:** one of you gains a Basic or Improved Technology; the other establishes a Scientists' Guild.

### RESTORE

*Discard a Glory token.*

**Any one player** deploys 1 Fleet Power and/or regroups. You discard an Economic or General Crisis.



## JOINT PROSPERITY



### FLOURISH

*Spend 1 Food and 1 Material.*

**Choose another player:** one of you advances on the Economy Civilization track; the other gains 2 resources (in any combination) and/or produces a resource type.

### REVOLT

*Destroy a Guild in a non-Home sector.*

**Any one player** gains a Trade token and/or you remove a Harbinger.

### ORGANIZE

*Recall 1 Fleet Power.*

**Choose another player:** one of you gains an Agenda; the other builds an Installation.



## JOINT REINFORCEMENT



### ACCELERATE

*Spend 1 Energy and 1 Science.*

**Choose another player:** one of you regroups and/or builds a Sector Defense; the other advances on a Civilization track.

### MUSTER

*Spend 1 Material and 1 Credit.*

**Choose another player:** each of you deploys 1 Fleet Power for each of your own Shipyards (in your own sectors). **Choose another player** (same or different): trade 4 resources with each other.

### WITHSTAND

*Gain a Corruption.*

**Any one player** builds up to two Installations and/or you remove a Military or General Crisis.



## JOINT TEMPTATION



### EXPLOIT

*Gain a Corruption.*

**Choose another player.** Both of you take one action from one of your own preferred Focuses in your hand or discard pile (you both must pay the cost and resolve the effects of your individual Focuses).

### CONSPIRE

*Gain a Corruption.*

**Choose another player.** Each of you advances on the same type of Civilization track.

### EXERT

*Spend 2 resources (in any combination).*

**Choose another player:** one of you activates 1 Fleet Power and/or may deploy 1 Fleet Power; the other produces two different resource types.



## HEROIC FOCUS CARDS

All of these Focus cards are used in Solo games. See the relevant rules in the Rulebook.



### HEROIC CONQUEST



#### ANNIHILATE

Spent 1 Food and 2 Energy.  
Invade a sector and/or remove a Corruption from the Combat sector.

#### STRATEGIZE

Spent 1 Energy and 1 Credit.  
Regroup and/or gain an Agenda.

#### PREPARE

Recall 1 Fleet Power.  
Activate 2 Fleet Power and/or upgrade a Glory token.



### HEROIC DEVELOPMENT



#### BLOOM

Spent 2 Materials.  
Establish a Guild and/or increase a Pure Population, both in the same sector.

#### GROW

Spent 3 resources (in any combination).  
Establish a Guild and/or gain 4 resources (in any combination).

#### HARMONIZE

Spent 1 Science.  
Remove a Corruption from a sector and/or build an Installation, both in the same sector.



### HEROIC INNOVATION



This Focus is not available in Cycle 1.

#### RESEARCH

Spent 4 resources (in any combination).  
Gain a Basic Technology and/or produce Science and Credits.

#### EXPERIMENT

No cost.  
Gain a Basic or Improved Technology and/or remove 1 Voidborn Fleet Power from an adjacent sector. If the last Fleet Power is removed from a sector, it becomes abandoned and the Voidborn takes over (see page 24 of the Rulebook).

#### CONSOLIDATE

Spent 2 resources (in any combination).  
Gain an Agenda and/or discard a Crisis.



### HEROIC LEADERSHIP



This card counts as any Focus card type for Agenda playing and Crisis resolution purposes. It does not count as a preferred Focus.

#### RISE

Spent 4 resources (in any combination).  
Build one level of a Safe Haven (i.e., place 1 Inactive Fleet Power on a Safe Haven tile) or gain Influence equal to your total Glory value.

#### UTILIZE

Discard a Glory token.  
Remove a Corruption and/or take one action from a preferred Focus in your hand or discard pile (paying the cost and resolving the effects).

#### REPEL

Spent any 1 resource.  
Remove a Harbinger or discard a Crisis.



### HEROIC POLITICS



#### INSPIRE

Spent 2 Credits and 1 Science.  
Advance on the Statecraft Civilization track and/or gain a Trade token.

#### PREVAIL

Spent 2 Energy and 1 Science.  
Remove 1 Voidborn Fleet Power from an adjacent sector and/or invade a sector. If the last Fleet Power is removed from a sector, it becomes abandoned and the Voidborn takes over (see page 24 of the Rulebook).

#### OVERTHROW

Destroy an Installation in a non-Home sector.  
Remove a Corruption from a sector and/or remove a Harbinger.



### HEROIC PRODUCTION



#### THRIVE

Return a Trade token to the Galactic board.  
Gain 3 Influence for each of your Pure Guilds and/or remove a Harbinger.

#### SUPPLY

No cost.  
Produce Food, Energy, and Materials or increase a Pure Population up to twice (in the same or different sectors).

#### OPTIMIZE

Recall 1 Fleet Power.  
Remove a Corruption and/or advance on the Society Civilization track.





## HEROIC PROGRESS



### EXPERIMENT

*No cost.*

Establish a Scientists' Guild and/or produce Science.

### INVENT

*Spend 1 Food and deactivate 1 Fleet Power.*

Gain a Basic or Improved Technology and/or remove a Corruption.

### RESTORE

*Discard a Glory token.*

Deploy 1 Fleet Power and/or regroup and/or remove an Economic or General Crisis.



## HEROIC PROSPERITY



### FLOURISH

*Spend 2 resources (in any combination).*

Advance on the Economy Civilization track and/or gain 4 resources (in any combination).

### REVOLT

*Destroy a Guild in a non-Home sector.*

Gain a Trade token and/or remove a Harbinger.

### ORGANIZE

*No cost.*

Gain an Agenda or build an Installation.



## HEROIC REINFORCEMENT



### ACCELERATE

*Spend 4 resources (in any combination).*

Regroup and/or gain 4 resources (in any combination) and/or advance on your lowest Civilization track (your choice if tied).

### MUSTER

*Spend 4 Materials.*

Activate 1 Fleet Power and/or for each of your Shipyards, deploy 1 Fleet Power in its sector.

### WITHSTAND

*Gain a Corruption.*

Build up to two Installations (in the same or different sectors) or resolve a Military or General Crisis.



## HEROIC TEMPTATION



### EXPLOIT

*Spend 4 resources (in any combination).*

Take one action from a preferred Focus in your hand or discard pile (paying the cost and resolving the effects) and/or gain 4 resources (in any combination).

### COMMIT

*Gain a Corruption on a Civilization track.*

Advance on the Civilization track that you just placed the Corruption on (without gaining the benefit) and/or advance on a Civilization track.

### EXERT

*Discard a non-starting Agenda from play.*

Activate 1 Fleet Power and/or deploy 1 Fleet Power in your Home sector and/or produce two different resource types.





# Civilization tracks

House Belitan, Cortozaar, Dunlork, and Valnis are the basic factions and they share the same Civilization tracks.

The rest of the Houses are advanced factions and their specialized Civilization tracks are explained on the following pages in alphabetical order.

## HOUSES BELITAN, CORTOZAAR, DUNLORK, AND VALNIS

**SOCIETY TRACK**



- 1 Gain 1 Credit and 1 Science.
- 2 Increase a Pure Population.
- 3 Gain an Agenda.
- 4 Increase a Pure Population.
- 5 Increase a Pure Population.
- 6 Increase a Pure Population and/or remove a Corruption.
- 7 Gain 20 Influence.

**STATECRAFT TRACK**



- 1 Activate 1 Fleet Power.
- 2 Gain a Basic or Improved Technology.
- 3 Gain an Agenda.
- 4 Remove a Corruption.
- 5 Gain a Basic or Improved Technology.
- 6 Upgrade a Glory token and/or gain Influence equal to your total Glory value.
- 7 Evaluate and gain Influence from one Pure non-starting Agenda.

**ECONOMY TRACK**



- 1 Skip this space.
- 2 Gain a Trade token.
- 3 Establish a Guild.
- 4 Gain a Trade token.
- 5 Gain an Agenda.
- 6 Establish a Guild and/or gain a Trade token.
- 7 Gain 2 Influence for each of your Pure Guilds.





## HOUSE ASTORAN

### SOCIETY TRACK



- 1 Establish a Guild.
- 2 Increase a Pure Population.
- 3 Increase a Pure Population and/or Build an Installation.
- 4 Increase a Pure Population and/or build an Installation.
- 5 Gain a Might Agenda.
- 6 Increase a Pure Population and/or remove a Corruption.
- 7 Gain 25 Influence.

### STATECRAFT TRACK



- 1 Skip this space.
- 2 Gain a Support Agenda.
- 3 Build an Installation and/or activate 1 Fleet Power.
- 4 Remove a Corruption.
- 5 Gain a Basic or Improved Technology.
- 6 Gain a Dominance Agenda and/or remove a Corruption.
- 7 Gain 2 Influence for each of your Pure Installations.

### ECONOMY TRACK



- 1 Gain 1 of each resource.
- 2 Establish a Guild.
- 3 Skip this space.
- 4 Gain an Agenda.
- 5 Produce two different resource types.
- 6 Gain 1 Influence for each Fleet Power in your Pure sectors.
- 7 Gain 15 Influence.

## HOUSE FENRAX

### SOCIETY TRACK



- 1 Increase a Pure Population.
- 2 Establish a Guild.
- 3 Gain a Might Agenda.
- 4 Increase a Pure Population and/or establish a Guild.
- 5 Increase a Pure Population and/or remove a Corruption.
- 6 Gain 1 Influence for each Fleet Power in your Pure sectors.
- 7 Gain 2 Influence for each Fleet Power in your Pure sectors and in the Active area of your House mat.

### STATECRAFT TRACK



- 1 Skip this space.
- 2 Activate 1 Fleet Power.
- 3 Skip this space.
- 4 For each Shipyard you have, deploy 1 Fleet Power in its sector.
- 5 For each Shipyard you have, deploy 1 Fleet Power in its sector.
- 6 Gain a Basic or Improved Technology.
- 7 Gain 18 Influence.

### ECONOMY TRACK



- 1 Gain 2 Credits and 2 Science.
- 2 Gain a Basic Technology.
- 3 Skip this space.
- 4 Establish a Guild.
- 5 Gain a Trade token.
- 6 Gain a Trade token and/or remove a Corruption.
- 7 Gain 18 Influence.



## HOUSE KRADMOR

### SOCIETY TRACK



- 1 Increase a Pure Population. 2 Increase a Pure Population. 3 Skip this space. 4 Increase a Pure Population.  
5 Increase a Pure Population and/or remove a Corruption. 6 Gain a Might Agenda. 7 Gain 20 Influence.

### STATECRAFT TRACK



- 1 Build an Installation. 2 Build an Installation and/or activate 1 Fleet Power. 3 Skip this space.  
4 Build an Installation and/or activate 1 Fleet Power. 5 Gain a Basic or Improved Technology.  
6 Build an Installation and/or gain Influence equal to your total Glory value. 7 Gain 20 Influence.

### ECONOMY TRACK



- 1 Gain a Trade token. 2 Gain a Wealth Agenda. 3 Skip this space. 4 Gain a Trade token.  
5 Produce two different resource types. 6 Gain an Agenda and/or gain a Trade token. 7 Gain 20 Influence.

## HOUSE MARQUALOS

### SOCIETY TRACK



- 1 Skip this space. 2 Increase a Pure Population. 3 Increase a Pure Population. 4 Remove a Corruption.  
5 Gain 2 Food, 2 Credits, and 2 Science. 6 Increase a Pure Population and/or remove a Corruption.  
7 Evaluate the objectives on a Pure non-starting Agenda in play.

### STATECRAFT TRACK



- 1 Remove a Corruption. 2 Gain a Basic Technology. 3 Gain a Support Agenda.  
4 Activate 1 Fleet Power and/or gain a Trade token. 5 Gain a Basic or Improved Technology.  
6 Gain 8 Influence and/or regroup. 7 Upgrade a Glory token and/or gain Influence equal to your total Glory value.

### ECONOMY TRACK



- 1 Gain a Trade token. 2 Establish a Guild. 3 Skip this space. 4 Establish a Guild. 5 Gain a Trade token.  
6 Gain an Agenda and/or gain a Trade token. 7 Evaluate and gain Influence from a Pure non-starting Agenda.



## HOUSE NERVO

### SOCIETY TRACK



- 1 Increase a Pure Population.
- 2 Remove a Corruption.
- 3 Skip this space.
- 4 Increase a Pure Population and/or remove a Corruption.
- 5 Gain a Basic or Improved Technology.
- 6 Increase a Pure Population up to twice (in the same or different sectors).
- 7 Gain 8 Influence for each of your Pure sectors with 6 Population.

### STATECRAFT TRACK



- 1 Build an Installation and/or activate 1 Fleet Power.
- 2 Establish a Guild.
- 3 Activate 1 Fleet Power and/or deploy 1 Fleet Power.
- 4 Gain a Support Agenda.
- 5 Remove a Corruption.
- 6 Gain a Basic or Improved Technology.
- 7 Gain 6 Influence for each of your Improved Technologies.

### ECONOMY TRACK



- 1 Gain 2 Credits.
- 2 Establish a Guild.
- 3 Gain a Trade token.
- 4 Remove a Corruption.
- 5 Gain a Wealth Agenda and/or gain a Trade token.
- 6 Gain a Trade token and/or produce a resource type.
- 7 Gain 15 Influence.

## HOUSE NOVARIS

### SOCIETY TRACK



- 1 Skip this space.
- 2 Establish an Engineers' Guild.
- 3 Remove a Corruption.
- 4 Gain a Might Agenda.
- 5 Increase a Pure Population and/or remove a Corruption.
- 6 Increase a Pure Population and/or remove a Corruption.
- 7 Gain 22 Influence.

### STATECRAFT TRACK



- 1 Skip this space.
- 2 Gain a Support Agenda.
- 3 Activate 1 Fleet Power.
- 4 Gain a Basic Technology.
- 5 Activate 1 Fleet Power and/or remove a Corruption.
- 6 Gain a Basic or Improved Technology.
- 7 Gain 24 Influence.

### ECONOMY TRACK



- 1 Skip this space.
- 2 Gain 1 Energy and 1 Material.
- 3 Gain a Trade token.
- 4 Gain an Agenda.
- 5 Establish a Guild and/or regroup.
- 6 Establish a Guild and/or gain a Trade token.
- 7 Gain 22 Influence.



## HOUSE SHIVEUS

### SOCIETY TRACK



- 1 Increase a Pure Population. 2 Increase a Pure Population and/or build an Installation. 3 Skip this space.  
4 Gain a Trade token and/or remove a Corruption. 5 Increase a Pure Population and/or gain 3 Food. 6 Skip this space.  
7 Gain 20 Influence.

### STATECRAFT TRACK



- 1 Activate up to 2 Fleet Power. 2 Deploy up to 2 Fleet Power. 3 Gain a Basic Technology. 4 Remove a Corruption.  
5 Gain a Basic or Improved Technology. 6 Gain a Dominance Agenda and/or gain Influence equal to your total Glory value.  
7 Gain 2 Influence for each of your Pure sectors.

### ECONOMY TRACK



- 1 Gain 2 Credits. 2 Gain a Trade token and/or activate 1 Fleet Power. 3 Produce a resource type.  
4 Gain a Wealth Agenda. 5 Gain a Dominance Agenda. 6 Gain 1 Influence for each of your Pure Guilds.  
7 Gain 18 Influence.

## HOUSE THEGWYN

### SOCIETY TRACK



- 1 Skip this space. 2 Remove a Corruption. 3 Gain a Basic Technology. 4 Increase a Pure Population.  
5 Increase a Pure Population and/or remove a Corruption. 6 Gain a Basic or Improved Technology. 7 Gain 20 Influence.

### STATECRAFT TRACK



- 1 Activate 1 Fleet Power. 2 Establish a Farmers' Guild. 3 Gain a Basic or Improved Technology.  
4 Activate 2 Fleet Power. 5 Gain a Support Agenda.  
6 For each Shipyard you have, deploy 1 Fleet Power and/or gain Influence equal to your total Glory value.  
7 Gain 3 Influence for each of your Pure sectors.

### ECONOMY TRACK



- 1 Gain a Trade token. 2 Gain a Trade token. 3 Establish a Guild. 4 Produce a resource type.  
5 Gain a Wealth Agenda. 6 Evaluate the objectives on a Pure non-starting Agenda in play.  
7 Gain 2 Influence for each of your Pure Guilds.



## HOUSE YARVEK

### SOCIETY TRACK



- 1 Increase a Pure Population.
- 2 Place a Reclaim token from the common supply on your Home sector and immediately resolve it.
- 3 Gain a Might Agenda.
- 4 Place a Reclaim token from the common supply on your Home sector and immediately resolve it.
- 5 Gain a Bounty token and/or remove a Corruption.
- 6 Gain a Bounty token and/or advance on the Statecraft track.
- 7 No effect.

### STATECRAFT TRACK



- 1 Activate 1 Fleet Power.
- 2 Build a Shipyard.
- 3 Gain a Basic Technology and/or activate 1 Fleet Power.
- 4 Activate 1 Fleet Power and/or deploy up to 2 Fleet Power.
- 5 Activate up to 2 Fleet Power.
- 6 Deploy up to 2 Fleet Power and/or gain Influence equal to your total Glory value.
- 7 No effect.

### ECONOMY TRACK



- 1 Gain a Bounty token.
- 2 Gain two Bounty tokens.
- 3 Gain a Bounty token and/or gain a Trade token.
- 4 Gain a Wealth Agenda.
- 5 Gain a Bounty token and/or gain 4 resources (in any combination).
- 6 Evaluate the objectives on a Pure non-starting Agenda in play.
- 7 No effect.

## HOUSE ZENOR

### SOCIETY TRACK



- 1 Increase a Pure Population.
- 2 Remove a Corruption.
- 3 Gain a Might Agenda.
- 4 Remove a Corruption.
- 5 Increase a Pure Population and/or remove a Corruption.
- 6 Evaluate the objectives on a Pure non-starting Agenda in play.
- 7 Gain 15 Influence.

### STATECRAFT TRACK



- 1 Activate 1 Fleet Power.
- 2 Build an Installation and/or activate 1 Fleet Power.
- 3 Skip this space.
- 4 Gain a Basic or Improved Technology.
- 5 Regroup and/or activate 1 Fleet Power.
- 6 Gain a Dominance Agenda.
- 7 Gain 4 Influence for each of your Pure Scientists' Guilds.

### ECONOMY TRACK



- 1 Gain 1 Food, 1 Energy, 1 Material, and 1 Science.
- 2 Establish a Guild.
- 3 Skip this space.
- 4 Establish a Guild and/or gain a Trade token.
- 5 Establish a Guild and/or gain a Trade token.
- 6 Gain Influence equal to your total Glory value.
- 7 Gain 3 Influence for each of your Pure sectors with one or more Guilds.



# Starting Agendas



## HOUSE VALNIS

- H1-A** Gain 3 Influence for each of your Pure sectors.
- Gain 1 Influence for each of your Pure sectors with one or more Sector Defenses.
- Gain 2 Influence for each of your Pure sectors with one or more Shipyards.
- ⊕ Your Energy Production Level is increased by 1.
- H1-B** Gain 3 Influence for each of your Pure sectors with 5 Population.
- Gain 6 Influence for each of your Pure sectors with 6 Population.
- Gain 1 Influence for each of your Pure Bankers' Guilds.
- Gain 1 Influence for each of your Pure Guilds.
- ⊕ Your Food Production Level is increased by 1.



## HOUSE DUNLORK

- H3-A** Gain 3 Influence for each of your Pure sectors.
- Gain 1 Influence for each of your Pure sectors with one or more Sector Defenses.
- Gain 2 Influence for each of your Pure sectors with one or more Shipyards.
- ⊕ Your Material Production Level is increased by 1.
- H3-B** Gain 3 Influence for each of your Pure sectors with 5 Population.
- Gain 6 Influence for each of your Pure sectors with 6 Population.
- Gain 1 Influence for each of your Pure Bankers' Guilds.
- Gain 1 Influence for each of your Pure Guilds.
- ⊕ Your Food Production Level is increased by 1.



## HOUSE KRADMOR

- H12-A** Gain 2 Influence for each Upkeep you have.
- Gain 1 Influence for each of your Pure sectors with one or more Installations.
- H12-B** Gain 3 Influence for each of your Pure sectors with 5 Population.
- Gain 6 Influence for each of your Pure sectors with 6 Population.
- Consider the Tier of your Pure Economy Civilization track's marker. Gain 3 Influence if in Tier 1, 6 Influence if in Tier 2, 9 Influence if in Tier 3, or 12 Influence if in Tier 4.



## HOUSE ASTORAN

- H10-A** Gain 4 Influence for each of your Pure sectors with one or more Shipyards.
- Gain 1 Influence for each of your Pure Engineers' Guilds.
- Gain 1 Influence for each of your Pure Miners' Guilds.
- You must lose 1 Influence for each Corruption on your House mat. Corruption on the *Decontamination Chambers* Technology card does not count.
- ⊕ Your Material Production Level is increased by 1.
- H10-B** Gain Influence equal to your total Pure Population.
- Gain 2 Influence for each of your Pure sectors with 1 or more Sentry Fleet Power.
- Gain 1 Influence for each of your Pure sectors with one or more Sector Defenses.
- You must lose 2 Influence for each Corruption on your House mat. Corruption on the *Decontamination Chambers* Technology card does not count.
- ⊕ Your Food Production Level is increased by 1.



## HOUSE SHIVEUS

- H7-A** Gain 1 Influence for every 2 Pure Population in your sectors (i.e., divide your total Pure Population by 2 and round down).
- Gain 3 Influence for each of your Pure sectors with one or more Shipyards.
- H7-B** Gain 2 Influence for each of your Pure sectors.
- Gain 1 Influence for each of your Pure Guilds.







## HOUSE CORTOZAAR

- H4-A** Gain 3 Influence for each of your Pure sectors.  
Gain 1 Influence for each of your Pure sectors with one or more Sector Defenses.  
Gain 2 Influence for each of your Pure sectors with one or more Shipyards.  
⊕ Your Energy Production Level is increased by 1.

- H4-B** Gain 3 Influence for each of your Pure sectors with 5 Population.  
Gain 6 Influence for each of your Pure sectors with 6 Population.  
Gain 1 Influence for each of your Pure Bankers' Guilds.  
Gain 1 Influence for each of your Pure Guilds.



## HOUSE MARQUALOS

- H13-A** Gain 3 Influence for each of your Pure sectors.  
Gain 1 Influence for each of your Pure sectors with one or more Sector Defenses.  
Gain 2 Influence for each of your Pure sectors with one or more Shipyards.  
⊕ Your Material Production Level is increased by 1.

### **H13-A2** *Extra Agenda matching Origin A*

- Gain 1 Influence for each of your Bounty tokens.  
Gain 1 Influence for each Fleet Power in your Pure sectors.

- H13-B** Gain 3 Influence for each of your Pure sectors with 5 Population.  
Gain 6 Influence for each of your Pure sectors with 6 Population.  
Gain 1 Influence for each of your Pure Bankers' Guilds.  
Gain 1 Influence for each of your Pure Guilds.

- ⊕ Your Food Production Level is increased by 1.

### **H13-B2** *Extra Agenda matching Origin B*

- Gain 1 Influence for each resource in your Stockpile with the fewest resources. If multiple Stockpiles are tied, only gain Influence for one of them.  
Gain 2 Influence for each of your Trade tokens.



## HOUSE ZENOR

- H5-A** Gain 1 Influence for each of your Basic Technologies.  
Gain 3 Influence for each of your Improved Technologies.  
Gain 3 Influence for each of your Pure sectors.

- H5-B** Gain 2 Influence for each of your Basic Technologies.  
Gain 4 Influence for each of your Improved Technologies.  
Gain 1 Influence for each of your Pure Guilds.  
⊕ Your Food Production Level is increased by 1.



## HOUSE YARVEK

- H8-A** Gain 2 Influence for each of your Pure sectors.  
Gain 1 Influence for each of your Pure Engineers' Guilds.  
Gain 1 Influence for each of your Reclaim tokens.  
Gain 1 Influence for each pair of Bounty tokens you have.

- H8-B** Gain 3 Influence for each of your Pure sectors with 2 or more Fleet Power.  
Gain 3 Influence for each of your Pure sectors with 4 or more Population.  
Gain 1 Influence for each of your Reclaim tokens.  
Gain 1 Influence for each pair of Bounty tokens you have.



## HOUSE NERVO

- H9-A** Gain 3 Influence for each of your Pure sectors with no empty Guild spaces.  
Gain 2 Influence for each of your Pure sectors with three or more Installations.  
Consider the Tier of each of your Pure Civilization tracks' markers separately. For each track, gain 2 Influence if in Tier 1, 4 Influence if in Tier 2, 6 Influence if in Tier 3 or 8 Influence if in Tier 4.

- H9-B** Gain 3 Influence for each resource type that you have 8 or more of in your Stockpile.  
Gain 5 Influence for each of your Pure sectors with three or more different Guilds.







## HOUSE BELITAN

**H2-A** Gain 3 Influence for each of your Pure sectors.

Gain 1 Influence for each of your Pure sectors with one or more Sector Defenses.

Gain 2 Influence for each of your Pure sectors with one or more Shipyards.

⊕ Your Energy Production Level is increased by 1.

**H2-B** Gain 3 Influence for each of your Pure sectors with 5 Population.

Gain 6 Influence for each of your Pure sectors with 6 Population.

Gain 1 Influence for each of your Pure Bankers' Guilds.

Gain 1 Influence for each of your Pure Guilds.

⊕ Your Food and Credit Production Levels are increased by 1.



## HOUSE NOVARIS

**H14-A** Gain 4 Influence for each of your Pure sectors with 2 or more Fleet Power.

Gain 3 Influence for each of your Pure sectors with one or more Shipyards.

You must lose 2 Influence for each Corruption on your House mat (not including your *Decontamination Chambers Technology* card).

**H14-B** Gain 3 Influence for each of your Pure sectors with 4 or more Population.

Gain 1 Influence for each of your Pure Farmers', Engineers' and Miners' Guilds.

Lose 1 Influence for each Corruption on your House mat (not including your *Decontamination Chambers* card).



## HOUSE FENRAX

**H11-A** Gain 2 Influence for each resource in your Stockpile with the fewest resources. If multiple Stockpiles are tied, only gain Influence for one of them.

Gain 3 Influence for each of your Pure sectors with 1 or more Carrier Fleet Power.

Gain 1 Influence for each of your Pure Guilds.

⊕ Your Credit Production Level is increased by 1.

**H11-B** Gain Influence equal to your total Glory value.

Gain 1 Influence for each of your Pure sectors with one or more Shipyards or Starbases

Gain 3 Influence for each 3 Fleet Power in your Pure sectors. The Fleet Power can be in the same or different sectors.



## HOUSE THEGWYN

**H6-A** Gain 2 Influence for each of your Pure sectors.

Gain 2 Influence for each of your Pure Farmers' Guilds.

**H6-B** Gain 3 Influence for each resource type that you have 8 or more of in your Stockpile.

Consider the Tier of your Pure Statecraft Civilization track's marker. Gain 3 Influence if in Tier 1, 6 Influence if in Tier 2, 9 Influence if in Tier 3, or 12 Influence if in Tier 4.

Gain 1 Influence for each of your Pure Bankers' Guilds.

Gain 1 Influence for each of your Pure Scientists' Guilds.

⊕ Your Energy and Material Production Levels are increased by 1.





# House Abilities



## HOUSE ASTORAN

At the beginning of each Evaluation Phase (before the first step), you may activate 2 **Fleet Power**.

At the beginning of the game, your Upkeep is permanently increased by two. This is a *negative* and **mandatory** ability.



## HOUSE FENRAX

At the beginning of each Evaluation Phase (before the first step), you may evaluate the following objectives:

Gain 2 **Credits** for each of your Pure sectors with 1 or 2 **Population**.

Gain 1 **Credit** for each of your Pure sectors with 3 **Population**.

Gain 1 **Science** for each of your Pure sectors with 4 **Population**.

Gain 2 **Science** for each of your Pure sectors with 5 or 6 **Population**.



## HOUSE KRADMOR

When you remove a Corruption from your House mat (from an Agenda space or a Civilization track marker – but not the *Decontamination Chambers* Technology card), gain 2 **Energy**.

When you remove a Corruption from a sector, gain 2 **Science**.



## HOUSE MARQUALOS

After selecting your Origin (A or B), find the Marqualos Extra Agenda card. With the face corresponding to the Origin letter (A or B) up, place it in your leftmost non-starting Agenda space. It is considered a regular, played Agenda for all gameplay purposes, and it is *none* of the four Agenda types.



## HOUSE NERVO

Anytime except when satisfying Upkeep, you may spend **Material** instead of spending **Food** or **Energy** (similarly to basic **Credit** substitution).



## HOUSE NOVARIS

When you gain a Corruption, produce a resource type.

Note: Successfully invading a Corrupted sector does not count as “gaining Corruption.” You can use this ability even if you place the gained Corruption on your *Decontamination Chambers* Technology card.



## HOUSE SHIVEUS

When resolving a Skirmish, the Voidborn has 1 additional **Fleet Power** against you. This is a *negative* and **mandatory** ability.

When you successfully defend a Skirmish, gain 2 **Influence**.



## HOUSE THEGWYN

When you deploy 1 **Fleet Power** for each Shipyard you have, you may deploy 1 **Fleet Power** to each of your **Farmers' Guilds** as well. If you have *Orbital Docks* and you have **Farmers' Guilds** (and no Shipyards) in any sector, you may deploy 1 additional **Fleet Power** in that sector (as if there were a Shipyard). Your **Farmers' Guilds** are not considered Shipyards for any other purposes (e.g., Agenda scoring or *Deep Space Missiles*).



## HOUSE YARVEK

You may discard a **Bounty** token from your House mat at any time during your turn to gain 1 **Credit** or 1 **Science**. You may do this any number of times during your turn.

You may discard a **Reclaim** token from your House mat at any time during your turn in order to resolve all three actions of your selected Focus card. This effect is identical with the effect of flipping a **Trade** token and cannot be used on the same turn that a **Trade** token was flipped.



## HOUSE ZENOR

When you overproduce **Science**, gain 1 **Credit** for each excess **Science** forfeited, in addition to the usual 3 **Influence**.

When you overproduce **Credits**, do not gain the 3 **Influence**. If you have *Improved Trade Nexus*, you also cannot gain the additional 3 **Influence** nor the Trade token without the Trade bonus.



# Fallen House cards



## HOUSE ASTORAN

**Sector Defenses:** 2

**Population:** 2

When you successfully invade the sector, build an Installation in this sector.

GAIN ONE OF THESE BASIC TECHNOLOGIES:

*Sentries*

*Deep Space Missiles*

This Fallen House has cracked glass on the illustration.



## HOUSE FENRAX

**Sector Defenses:** 2

**Population:** 2

When you successfully invade the sector, place a Reclaim token on this sector.

GAIN ONE OF THESE BASIC TECHNOLOGIES:

*Carriers*

*Central Surveillance*



## HOUSE BELITAN

**Sector Defenses:** 2

**Population:** 2

When you successfully invade the sector, establish a Bankers' Guild in this sector.

GAIN ONE OF THESE BASIC TECHNOLOGIES:

*Data Refinery*

*Targeting*



## HOUSE KRADMOR

**Sector Defenses:** 2

**Population:** 1

When you successfully invade the sector, remove a Corruption and/or upgrade a Glory token.

GAIN ONE OF THESE BASIC TECHNOLOGIES:

*Purifier*

*Salvage Scanner*



## HOUSE CORTOZAAR

**Sector Defenses:** 2

**Population:** 3

When you successfully invade the sector, deploy 1 Fleet Power in this sector.

GAIN ONE OF THESE BASIC TECHNOLOGIES:

*Starbases*

*Torpedoes*



## HOUSE MARQUALOS

**Sector Defenses:** 2

**Population:** 1

When you successfully invade the sector, gain 2 Food and 2 Credits.

GAIN ONE OF THESE BASIC TECHNOLOGIES:

*Trade Nexus*

*Autonomous Drones*



## HOUSE DUNLORK

**Sector Defenses:** 2

**Population:** 3

When you successfully invade the sector, establish an Engineers' Guild in this sector.

GAIN ONE OF THESE BASIC TECHNOLOGIES:

*Energy Cells*

*Orbital Docks*

This Fallen House has cracked glass on the illustration.



## HOUSE NERVO

**Sector Defenses:** 2

**Population:** 3

When you successfully invade the sector, establish a Miners' Guild in this sector.

GAIN ONE OF THESE BASIC TECHNOLOGIES:

*Ark Ships*

*Robotics*







## HOUSE NOVARIS

**Sector Defenses:** 2

**Population:** 3

When you successfully invade the sector, deploy 1 Fleet Power in this sector.

GAIN ONE OF THESE BASIC TECHNOLOGIES:

*Cybernetics*

*Combat Replicators*



## HOUSE VALNIS

**Sector Defenses:** 2

**Population:** 2

When you successfully invade the sector, place a Reclaim token on this sector.

GAIN ONE OF THESE BASIC TECHNOLOGIES:

*Escape Pods*

*Shields*



## HOUSE SHIVEUS

**Sector Defenses:** 2

**Population:** 1

When you successfully invade the sector, remove a Corruption and/or establish a Scientists' Guild in this sector.

GAIN ONE OF THESE BASIC TECHNOLOGIES:

*Dreadnoughts*

*Decontamination Chambers*

This Fallen House has cracked glass on the illustration.



## HOUSE YARVEK

**Sector Defenses:** 2

**Population:** 2

When you successfully invade the sector, gain a Bounty token and/or build a Shipyard in this sector.

GAIN ONE OF THESE BASIC TECHNOLOGIES:

*Hyperdrive*

*Tactical Transports*

This Fallen House has cracked glass on the illustration.



## HOUSE THEGWYN

**Sector Defenses:** 2

**Population:** 3

When you successfully invade the sector, spend 1 Material to establish a Farmers' Guild in this sector.

GAIN ONE OF THESE BASIC TECHNOLOGIES:

*Neural Matrix*

*Terraforming*



## HOUSE ZENOR

**Sector Defenses:** 2

**Population:** 2

When you successfully invade the sector, spend 1 Science to advance on your lowest Civilization Track (your choice if tied).

GAIN ONE OF THESE BASIC TECHNOLOGIES:

*Cloning*

*Destroyers*

This Fallen House has cracked glass on the illustration.





# Technology cards

Technology cards have a permanent ability in the middle of them and an immediate effect on the bottom.

All Technologies have a Basic and Improved version. Part of the permanent ability of an Improved version is often exactly the same as the permanent effect of the Basic version. In these cases, clarifications are only provided for the Basic card and not repeated for the Improved card.

## ARK SHIPS

House Nervo



**BASIC - #18A**

### PERMANENT ABILITY

You may establish up to two Guilds of any type in your Home sector outside of Guild spaces. They are considered to be located in your Home sector for all purposes except Upkeep. You don't need to fill up your Guild spaces before using this ability, so you can fill up the Upkeep space with your last Guild. If the Upkeep space is already occupied when you gain this Technology, you may immediately rearrange the Guilds to free it up.

### IMMEDIATE EFFECT

Increase a Pure Population and/or establish a Guild.

**IMPROVED - #18+**

### PERMANENT ABILITY

You may establish up to four Guilds in your Home sector outside of Guild spaces.

When you play a *Reinforcement* Focus, you may increase the Population of your (Pure) Home sector.

### IMMEDIATE EFFECT

You may establish a Guild and/or increase a Pure Population.

## CARRIERS

House Fenrax



**BASIC - #21A**

### PERMANENT ABILITY\*

You may deploy Fleet Power into Carrier Fleets for a cost of 1 Food for each deployed Carrier Fleet Power.

When deploying, your Carrier Fleet Powers count as a Shipyard each, except newly deployed ones. *Orbital Docks'* effect applies if you have Carriers but no Shipyards in a sector.

You can only have 1 Fleet Power in a Carrier Fleet.

### IMMEDIATE EFFECT

Activate 1 Fleet Power and/or deploy 1 Carrier Fleet Power in your Home Sector (spending 1 Food).

**IMPROVED - #21+**

### PERMANENT ABILITY

You can now have 3 Fleet Power in a Carrier Fleet.

### IMMEDIATE EFFECT

Activate 1 Fleet Power and/or deploy 1 Carrier Fleet Power (spending 1 Food).

## AUTONOMOUS DRONES

House Marquatos



**BASIC - #25A**

### PERMANENT ABILITY

When you invade a sector, you may return a Trade token to the Galactic board to gain 1 Approach Absorption and 1 Salvo Absorption.

When resolving the Skirmish in the Evaluation Phase of each Cycle, return a Trade token to the Galactic board to successfully defend against it. Effects that trigger after a successful Skirmish defense trigger here as well.

### IMMEDIATE EFFECT

Gain a Trade token and/or deploy 1 Fleet Power.

**IMPROVED - #25+**

### PERMANENT ABILITY

When you invade a sector, you may return a Trade token to the Galactic board to gain 1 Approach Absorption and 2 Salvo Absorption.

All Skirmishes against you in the Evaluation Phase of each Cycle are considered successfully defended.

### IMMEDIATE EFFECT

Gain a Trade token.

## CENTRAL SURVEILLANCE

House Fenrax



**BASIC - #22A**

### PERMANENT ABILITY

When you play a *Politics* Focus, you may decrease a Pure Population in a non-Home sector to gain an Agenda and/or upgrade a Glory token.

### IMMEDIATE EFFECT

Upgrade a Glory token.

**IMPROVED - #22+**

### PERMANENT ABILITY

You may have an additional (i.e., fifth) Agenda in play. This Agenda can be put next to your House mat, since there is no fifth slot for it. This Agenda is considered to be tucked under your House mat for all rules purposes. Note: When you have five Agendas in play, each must be a different type by necessity (your starting Agenda is none of the four regular types).

### IMMEDIATE EFFECT

Spend 2 Energy to gain an Agenda.

\* Find the exact Combat abilities of this Fleet type on pages 35-37 of the Rulebook.



## CLONING

House Zenor

### BASIC - #10A

#### PERMANENT ABILITY

When you increase a Pure Population, you may gain either 1 Credit or 1 Fleet Power.

#### IMMEDIATE EFFECT

Gain 1 Credit or activate 1 Fleet Power.

### IMPROVED - #10+

#### PERMANENT ABILITY

When you enter Tier 3 and Tier 4 on any of your Civilization tracks, do not deactivate the indicated number of Fleet Power.

#### IMMEDIATE EFFECT

Advance on your lowest Civilization track (your choice if tied). Then, advance on your lowest Civilization track again, considering your changed track positions.



## CYBERNETICS

House Novaris

### BASIC - #28A

#### PERMANENT ABILITY

When you establish a Guild, you may gain 2 resources matching the Guild's type (Food for a Farmers', Energy for an Engineers', Materials for a Miners', Credits for a Bankers', and Science for a Scientists' Guild).

#### IMMEDIATE EFFECT

Establish a Guild.

### IMPROVED - #28+

#### PERMANENT ABILITY

When you increase a Pure Population, you may gain 2 of the matching resource for each Guild in the same sector. If you have multiples of the same Guild in the sector, gain 2 of that resource multiple times.

#### IMMEDIATE EFFECT

Establish a Guild or increase a Pure Population.



## COMBAT REPLICATORS

House Novaris

### BASIC - #27B

#### PERMANENT ABILITY

After you successfully invade a sector, you may gain a Bounty token. Do not remove any Installations from the Combat sector.

However, after removing a Fallen House card with indicated Sector Defenses on it, do not place that number of Sector Defenses on the sector.

#### IMMEDIATE EFFECT

Activate 1 Fleet Power.

### IMPROVED - #27+

#### PERMANENT ABILITY

After winning or tying in Combat as an Invader, you may deploy 1 Fleet Power in the Combat sector. If you place the Fleet Power after a tie, you win the Combat.

#### IMMEDIATE EFFECT

No effect.



## DATA REFINERY

House Belitan

### BASIC - #4A

#### PERMANENT ABILITY

Each of your Bankers' Guilds increases your Science Production Level by 2 (regardless of the Population in the sectors where the Bankers' Guilds are).

#### IMMEDIATE EFFECT

Gain 2 Credits and 2 Science.

### IMPROVED - #4+

#### PERMANENT ABILITY

During the Evaluation Phase, you may spend Credits to satisfy 2 Upkeep per Credit spent.

#### IMMEDIATE EFFECT

Establish a Guild and/or build an Installation and/or produce a resource type.





## DECONTAMINATION CHAMBERS

House Shiveus


 **BASIC - #14A**

### PERMANENT ABILITY

You may store up to two Corruption on the *Decontamination Chambers* Technology card. At the beginning of the Evaluation Phase, you may remove a Corruption from here. Corruption on this card does not count as “on your mat” when calculating the participating Voidborn Fleet Power in a Skirmish, for Agenda scoring, and in end-game scoring in the cooperative/solo game.

### IMMEDIATE EFFECT

Move a Corruption.

 **IMPROVED - #14+**

### PERMANENT ABILITY

You may store up to three Corruption instead of two. Whenever you remove a Corruption from somewhere else, also remove a Corruption from here.

### IMMEDIATE EFFECT

Remove a Corruption.

## DEEP SPACE MISSILES

House Astoran

 **BASIC - #19A**


### PERMANENT ABILITY

When you invade a sector, if you have at least one Shipyard or Starbase adjacent to the Combat sector, you may spend 1 Energy to deal an additional 1 Approach Damage.

When you play a *Prosperity* Focus, spend 1 Material to build a Shipyard.

### IMMEDIATE EFFECT

Gain 2 Energy and/or build a Shipyard.

 **IMPROVED - #19+**

### PERMANENT ABILITY

In Combat (as both Invader or Defender), for each of your adjacent sectors with one or more Shipyards or Starbases present, deal 1 Approach Damage (but not more than 2 Damage).

### IMMEDIATE EFFECT

Build a Shipyard or regroup.

## DESTROYERS

House Zenor

 **BASIC - #9A**

### PERMANENT ABILITY\*

You may deploy Fleet Power into Destroyer Fleets.

### IMMEDIATE EFFECT

Deploy 1 Destroyer Fleet Power in your Home Sector.

 **IMPROVED - #9+**

### PERMANENT ABILITY

When you invade a sector, if you have at least 1 Destroyer Fleet Power present, you deal 1 additional Damage in the Approach step.

### IMMEDIATE EFFECT

Activate 1 Fleet Power.

## DREADNOUGHTS

House Shiveus

 **BASIC - #13A**


### PERMANENT ABILITY\*

You may deploy Fleet Power into Dreadnought Fleets for a cost of 1 Material per deployed Dreadnought Fleet Power.

You can only have 1 Fleet Power in a Dreadnought Fleet.

### IMMEDIATE EFFECT

Deploy 1 Dreadnought Fleet Power in your Home sector (spending 1 Material).

 **IMPROVED - #13+**

### PERMANENT ABILITY

You can have up to 3 Fleet Power in a Dreadnought Fleet.

### IMMEDIATE EFFECT

Activate 1 Fleet Power and/or deploy 1 Dreadnought Fleet Power (spending 1 Material).

\* Find the exact Combat abilities of this Fleet type on pages 35-37 of the Rulebook.



## ESCAPE PODS

House Valnis



### BASIC - #2A

#### PERMANENT ABILITY

Once in each Combat, you may select one Fleet Power that you are recalling and instead move it to your Home sector. The type of the Fleet Power must stay the same when you move it. You may have 1 additional Trade token (you may store it on this card).

#### IMMEDIATE EFFECT

Gain a Trade token and/or activate 1 Fleet Power.

### IMPROVED - #2+

#### PERMANENT ABILITY

During Combat, when you must recall a Fleet Power, you may instead move it to your Home sector. You may do this every time. The type of each moved Fleet Power must stay the same.

#### IMMEDIATE EFFECT

Gain a Trade token and/or activate 1 Fleet Power.

## HYPERDRIVE

House Yarvek



### BASIC - #15A

#### PERMANENT ABILITY

Before you invade a sector, you may regroup.

When you play a *Conquest* Focus, you may produce Energy.

#### IMMEDIATE EFFECT

Gain three Bounty tokens.

### IMPROVED - #15+

#### PERMANENT ABILITY

When invading a sector, you may ignore Voidstorms or invade at range 2 (adjacent to an adjacent sector). You may move through any sector when using this ability, regardless of who controls it.

#### IMMEDIATE EFFECT

Establish an Engineers' Guild.

## ENERGY CELLS

House Dunlork



### BASIC - #6A

#### PERMANENT ABILITY

If you deal at least 1 Approach Damage as Defender, deal 1 additional Approach Damage.

#### IMMEDIATE EFFECT

Spend either 2 Energy to activate 2 Fleet Power or 5 Energy to activate 3 Fleet Power.

### IMPROVED - #6+

#### PERMANENT ABILITY

During the Evaluation Phase, your Upkeep originating in sectors are satisfied for free. You still need to satisfy Upkeep from Agendas.

#### IMMEDIATE EFFECT

Build up to two Sector Defenses (in the same or different sectors) or regroup.

## NEURAL MATRIX

House Thegwyn



### BASIC - #12A

#### PERMANENT ABILITY

Before producing Credits, you may gain an additional 2 Credits.

#### IMMEDIATE EFFECT

Establish a Bankers' Guild.

### IMPROVED - #12+

#### PERMANENT ABILITY

When you play a *Production* Focus, you may produce Credits.

When you play an *Innovation* Focus, gain 1 Influence for each Bankers' Guild in your Pure sectors.

#### IMMEDIATE EFFECT

Produce Credits.



## ORBITAL DOCKS

House Dunlork


 BASIC - #5A

### PERMANENT ABILITY

When you deploy Fleet Power, each sector with at least one Shipyard is considered to have one additional Shipyard. Carrier Fleet Power, Starbases (but only if you have the *Starbases* Technology), and House *Thegwyn's* Farmers' Guilds are considered Shipyards in this case. Note: This effect is actually only relevant when you deploy Fleet Power to each of your Shipyards.

### IMMEDIATE EFFECT

Build a Shipyard and/or activate 1 Fleet Power.

 IMPROVED - #5+

### PERMANENT ABILITY

Each of your Shipyards increases your Credit Production Level by 2 (regardless of the Population in the sectors where the Shipyards are).

### IMMEDIATE EFFECT

Activate 2 Fleet Power and/or for each Shipyard you have, deploy 1 Fleet Power in its sector.

## PURIFIER

House Kradmor

 BASIC - #24A

### PERMANENT ABILITY

When you play a *Temptation* Focus, you may spend 1 Science to remove a Corruption.

### IMMEDIATE EFFECT

Spend 1 Science to remove a Corruption.

 IMPROVED - #24+

### PERMANENT ABILITY

When you play a *Temptation* Focus, you may spend 1 Science to remove a Corruption, up to two times.

When you deploy a Fleet Power, you may instead remove a Corruption from the same sector where you would have deployed the Fleet Power. You may do this for each Fleet Power you deploy.

### IMMEDIATE EFFECT

Remove a Corruption and/or deploy 1 Fleet Power.

## ROBOTICS

House Nervo


 BASIC - #17A

### PERMANENT ABILITY

When you play a *Development* Focus, you may double the cost and effect of one of your actions on the Focus card. First, spend the full cost twice, and then consider as if the action space has each immediate effect printed again, using the same separating (green or red) lines.

### IMMEDIATE EFFECT

Gain 2 Materials.

 IMPROVED - #17+

### PERMANENT ABILITY

When you play a preferred Focus, you may double the cost and effect of one of the actions on the Focus card. If *Development* is your preferred Focus, you cannot triple or quadruple the cost in order to triple or quadruple the effects (respectively).

### IMMEDIATE EFFECT

No effect.

## SALVAGE SCANNER

House Kradmor

 BASIC - #23A

### PERMANENT ABILITY

When you invade a Voidborn sector, you may place a Reclaim token on it before Combat starts.

### IMMEDIATE EFFECT

Activate 1 Fleet Power or deploy 1 Fleet Power.

 IMPROVED - #23+

### PERMANENT ABILITY

When you invade a Corrupted and/or Voidborn sector, you may place a Reclaim token on it before Combat starts.

After successfully invading a Corrupt sector, you may remove a Corruption from it.

### IMMEDIATE EFFECT

No effect.



## SENTRIES

House Astoran



### BASIC - #20A

#### PERMANENT ABILITY\*

You may deploy Fleet Power into Sentry Fleets. When you build an Installation, you may instead deploy 1 Fleet Power to a Sentry Fleet in the same sector (and not build the Installation). You must choose a sector where you are able to build an Installation.

#### IMMEDIATE EFFECT

Build a Sector Defense and/or deploy 1 Sentry Fleet Power in your Home sector.

### IMPROVED - #20+

#### PERMANENT ABILITY

When placing a Sector Defense, you may also deploy 1 Fleet Power to a Sentry Fleet in the same sector. If you choose not to build the Installation, you may still deploy the Fleet Power. You must choose a sector where you are able to build an Installation.

#### IMMEDIATE EFFECT

Build a Sector Defense and/or activate 1 Fleet Power.

## STARBASES

House Cortozaar



### BASIC - #8A

#### PERMANENT ABILITY

You may build up to one Starbase in each of your sectors. If a sector has a Starbase in it already, you cannot build another. When deploying, each Starbase counts as a Shipyard. When you build a Starbase in a Pure sector, increase its Population. *Orbital Docks'* effect applies if you have Starbases but no Shipyards in a sector.

#### IMMEDIATE EFFECT

Build a Starbase.

### IMPROVED - #8+

#### PERMANENT ABILITY

You may build up to two Starbases in each of your sectors. If a sector has two Starbases in it already, you cannot build another. When you build a Starbase in a Corrupted sector, remove the Corruption from the sector.

#### IMMEDIATE EFFECT

Build a Starbase.

## SHIELDS

House Valnis



### BASIC - #1A

#### PERMANENT ABILITY

During Combat, if you have any number of Corvette Fleet Power present, gain 1 Salvo Absorption.

#### IMMEDIATE EFFECT

Deploy 1 Corvette Fleet Power in your Home sector.

### IMPROVED - #1+

#### PERMANENT ABILITY

During Combat, if you have any number of Corvette Fleet Power present, gain 1 Approach Absorption and 1 Salvo Absorption. If you lose all your Corvette Fleet Power in the Approach step, you do not gain the Salvo Absorption.

#### IMMEDIATE EFFECT

No effect.

## TACTICAL TRANSPORTS

House Yarvek



### BASIC - #16A

#### PERMANENT ABILITY

When you play a *Prosperity* Focus, you may recall 1 Fleet Power to increase a Pure Population in the same sector. When you play a *Conquest* Focus, you may decrease a Pure Population in a non-Home sector to activate 1 Fleet Power and deploy it in that sector.

#### IMMEDIATE EFFECT

Increase a Pure Population or deploy 1 Fleet Power.

### IMPROVED - #16+

#### PERMANENT ABILITY

When you play a preferred Focus, you may take either one of the two actions described above on the *Tactical Transports* card. However, if your preferred Focus is *Prosperity* or *Conquest*, you may neither take both actions nor take one of the actions twice.

#### IMMEDIATE EFFECT

Increase a Pure Population or deploy up to 2 Fleet Power.

\* Find the exact Combat abilities of this Fleet type on pages 35-37 of the Rulebook.



## TARGETING

House Belitan



### BASIC - #3A

#### PERMANENT ABILITY

During Combat, if you have any number of Corvette Fleet Power present, gain +5 Initiative.

#### IMMEDIATE EFFECT

Gain 2 Energy and/or deploy 1 Corvette Fleet Power in your Home sector.

### IMPROVED - #3+

#### PERMANENT ABILITY

During Combat, you always deal Damage first if you have at least 1 Initiative at the start of a Salvo step. This does not require a Corvette Fleet Power to be present.

#### IMMEDIATE EFFECT

Gain a Dominance Agenda and/or regroup.

## TORPEDOES

House Cortozaar



### BASIC - #7A

#### PERMANENT ABILITY

During Combat, if you have any number of Corvette Fleet Power present, deal 1 additional Damage in the first Salvo step. If you lose all your Corvette Fleet Power in the Approach step, you do not deal this additional Damage.

#### IMMEDIATE EFFECT

Gain 2 Materials and/or deploy 1 Corvette Fleet Power in your Home sector.

### IMPROVED - #7+

#### PERMANENT ABILITY

During Combat, if you have any number of Corvette Fleet Power present, deal 1 additional Damage in each Salvo step. If at the start of any Salvo step, you no longer have a Corvette Fleet Power on your side, you do not deal this additional Damage.

#### IMMEDIATE EFFECT

Gain a Glory token of value 3 and/or for each Shipyard you have, deploy 1 Corvette Fleet Power in its sector.

## TERRAFORMING

House Thegwyn



### BASIC - #11A

#### PERMANENT ABILITY

When you play a *Development* or *Prosperity* Focus, you may spend 1 Material to increase a Pure Population.

#### IMMEDIATE EFFECT

Increase a Pure Population or gain 2 Materials.

### IMPROVED - #11+

#### PERMANENT ABILITY

When you play a *Development*, *Prosperity*, or *Innovation* Focus, you may increase a Pure Population.

#### IMMEDIATE EFFECT

Advance on the Economy Civilization track.

## TRADE NEXUS

House Marqualos



### BASIC - #26A

#### PERMANENT ABILITY

When you return a Trade token to the Galactic board, you may gain the Trade bonus. You may select the Trade bonus next to the space where you returned the token to or any other space below it.

#### IMMEDIATE EFFECT

Gain 2 Food and/or gain a Trade token.

### IMPROVED - #26+

#### PERMANENT ABILITY

When you overproduce, you may either gain 3 (additional) Influence or gain a Trade token without receiving the Trade bonus. If you overproduce in the Preparation Phase or Evaluation Phase of a Cycle, you may use this ability as if those are separate turns.

#### IMMEDIATE EFFECT

Gain a Trade token or gain an Agenda.



# Agenda cards

## AGENDA ACTIONS

Each Agenda card in the Dominance, Wealth, Might, and Support decks has an identical action on its face, and you may resolve that action if you played the Agenda card together with a matching Focus during your turn. Unlike Focus actions, these actions have no cost.



### DOMINANCE

Can be matched with *Temptation* or *Innovation* Focuses.

**Invade a sector.**



### SUPPORT

Can be matched with *Conquest* or *Reinforcement* Focuses.

**Activate 1 Fleet Power and/or build an Installation.**



### MIGHT

Can be matched with *Prosperity* or *Progress* Focuses.

**Advance on your lowest Civilization track (your choice if tied) or gain a Trade token.**



### WEALTH

Can be matched with *Development* or *Production* Focuses.

**Establish a Guild and/or produce a resource type. If you have chosen both, you must choose a matching Guild and resource.**

## AGENDA OBJECTIVES



### DOMINANCE

D1	<b>HIGH SOCIETY</b>	Gain 5 Influence if you have one or more Pure sectors with 6 Population. Consider the Tier of your Pure Society Civilization track's marker. Gain 4 Influence if in Tier 1, 8 Influence if in Tier 2, 12 Influence if in Tier 3, or 16 Influence if in Tier 4.
D2	<b>COMMERCIAL SYNDICATE</b>	Gain 5 Influence if you have at least four Pure sectors with 3 or more Population. Consider the Tier of your Pure Economy Civilization track's marker. Gain 4 Influence if in Tier 1, 8 Influence if in Tier 2, 12 Influence if in Tier 3, or 16 Influence if in Tier 4.
D3	<b>FEDERAL AUTHORITY</b>	Gain 4 Influence if you have at least two Pure sectors with 5 or more Population, Consider the Tier of your Pure Statecraft Civilization track's marker. Gain 4 Influence if in Tier 1, 8 Influence if in Tier 2, 12 Influence if in Tier 3, or 16 Influence if in Tier 4.
D4	<b>MERCANTILE GOVERNANCE</b>	Gain 5 Influence if your Pure Statecraft Civilization track's marker is in Tier 2 or higher. Gain 1 Influence for each pair of Food, Energy, or Materials in your Stockpile. You may pair them in any combination.
D5	<b>SUSTAINABLE LUXURY</b>	Gain 5 Influence if your Pure Society Civilization track's marker is in Tier 2 or higher. Gain 5 Influence for each of your Pure sectors that add 2 or more to your Upkeep.
D6	<b>PROGRESSIVE WELFARE</b>	Gain 5 Influence if your Pure Economy Civilization track's marker is in Tier 2 or higher. Gain 4 Influence for each of your Pure sectors with 4 or more Population.
D7	<b>ENLIGHTENED NATION</b>	Gain 4 Influence if at least one of your Pure Civilization tracks' markers are in Tier 3 or 4. Gain 3 Influence for each of your Pure sectors with 3 or more Population.
D8	<b>INTERPLANETARY COLONIZATION</b>	Gain 4 Influence if you have 10 or more total Pure Population. Consider the Tier of each of your Pure Civilization tracks' markers separately. For each track, gain 2 Influence if in Tier 1, 4 Influence if in Tier 2, or 6 Influence if in Tier 3 or 4.





## MIGHT

M1	<b>MINING CONSORTIUM</b>	Gain 5 Influence if your Material Production Yield is 8 or higher. Gain 5 Influence for each of your Pure sectors with 2 or more Fleet Power.
M2	<b>AGGREGATED POWER SOURCES</b>	Gain 5 Influence if your Energy Production Yield is 8 or higher. Gain 2 Influence for each Fleet Power in your Pure sectors.
M3	<b>INTENSIVE WARFARE</b>	Gain 6 Influence if you have three or more total Pure Shipyards or Starbases. Gain 7 Influence each of your Pure sectors with 3 or more Fleet Power.
M4	<b>CENTRAL MONETARY SYSTEM</b>	Gain 7 Influence if your Credit Production Yield is 4 or higher. Gain 2 Influence for each of your Pure sectors with one or more Shipyards or Starbases.
M5	<b>SAFEGUARD POLICY</b>	Gain 5 Influence if you have three or more total Pure Sector Defenses or Starbases. Gain 2 Influence for each Fleet Power in your Pure sectors.
M6	<b>INDUSTRIAL NOURISHMENTS</b>	Gain 7 Influence if your Food Production Yield is 8 or higher. Gain 2 Influence for each of your Pure Shipyards or Starbases.
M7	<b>RESEARCH ARCHIVES</b>	Gain 7 Influence if you have 8 or more Science in your Stockpile. Gain 6 Influence for each of your Pure sectors with three or more Installations.
M8	<b>COMPREHENSIVE EDUCATION</b>	Gain 5 Influence if your Science Production Yield is 8 or higher. Gain 3 Influence for each of your Pure sectors with one or more Sector Defenses or Starbases.



## SUPPORT

S1	<b>SALVATION PROJECT</b>	Gain 7 Influence if all of your sectors are Pure. Gain 4 Influence for each of your Pure sectors with no empty Guild spaces. <i>Ark Ships</i> does not create empty Guild spaces in your Home sector.
S2	<b>INDUSTRIAL CONGLOMERATE</b>	Gain 6 Influence if your total Upkeep is 10 or higher. Gain 5 Influence for each of your Pure sectors with three or more different Guilds.
S3	<b>AGRICULTURAL UNION</b>	Gain 7 Influence if you have three or more total Pure Farmers' Guilds. Gain 4 Influence for each of your Pure sectors with one or more Scientists' Guilds.
S4	<b>HAZARD CONTROL INSTITUTE</b>	Gain 7 Influence if one or more of your Agenda slots are Corrupted. Gain 4 Influence for each of your Pure sectors with three or more Guilds.
S5	<b>HEAVY INDUSTRY</b>	Gain 6 Influence if you have two or more total Pure Engineers' Guilds and also two or more total Pure Miners' Guilds. Gain 3 Influence for each of your Pure sectors with one or more Bankers' Guilds.





## SUPPORT

S6	<b>ENVIRONMENTAL EXPLOITATION</b>	Gain 7 Influence if one or more of your Civilization tracks are Corrupted. Gain 5 Influence for each pair of Miners' Guilds in your Pure sectors. The Guilds can be in the same or different sectors.
S7	<b>THE WELLSPRING INITIATIVE</b>	Gain 6 Influence if there is no more than one total Corruption on your House mat and sectors. Corruption on the <i>Decontamination Chambers</i> Technology card does not count. Gain 5 Influence for each pair of Farmers' Guilds in your Pure sectors. The Guilds can be in the same or different sectors.
S8	<b>OPTIMIZED POWER SUPPLY</b>	Gain 5 Influence if your total Upkeep is 6 or lower. Gain 5 Influence for each pair of Engineers' Guilds in your Pure sectors. The Guilds can be in the same or different sectors.



## WEALTH

W1	<b>AUGMENTED ARMADA</b>	Gain 4 Influence if you have two or more total different Fleet types deployed in your Pure sectors. Gain 2 Influence for each of your Reclaim tokens.
W2	<b>QUANTUM LEAP</b>	Gain 4 Influence if you have two or more Improved Technologies. Gain 3 Influence for each pair of Bounty tokens you have.
W3	<b>TECHNOLOGICAL SINGULARITY</b>	Gain 4 Influence if you have four or more total Basic or Improved Technologies. Gain 5 Influence for each pair of Pure sectors you have.
W4	<b>TRADE MONOPOLY</b>	Gain 3 Influence if you have two or more Trade tokens. Gain 3 Influence for each of your Pure sectors that does not add to your Upkeep.
W5	<b>THE REDEMPTION DIRECTIVE</b>	Gain 4 Influence if you have two or more Reclaim tokens. Gain Influence equal to your total Glory value.
W6	<b>SELF-SUSTAINING CAMPAIGN</b>	Gain 4 Influence if you have three or more Glory tokens (of any value). Gain 4 Influence for every 3 Credits in your Stockpile.
W7	<b>BLEEDING EDGE</b>	Gain 6 Influence if you have one or more Glory tokens of value 5. Gain 4 Influence for each of your Improved Technologies.
W8	<b>INTELLECTUAL SUPREMACY</b>	Gain 4 Influence if you have four or more Pure sectors. Gain 2 Influence for each of your Basic Technologies, and gain 3 Influence for each of your Improved Technologies.



# Galactic Event cards

## CYCLE 1 EVENTS

### A DAWN OF TECHNOLOGY

4 ROUNDS

Each player must place a Sector Defense and a Scientists' Guild on one Voidborn sector that is adjacent to their sectors.

AND

Each player may either spend 1 Science to gain a Basic Technology or gain 3 Credits.

#### OBJECTIVES

If you have two or more total Pure Scientists' Guilds, gain two Bounty tokens and/or activate 1 Fleet Power.

OR

If you have three or more total Basic or Improved Technologies, produce a resource type and/or gain 1 Credit.

### B LOOMING DESTINY

5 ROUNDS

Each player must place a Reclaim token and a Sector Defense on one Voidborn sector that is adjacent to their sectors.

AND

Place a Corruption on the Dominance Agenda offer.

AND

Each player may either activate 1 Fleet Power or deploy 1 Fleet Power in their Home sector.

#### OBJECTIVES

If you have a Pure non-starting Agenda in play, build an Installation.

OR

If you have five or more total Pure Guilds, gain an Agenda.

### C REMNANTS OF THE DOMINEUM

5 ROUNDS

Each player must place a Bounty token on the Voidborn sector with the lowest Population that is adjacent to their sectors, and then they must place a Reclaim token and a Sector Defense on the Voidborn sector with the highest Population that is adjacent to their sectors. If only one Voidborn sector is adjacent, they must place all the tokens (Bounty, Reclaim, and Sector Defense) on that sector.

AND

Each player may either establish a Guild or build an Installation.

#### OBJECTIVES

Each player must place 1 Voidborn Fleet Power and a Glory token of value 1 on one Voidborn sector that is adjacent to a sector they control.

OR

If at least one of your Pure Civilization tracks' markers is in Tier 1 or higher, either gain 2 Credits or gain a Trade token.

### D WE ARE THE RESISTANCE

4 ROUNDS

Each player must place 1 Voidborn Fleet Power and a Glory token of value 1 on one Voidborn sector that is adjacent to their sectors.

AND

Each player may choose to activate 1 Fleet Power or increase a Pure Population or establish a Bankers' Guild.

#### OBJECTIVES

If you have 10 or more total Pure Population, establish a Guild and/or build an Installation.

OR

If you have three or more total Pure Bankers' Guilds, advance on a Civilization track.

### E CIVILIZATION REBORN

4 ROUNDS

Each player must place a Bankers' Guild and 1 Voidborn Fleet Power on one Voidborn sector that is adjacent to their sectors.

AND

Each player may advance on a Civilization track.

#### OBJECTIVES

If you have at least three Pure sectors with one or more Bankers' Guilds, gain a Basic or Improved Technology.

OR

If you have two or fewer total empty Guild spaces, produce up to two different resource types. *Ark Ships* does not create empty Guild spaces in your Home sector.

### F TIME OF RECKONING

5 ROUNDS

Each player must either place a Guild and 1 Voidborn Fleet Power on the Voidborn sector with the lowest Population that is adjacent to their sectors or place a Glory token of value 2 and a Sector Defense on the Voidborn sector with the highest Population that is adjacent to their sectors.

AND

Each player may either deploy 1 Fleet Power in their Home sector or upgrade a Glory token.

#### OBJECTIVES

If you have three or more Upkeep from sectors, increase a Pure Population.

OR

If you have three or more Glory tokens, gain three Bounty tokens. The Glory tokens can be of any value.



## G IN THE FACE OF EVIL

5 ROUNDS

Each player must either gain a Corruption on an Agenda slot or gain a Corruption on a Civilization track. If the Corruption is placed on a Civilization track and the track marker is not in the rightmost space, the player must advance on that track (ignoring the triggered effect on the space because the track is Corrupted).

AND

**ONGOING DURING CYCLE 1:** When you remove a Corruption, instead of placing it in the common supply, place it in your personal play area until the Evaluation phase.

### OBJECTIVES

Gain 2 Food and/or 1 Influence for each Corruption you have collected (following the Ongoing instruction on this card). Then, place all collected Corruption tokens back into the common supply.

OR

Increase the Population of up to three different Pure sectors where you have one or more Scientists' Guilds.

## H STRAIGHT INTO HELL

5 ROUNDS

Each player must either gain a Corruption to gain a Glory token of value 1 or recall 1 Fleet Power.

AND

**ONGOING DURING CYCLE 1:** Whenever you deploy at least 1 Fleet Power, either gain a Corruption (once per Focus) or spend 1 Material for each Fleet Power deployed. This Material cost is **in addition** to the Material cost of deploying Dreadnought Fleet Power.

### OBJECTIVES

If you have no Corruption on your House mat, either gain a Glory token of value 2 or upgrade a Glory token.

OR

If you have at least two Pure sectors with 2 or more Fleet Power in each one, gain a Basic or Improved Technology.

## I GLORIOUS ASCENSION

5 ROUNDS

Each player must place a Sector Defense and a Reclaim token on one Voidborn sector that is adjacent to their sectors.

AND

Each player may either upgrade a Glory token and/or activate 1 Fleet Power or advance on a Civilization track.

### OBJECTIVES

If at least one of your Pure Civilization tracks' markers is in Tier 1 or higher, activate 1 Fleet Power for each of your Pure Civilization tracks.

OR

If you have at least one Glory token of value 4 or 5, remove a Corruption from one of your sectors.

## J KNOW YOUR ENEMY

(CO-OP/SOLO)

5 ROUNDS

Each player must place 1 Voidborn Fleet Power on a Voidborn sector that is adjacent to their sectors.

AND

The players may gain two Corruption in total (split between players in any combination they see fit) to remove a single Harbinger from a sector and return it to the common supply. Any player(s) can place the gained (one or two) Corruption on their *Decontamination Chambers* Technology card.

### OBJECTIVES

If you have four or more (Pure or Corrupted) sectors, gain one Glory token of value 3.

OR

If you have at least 10 of any one resource type in your Stockpile, advance on a Civilization track.

## T FROM THE ASHES

(TUTORIAL)

3 ROUNDS

Each player must discard their *Conquest*, *Politics*, *Progress*, *Prosperity*, and *Temptation* Focuses. They may not play them during this Cycle.

AND

Each player must move the Corruption on their House mat onto their Outpost sector (the one next to their Home sector).

### OBJECTIVES

If you have 5 or more total Fleet Power in your (Pure or Corrupted) sectors, increase a Pure Population and/or gain 1 Credit and 1 Science.

OR

If you have five or more total Pure Guilds, gain 2 Food and/or deploy 1 Fleet Power.



## CYCLE 2 EVENTS

### A DARK AGES

5 ROUNDS

Each player must place a Reclaim token and 1 Voidborn Fleet Power on one Voidborn sector that is adjacent to their sectors.

AND

Place a Corruption on the Might Agenda offer.

AND

Each player may spend up to 6 Science from their Stockpile to gain the same amount in Credits.

#### OBJECTIVES

If your total Upkeep is 8 or higher, and you have satisfied all of it, gain an Agenda. Upkeep satisfied by any Technology's ability counts.

OR

If you have eight or more total Pure Installations, gain 8 Influence.

### B STRENGTH IN NUMBERS

4 ROUNDS

Each player must place 1 Voidborn Fleet Power and a Bankers' Guild on one Voidborn sector that is adjacent to their sectors.

AND

Place a Corruption on the Support Agenda offer.

AND

Each player may either activate 2 Fleet Power or deploy 2 Fleet Power.

#### OBJECTIVES

If you have five or more total Pure Sector Defenses or Starbases, gain a Trade token.

OR

If your total Upkeep is 6 or lower, gain 4 Influence and/or remove a Corruption.

### C ALL-OUT ARMAMENT

5 ROUNDS

Place a Bounty token and a Glory token of value 1 on every Voidborn sector that has at least one Sector Defense on it.

AND

Place a Corruption on the Wealth Agenda offer.

AND

Each player may decrease a Pure Population in one of their non-Home sectors to build an Installation and deploy 2 Fleet Power in the same sector.

#### OBJECTIVES

If you have at least three (Pure or Corrupted) sectors with two or more Farmers', Engineers', or Miners' Guilds (in any combination) in each one, choose twice: remove a Corruption or activate 1 Fleet Power.

OR

Gain 2 Influence for each of your Pure Installations.

### D HUMANITY RISING

5 ROUNDS

Place a Reclaim token, a Bounty token, and 2 Voidborn Fleet Power on each Voidborn sector with 4 or more Population.

AND

Each player must gain a Corruption, which they must place on a Civilization track, if able. If all Civilization tracks are already Corrupted, the Corruption must be placed on an Agenda slot, one of their sectors, or *Decontamination Chambers* Technology card.

AND

Each player may either gain 3 Science or advance on a Civilization track.

#### OBJECTIVES

If your Credits Production Yield is 3 or higher, produce Food, Energy, and Materials.

OR

If you have five or more total Basic or Improved Technologies, gain 10 Influence.

### E RALLY THE GUILDS

5 ROUNDS

Each player must gain a Corruption that they must place on one of their sectors, if able. If all their sectors are already Corrupted, the Corruption must be placed on their House mat or *Decontamination Chambers* card.

AND

Each player must place a Reclaim token and a Sector Defense on one Voidborn sector that is adjacent to their sectors.

AND

Each player with at least six Guilds in their Pure sectors gains one Trade token. All other players gain a Bounty token.

#### OBJECTIVES

If none of your House's preferred Focuses are in your discard pile, advance on a Civilization track.

OR

If there is no more than one total Corruption on your House mat and sectors, gain 8 Influence. Corruption on the *Decontamination Chambers* Technology card does not count.



## F SCORCHED EARTH

5 ROUNDS

Each player must place 1 Voidborn Fleet Power on a Voidborn sector that is adjacent to their sectors.

AND

Each player must choose from the following options twice: destroy one Guild or destroy one Installation.

AND

**ONGOING DURING CYCLE 2:** Skip the Skirmish (competitive game) or the Crisis board (cooperative/solo game) during the Evaluation Phase of Cycle 2.

### OBJECTIVES

If you have at least two Pure sectors with 5 or more Population, advance on a Civilization track.

OR

Gain 5 Influence for each resource type that you have 8 or more of in your Stockpile.

## G DISRUPTION WITHIN

4 ROUNDS

Each player must increase the Population of one of their Pure non-Home sectors, if able.

Then, they must place a Corruption on that sector. The Corruption cannot be placed on their *Decontamination Chambers* Technology card. If they are unable to increase Population, they do not gain the Corruption.

AND

**ONGOING IN CYCLE 2:** If you have 40 or less Influence, you cannot be invaded, including via Skirmishes. In a cooperative/solo game, if the current Crisis on your turn is showing a Skirmish as a penalty, it must be discarded without any effect, including the additional Combat resolution effect.

### OBJECTIVES

If you have exactly four Glory tokens, gain a Bounty token and/or a Basic Technology.

OR

If you have 16 or more total Pure Population, gain 12 Influence.

## H ADAPTING DARKNESS

5 ROUNDS

Each player may produce two different resources.

AND

**ONGOING IN CYCLE 2:** For each Improved Technology a player has, the Voidborn gains 1 Absorption in the Salvo steps in all Skirmishes against that player.

### OBJECTIVES

If your total Glory value is 8 or more, either remove a Corruption or gain an Agenda.

OR

Gain 3 Influence for each Fleet Power in the Active area of your House mat.

## I TRIUMPH OVER ALL

4 ROUNDS

Each player can choose one: gain a Basic Technology or activate 1 Fleet Power and gain a Trade token.

AND

**ONGOING:** When a player gains a new Glory token, they can immediately upgrade it. Note: upgrading a token does not count as gaining another new token.

### OBJECTIVES

Produce a resource type for each of your Glory tokens of value 5. If producing multiple times, you must choose a different resource type each time.

OR

If your total Upkeep is 10 or higher, and you have satisfied all of it, either gain 10 Influence or advance on the Statecraft Civilization track. Upkeep satisfied by any Technology's ability counts.

## J GROWING MENACE

(CO-OP/SOLO)

6 ROUNDS

Place a Harbinger on each Rift.

AND

Place a Reclaim token on each Voidborn sector that is adjacent to at least one Rift.

AND

One player may trade 4 resources with one other player.

AND

**ONGOING DURING CYCLE 2:** Before the first step of the Evaluation Phase, place 1 Voidborn Fleet Power on each Voidborn sector that has a Harbinger present.

### OBJECTIVES

Gain a Bounty token for each of your Reclaim tokens.

OR

If there are no Catastrophe tokens on the Crisis board, remove a Corruption. Note: All players evaluate this objective separately.

## T THROUGH ENLIGHTENMENT

(TUTORIAL)

4 ROUNDS

Each player must discard their *Production*, *Progress*, *Reinforcement*, and *Temptation* Focuses.

AND

Each player may activate 1 Fleet Power and/or gain a Basic Technology.

### OBJECTIVES

If you have 9 or more total Population in your Pure sectors, activate 1 Fleet Power and/or gain a Basic Technology.

OR

If you have three or more total Basic or Improved Technologies, activate 1 Fleet Power and/or increase a Pure Population.



## CYCLE 3 EVENTS

### A REVENGE OF THE NOVARCHS

6 ROUNDS

Place a Sector Defense on every Voidborn sector with 2 or fewer Voidborn Fleet Power.

AND

Each player must destroy a Guild in one of their non-Home sectors, if able.

AND

Each player may move any number of Corruption.

#### OBJECTIVES

Consider the Tier of each of your Pure Civilization tracks' markers separately. For each track, gain 3 Influence if in Tier 1, 6 Influence if in Tier 2, 9 Influence if in Tier 3, or 12 Influence if in Tier 4.

OR

Gain 1 Influence for each Fleet Power in the Active area of your House mat. Gain 2 Influence for each Fleet Power in your Pure sectors.

### B TOTAL WAR

5 ROUNDS

Each player must place 1 Voidborn Fleet Power, a Glory token of value 3, and a Sector Defense on one Voidborn sector adjacent to their sectors.

AND

Each player may either evaluate the objectives on one of their Pure non-starting Agendas in play or deploy 1 Fleet Power in a sector they control with a Shipyard present.

#### OBJECTIVES

Gain Influence equal to your total Glory value.

OR

Gain 5 Influence for each of your Pure sectors with 3 or more Fleet Power. Gain 3 Influence for each of your Pure sectors that add 2 or more to your Upkeep.

### C KNOWLEDGE IS POWER

5 ROUNDS

Each player must place a Bounty token and a Sector Defense on the Voidborn sector with the highest Population that is adjacent to their sectors.

Each player with one or more Improved Technologies must gain a Corruption on a Civilization track, if able. If all their Civilization tracks are already Corrupted, they must place the Corruption on an Agenda slot, one of their sectors, and/or *Decontamination Chambers* Technology card if possible.

AND

If a player has at least one Trade token, they may gain 3 Science. If a player has no Trade tokens, they may spend 1 Science to gain a Trade token.

#### OBJECTIVES

Gain 1 Influence for each pair of resources in your Stockpile. You may pair them in any combination.

OR

Gain 2 Influence for each of your Pure Installations.

### D THE LAST STAND

6 ROUNDS

Each player must gain two Corruption on Agenda slots, if able. If all their Agenda slots are already Corrupted, they must place the Corruption(s) on their Civilization tracks, one of their sectors, and/or *Decontamination Chambers* card if possible.

AND

Each player must place a Glory token of value 3 on a Voidborn sector or a sector with a Fallen House on it.

AND

Each player may deploy 1 Fleet Power and/or establish a Guild.

#### OBJECTIVES

Evaluate the objectives on a Pure non-starting Agenda in play.

OR

Gain 3 Influence for each Corruption on your House mat. Corruption on the *Decontamination Chambers* Technology card does not count.

### E A BEACON OF HOPE

6 ROUNDS

Each player must place a Bankers' Guild, 1 Voidborn Fleet Power, and a Sector Defense on one adjacent Voidborn sector.

Each player gains a Corruption on their House mat, if able. If all spaces on the House mat are already Corrupted, they must place the Corruption on their sectors or *Decontamination Chambers* Technology card.

AND

Each player may recall 1 Fleet Power to remove a Corruption from the same or an adjacent sector. If they removed a Corruption, they gain 6 Influence.

#### OBJECTIVES

Gain 5 Influence for each of your Pure sectors with one or more Bankers' Guilds.

OR

Gain Influence equal to your total Pure Population.

### F SHADOW OF THE VOID

6 ROUNDS

Place a Corruption on every Agenda offer that is not already Corrupted.

AND

Place 1 Voidborn Fleet Power on every Voidborn sector with 4 or more Population.

AND

Each player may either remove a Corruption or gain a Corruption on an Agenda slot to advance on a Civilization track. This Corruption cannot be placed on the *Decontamination Chambers* Technology card.

#### OBJECTIVES

Gain Influence equal to highest Production Yield out of the five resource types, and gain Influence equal to the lowest Production Yield out of your Food, Energy, or Materials.

OR

Gain 20 Influence if you have no Corruption on your House mat and have five or more total Basic or Improved Technologies. Corruption on the *Decontamination Chambers* Technology card does not count.



## G WIND OF ANNIHILATION

5 ROUNDS

Each player gains a Corruption on their House mat, if able. If all spaces on their House mat are Corrupted, they must place the Corruption on one of their sectors or *Decontamination Chambers Technology* card.

AND

**DELAYED:** At the end of each player's first turn, they must resolve a Skirmish with 1 extra participating Voidborn Fleet Power. In a cooperative or solo game this effect is resolved **after** the Void Advances step of the players' turns.

AND

Each player may either advance on a Civilization track and/or increase a Pure Population or deploy up to 3 Fleet Power.

### OBJECTIVES

Gain 1 Influence for each of your Pure sectors with 4 Population.  
Gain 3 Influence for each of your Pure sectors with 5 Population.  
Gain 6 Influence for each of your Pure sectors with 6 Population.

OR

Gain 5 Influence for every Pure sector you have, not counting your first four.

## H ADAPT AND OVERCOME

6 ROUNDS

Each player gains a Corruption on their House mat, if able. If all spaces on their House mat are already Corrupted, they must place the Corruption on their sectors or *Decontamination Chambers Technology* card.

AND

Each player places a Reclaim token in an adjacent Voidborn sector.

AND

**ONGOING IN CYCLE 3:** Each action on your preferred Focuses costs 1 additional Energy.

### OBJECTIVES

Gain 2 Influence for each of your Pure sectors with one or more Farmers', Engineers', or Miners' Guilds.

OR

Gain 6 Influence for each Pure Civilization track marker in Tier 1 or higher.

## I SHINING FUTURE

5 ROUNDS

Each player must either spend 1 Credit to upgrade a Glory token or discard a Glory token to gain 3 Credits.

AND

**ONGOING DURING CYCLE 3:** Each action on your preferred Focuses costs 1 Credit instead of its printed cost – even if the original Action had no cost.

### OBJECTIVES

Gain Influence equal to the value of three different Glory tokens you have, twice.

OR

Gain 1 Influence for each Credit in your Stockpile. Gain 2 Influence for each of your Pure Bankers' Guilds.

## J FINAL BREATH

(CO-OP/SOLO)

6 ROUNDS

Players must choose one from the following three options:

- 1 Discard an ongoing Crisis from the Crisis board and place a Catastrophe token on the right side of the Crisis board, and gain a Corruption. When the Catastrophe is placed, each player may immediately choose to either remove a Corruption or gain 5 resources (in any combination).
- 2 Place a Harbinger on a Voidborn sector.
- 3 Gain a Corruption on their House mat.

### OBJECTIVES

Evaluate the objectives on a Pure non-starting Agenda in play.

AND/OR

Gain Influence equal to your total Pure Population.

## T REDEMPTION AWAITS

(TUTORIAL)

5 ROUNDS

Each player discards their *Temptation* Focus.

AND

Each player may gain an Agenda or advance on a Civilization track.

### OBJECTIVES

If you have at least eight or more Pure Guilds (of any type), gain 15 Influence.

OR

If one or more of your Pure Civilization tracks' markers are in Tier 2 or higher, gain 15 Influence.



# Crisis cards

Crisis cards are used in a cooperative/solo game only.



Condition



Penalty

## STARTING CRISES (1-5)

### 1 HEAD OF THE SPEAR

GENERAL CRISIS



Gain the Improved version of your starting Basic Technology.



No penalty.

### 2 DESTINY AWAITS

GENERAL CRISIS



Have 8 or more total Glory value.



No penalty.

### 3 PERSEVERING POPULATION

GENERAL CRISIS



Have at least two Pure sectors with 4 or more Population each.



No penalty.

### 4 GOLDEN AGE

GENERAL CRISIS



Have 20 or more total Production Yield across all five resource types.



No penalty.

### 5 BASE OF OPERATIONS

GENERAL CRISIS



Have three or more Pure sectors and have 8 or more Fleet Power in Pure sectors.



No penalty.

## LEVEL I CRISES (6-24)

### 6 PRICE OF GREATNESS

ECONOMIC CRISIS



After you play an Agenda, choose to spend 1 resource.



Recall 1 Fleet Power or place 1 Voidborn Fleet Power on each Rift sector. If any of the Rifts have 9 Voidborn Fleet Power on them or no open Rifts are on the map, you may not choose this penalty.

### 7 STUDY THE VOIDBORN

ECONOMIC CRISIS



After you establish a Scientists' Guild, choose to recall 1 Fleet Power from that sector.



Place 1 Voidborn Fleet Power on each Rift sector. If any of the Rifts have 9 Voidborn Fleet Power on them or no open Rifts are on the map, you may not choose this penalty.

### 8 STAGNATING MARKETS

ECONOMIC CRISIS



Before you advance on a Civilization track, choose to spend 2 Credits.



Discard two Bounty tokens from the map (same or different sectors).

### 9 GATES OF SANCTUARY

ECONOMIC CRISIS



Increase Population in your Home sector to 4 or higher.



Discard one Reclaim token from the map.

### 10 ALL THAT GLITTERS

GENERAL CRISIS



Establish a Bankers' Guild while already having one or more Bankers' Guilds.



Skirmish. If successfully defended, gain 2 Influence.

### 11 FOR TOMORROW

GENERAL CRISIS



While resolving a Prosperity Focus, have one or more Scientists' Guilds.



Consume a Basic Technology from the tableau (see page 35 in the Rulebook).

### 12 IMPRECISE RESEARCH

GENERAL CRISIS



When you gain a Basic Technology, do not gain the Influence reward on it or select one without an Influence reward.



Spend 2 Science.



### 13 EVOLVING ENEMY

#### GENERAL CRISIS



After you gain a Basic or Improved Technology, choose to place 1 Voidborn Fleet Power on a Voidborn sector that is adjacent to your sectors.



Recall 1 Fleet Power OR place 1 Voidborn Fleet Power on each Rift sector. If any of the Rifts have 9 Voidborn Fleet Power on them or no open Rifts are on the map, you may not choose this penalty.

### 14 DEPLETING RESERVES

#### GENERAL CRISIS



While resolving a *Production Focus*, choose to remove two Bounty tokens from the map.



Spend 1 Food, 1 Energy, and 1 Material.

### 15 CLEANSING FIRE

#### GENERAL CRISIS



Remove or move a Corruption from a Civilization track.



Gain a Corruption.

### 16 REACTIVE FORCES

#### GENERAL CRISIS



After you deploy Fleet Power, choose to place a Sector Defense on a Voidborn sector that is adjacent to one of your sectors.



Consume a Basic Technology from the tableau (see page 35 of the Rulebook).

### 17 ATTRITION OF WAR

#### GENERAL CRISIS



After you gain a Trade token, choose to spend 1 Credit.



Destroy a Guild in a non-Home sector.

### 18 TOOTH AND NAIL

#### GENERAL CRISIS



After you build an Installation in a Pure sector, choose to decrease Population in the same sector.



Deactivate 1 Fleet Power.

### 19 POWER LEAK

#### MILITARY CRISIS



After you build a Sector Defense, choose to spend 1 Energy. Credits cannot be substituted.



Place 1 Voidborn Fleet Power on a Voidborn sector that is adjacent to your sectors.

### 20 COMPROMISED TRADE LINES

#### MILITARY CRISIS



After you return a Trade token to the Galactic board, place 1 Voidborn Fleet Power on each Rift sector. If any of the Rifts have 9 Voidborn Fleet Power on them or no open Rifts are on the map, you may not choose this penalty.



Skirmish. If successfully defended, gain a Bounty token.

### 21 CORRUPTED BUT NOT BROKEN

#### MILITARY CRISIS



Deploy 1 Fleet Power twice into a Corrupted sector (same or different) in the same turn.



Place a Corruption on the Might Agenda offer.

### 22 WITHOUT FEAR

#### MILITARY CRISIS



Invade a sector with one or more Sector Defenses.



Return a Trade token to the Galactic board.

### 23 BURNING BRIDGES

#### MILITARY CRISIS



After you establish a Guild, choose to remove a Bounty token and a Reclaim token from the map (same or different sectors).



Destroy a Shipyard or Starbase in a non-Home sector.

### 24 IMPERIAL MARCH

#### MILITARY CRISIS



Gain a Glory token while already having a total Glory value of 5 or more.



Consume a Basic Technology from the tableau (see page 35 of the Rulebook).



## LEVEL II CRISES (25-47)



### 25 PROGRESS BY THE SHADOW

ECONOMIC CRISIS

 Advance on a Corrupted Civilization track.  Spend 4 resources (in any combination).



### 26 DISHARMONY IN LEADERSHIP

ECONOMIC CRISIS

 When you play an Agenda, choose to skip resolving its action.  Skirmish.



### 27 STRONGHOLD OF HUMANITY

ECONOMIC CRISIS

 Increase Population while already having a Pure sector with 5 or more Population.  Gain a Corruption on a sector.



### 28 DEBTS COME DUE

ECONOMIC CRISIS

 Before you return a Trade token to the Galactic board, choose to spend 2 Credits.  Deactivate 1 Fleet Power and place 1 Voidborn Fleet Power on each Rift sector. If any of the Rifts have 9 Voidborn Fleet Power on them or no open Rifts are on the map, you may not choose this penalty.

### 29 INVESTING IN PEOPLE

ECONOMIC CRISIS

 Before you advance on the Society Civilization track, choose to spend 2 Science or 2 Credits.  Spend 4 Energy.



### 30 HEART OF A NEW DOMINEUM

ECONOMIC CRISIS

 Increase a Pure Population to 6.  Recall 1 Fleet Power.

### 31 SCIENTIFIC BREAKTHROUGH

ECONOMIC CRISIS

 While resolving a *Progress* Focus, overproduce Science. You must forfeit the excess.  Skirmish with 1 more Voidborn Fleet Power. If successfully defended, place a Sector Defense on a Voidborn sector.



### 32 CENTRALIZED WORKFORCE

ECONOMIC CRISIS

 Establish a Guild in a sector with 5 or more Population.  Place a Corruption on the Wealth Agenda offer and spend 2 Materials.



### 33 SECRETS OF THE NOVARCHS

GENERAL CRISIS

 After you gain a Basic or Improved Technology with an Influence bonus, choose to gain a Corruption on an Agenda slot.  Place a Corruption on the Dominance Agenda offer and spend 1 Science.



### 34 FORWARD PLANNING

GENERAL CRISIS

 Gain an Agenda while already having one or more Agenda cards in your hand.  Destroy two Sector Defenses in a non-Home sector (same or different).



### 35 ANOTHER STEP FORWARD

GENERAL CRISIS

 Gain a Basic Technology while already having one or more Improved Technologies.  Skirmish.

### 36 FATAL EXPERIMENT

GENERAL CRISIS

 After resolving an *Innovation* Focus, choose to remove a Scientists' Guild from a non-Home sector.  Consume the leftmost Improved Technology from the Galactic board (see page 35 in the Rulebook).

### 37 PANIC IN THE FLEET

GENERAL CRISIS

 After resolving a *Conquest* Focus, choose to recall 2 Fleet Power.  Destroy two Installations in a non-Home sector (same or different).

### 38 THIS IS THE WAY



GENERAL CRISIS

 Take all three actions of a preferred Focus.  Decrease a Pure Population in a non-Home sector.



### 39 LOST CARGO

#### GENERAL CRISIS

-  After you deploy 1 Fleet Power, choose to spend a total of 5 Food, Energy, or Materials in any combination. Credits cannot be substituted.
-  Return a Trade token to the Galactic board.

### 40 TOXIC BARGAIN

#### GENERAL CRISIS

-  After you gain a Trade token, choose to place a Corruption on an Agenda offer.
-  Destroy one Guild and one Installation in a non-Home sector (same or different).



### 41 PRECISION STRIKE

#### GENERAL CRISIS

-  Remove a Harbinger from the map.
-  Consume a Basic Technology from the tableau (see page 35 in the Rulebook).



### 42 PURGING STORM

#### MILITARY CRISIS

-  Invade a sector from two or more different Pure sectors.
-  Deactivate 2 Fleet Power.



### 43 EXTENDED CONSCRIPTION

#### MILITARY CRISIS

-  Resolve the action of a Support Agenda while already having 2 or more Fleet Power in the Active area of your House mat.
-  Gain a Corruption on an Agenda slot.



### 44 BAND OF THE BRAVE

#### MILITARY CRISIS

-  After you regroup, have 5 or more Fleet Power adjacent to the same Harbinger.
-  Destroy two Sector Defenses in a non-Home sector (same or different).

### 45 INTERNAL UNREST

#### MILITARY CRISIS

-  Choose to recall 2 Fleet Power from your Home sector.
-  Spend 3 Food.


### 46 NO MERCY

#### MILITARY CRISIS

-  Invade using 5 or more Fleet Power.
-  Gain a Corruption on a Civilization track.

### 47 THIS IS OUR WORLD

#### MILITARY CRISIS

-  After you invade a sector, have a Pure Sector with 3 or more Fleet Power.
-  Place a Corruption on the Support Agenda offer and spend 2 Energy.







## LEVEL III CRISES (48-68)

### 48 PROFESSIONAL DIVERSITY


#### ECONOMIC CRISIS


 After you resolve a *Development* Focus, have a Pure sector with at least one Farmers' Guild, one Engineers' Guild, and one Miners' Guild.

 Destroy either a Shipyard or Starbase and destroy a Sector Defense, both in non-Home sectors.

### 54 RUST AND DECAY


#### ECONOMIC CRISIS


 After you gain a Corruption, choose to spend a total of 12 Food, Energy, or Materials in any combination. Credits cannot be substituted.

 Consume the leftmost Improved Technology from the Galactic board and a Basic Technology from the tableau (see page 35 in the Rulebook).

### 49 FULL CAPACITY


#### ECONOMIC CRISIS


 While resolving a *Production* Focus, overproduce two different resource types. You must forfeit the excess.

 Recall 1 Fleet Power and deactivate 1 Fleet Power.

### 55 TRADE CONTROL


#### GENERAL CRISIS


 Gain a Trade token while already having two or more Trade tokens.

 Return a Trade token to the Galactic board and spend 3 resources (in any combination).

### 50 REAP WHAT YOU SOW


#### ECONOMIC CRISIS


 Gain 12 or more Food in a single turn (including Food lost to the Stockpile limit).

 Place a Corruption on an Agenda slot that already has an Agenda in it.

### 56 JUSTIFIED MEANS


#### GENERAL CRISIS


 After you gain an Improved Technology, choose to decrease a Pure Population in two different non-Home sectors.

 Consume a Basic Technology from the tableau (see page 35 in the Rulebook) and spend 2 Science.

### 51 NATION OF STEEL


#### ECONOMIC CRISIS


 After resolving a *Development* Focus, have 10 or more Materials in your Stockpile or four or more Pure Miners' Guilds.

 Destroy an Installation in a non-Home sector and recall 1 Fleet Power.

### 57 SHOW OF FORCE


#### GENERAL CRISIS


 Advance on the Statecraft Civilization track while already having 5 or more Fleet Power in the Active area of your House mat.

 Destroy two Guilds in a non-Home sector (same or different).

### 52 DARK PROPHETS


#### ECONOMIC CRISIS


 Before resolving a *Prosperity* Focus, choose to gain a Corruption on a Pure sector with 5 or more Population.

 Discard a non-starting Agenda from your hand or your House mat.

### 58 TAINTED KNOWLEDGE


#### GENERAL CRISIS


 After you gain an Improved Technology, choose to discard a Glory token of value 3 or more.

 Skirmish with 2 Approach Absorption for the Voidborn side.

### 53 HIDDEN NOVARCHON RICHES

#### ECONOMIC CRISIS

 Before you produce Credits, choose to destroy a Bankers' Guild in a non-Home sector.

 Skirmish with 1 more Voidborn Fleet Power. If successfully defended, place a Sector Defense on a Voidborn sector.

### 59 WHISPERS IN THE DARK

#### GENERAL CRISIS

 When you gain an Agenda, select one with a Corruption.

 Place a Corruption on two (Pure) Agenda offers.



## 60 SLOW BUT STEADY

### MILITARY CRISIS



After resolving a *Reinforcement* Focus, have all your Civilization track markers in Tier 1 or higher. The tracks can be Pure or Corrupted.



Consume two Basic Technologies from the offer (see page 35 in the Rulebook).

## 64 CALL OF THE BANNERS

### MILITARY CRISIS



While resolving a *Reinforcement* Focus, deploy 1 Fleet Power into three different Pure sectors



Destroy two Guilds in a non-Home sector (same or different) and decrease a Pure Population in a non-Home sector or spend 6 Materials.

## 61 RISE AGAINST

### GENERAL CRISIS



When you gain an Improved Technology, have 9 or more total Population (Pure or Corrupted) adjacent to the same Harbinger.



Destroy a Guild in a non-Home sector and recall 2 Fleet Power.

## 65 SAVING GRACE

### MILITARY CRISIS



Tuck a Dominance Agenda after using its action to successfully invade a sector with 5 or more Population.



Place a Harbinger on a Voidborn sector and resolve a Skirmish.

## 62 HOLD YOUR GROUND

### MILITARY CRISIS



When resolving a *Politics* Focus, have six or more Installations adjacent to at least one Harbinger.



Place a Harbinger on a Voidborn sector and Skirmish.

## 66 PILLARS OF POWER

### MILITARY CRISIS



Gain an Agenda while having 4 or more Upkeep from Pure Sectors.



Gain two Corruption.

## 63 THE MARVELS OF WAR

### MILITARY CRISIS



After resolving a *Conquest* Focus, have 10 or more Energy in your Stockpile.



Skirmish with 1 more Voidborn Fleet Power.

## 67 WAR NEVER CHANGES

### MILITARY CRISIS



Gain the Improved version of any of the following Technologies: *Shields*, *Targeting*, *Torpedoes*, *Dreadnoughts*, *Destroyers*, *Carriers*, or *Sentries*.



Skirmish with 2 Salvo Absorption for the Voidborn side.

## 68 FOR THE GREATER GOOD

### MILITARY CRISIS



Invade a Fallen House sector using two or more different Fleet types.



Discard a non-starting Agenda from your hand or your House mat.





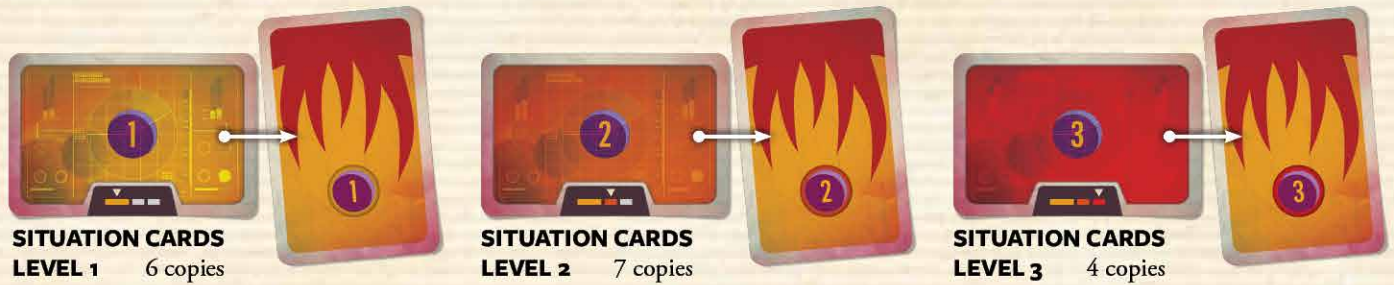
# Alert cards

Alert cards come in two types, Situation and War cards.

## SITUATION CARDS

Situation cards have three Levels. Cards of the same Level are identical and have multiple copies.

When a Situation is drawn for the round, all players must draw a Crisis card on their turn from the indicated deck.



## WAR CARDS

The exact effect of War cards depends on the current Cycle. The general effect is that each player must resolve the Crisis board at the end of their turn, which includes a Skirmish with modifications indicated on the Military row and spending the resources shown on the Economic row. The Skirmishes have **additional** modifications that are indicated on the War cards themselves.

<p>1</p>		<p><b>Used in Easy difficulty</b></p> <p><b>CYCLE 1</b> Skirmish with 1 fewer Voidborn Fleet Power.</p> <p><b>CYCLE 2</b> Skirmish. If successfully defended, gain one Bounty token.</p> <p><b>CYCLE 3</b> Skirmish with 1 Salvo Absorption for the Voidborn side.</p>
<p>2</p>		<p><b>Used in Easy difficulty</b></p> <p><b>CYCLE 1</b> Skirmish. If successfully defended, upgrade a Glory token.</p> <p><b>CYCLE 2</b> Skirmish. If successfully defended, place 1 Voidborn Fleet Power on a Voidborn sector adjacent to the Combat sector.</p> <p><b>CYCLE 3</b> Skirmish. If successfully defended, place a Sector Defense on a Voidborn sector adjacent to the Combat sector.</p>
<p>3</p>		<p><b>Used in Easy and Normal difficulty</b></p> <p><b>CYCLE 1</b> Skirmish with 1 fewer Voidborn Fleet Power.</p> <p><b>CYCLE 2</b> Skirmish. If successfully defended, place a Sector Defense on a Voidborn sector adjacent to the Combat sector.</p> <p><b>CYCLE 3</b> Skirmish with 1 more Voidborn Fleet Power.</p>



4



Used in Easy and Normal difficulty

**CYCLE 1**

Skirmish. If successfully defended, gain 2 Influence.

**CYCLE 2**

Skirmish. If successfully defended, place 1 Voidborn Fleet Power on a Voidborn sector adjacent to the Combat sector.

**CYCLE 3**

Skirmish. If successfully defended, gain a Corruption.

5



Used in Normal and Hard difficulty

**CYCLE 1**

Skirmish. If successfully defended, gain a Bounty token.

**CYCLE 2**

Skirmish with 1 more Voidborn Fleet Power. If successfully defended, upgrade a Glory token.

**CYCLE 3**

Skirmish with 1 Approach Absorption for the Voidborn side. If successfully defended, place a Sector Defense on a Voidborn sector adjacent to the Combat sector.

6



Used in Normal and Hard difficulty

**CYCLE 1**

Skirmish. If successfully defended, place 1 Voidborn Fleet Power on a Voidborn sector adjacent to the Combat sector.

**CYCLE 2**

Skirmish with 1 more Voidborn Fleet Power. If successfully defended, place 1 Voidborn Fleet Power on a Voidborn sector adjacent to the Combat sector.

**CYCLE 3**

Skirmish with 2 Salvo Absorption for the Voidborn side. If successfully defended, place 1 Voidborn Fleet Power on a Voidborn sector adjacent to the Combat sector.

7



Used in Hard difficulty

**CYCLE 1**

Skirmish with 1 more Voidborn Fleet Power. If successfully defended, gain a Bounty token.

**CYCLE 2**

Skirmish with 1 more Voidborn Fleet Power. If successfully defended, place a Sector Defense on a Voidborn sector adjacent to the Combat sector.

**CYCLE 3**

Skirmish with 2 Salvo Absorption for the Voidborn side. If successfully defended, gain a Corruption.

8



Used in Hard difficulty

**CYCLE 1**

Skirmish.

**CYCLE 2**

Skirmish. If successfully defended, gain a Corruption.

**CYCLE 3**

Skirmish with 5 more Initiative for the Voidborn side. If successfully defended, place 2 Voidborn Fleet Power on the same or different Voidborn sector adjacent to the Combat sector.



# Sector tiles

## STANDARD SECTOR

- **Variable Population.** Use a standard Population die.
- Can be used to set up an **Outpost sector**, **Voidborn sector**, or **Fallen House sector**.

## OUTPOST SECTOR

Standard sector tile with its own setup rules. Players put their own Fleets, Guilds, and Installations on it during the setup, based on their chosen House and Origin card.

## VOIDBORN SECTOR

Standard sector tile with its own setup rules. Voidborn Fleets are placed on it during the setup of all scenarios.

## FALLEN HOUSE SECTOR

Standard sector tile with its own setup rules. A Fallen House card is placed on it during the setup of all scenarios that feature this sector.



## GENESIS SECTOR

- **Variable Population.** Use a standard Population die.

## SPECIAL ABILITIES

- When you successfully invade this sector, move the Corruption found on this sector (if there is any).
- If this sector is Pure, then each time you establish a Farmers', Miners', or Engineers' Guild in this sector, increase the Population of this sector.



## ASTEROID BELT

- Contains a preprinted **Shipyards** and **Sector Defense**.
- **No Population.** Do not use a Population die.
- Cannot be Corrupted.

## SPECIAL ABILITIES

- If you control this sector, add +1 Energy and +1 Material Production Level.
- When you play a *Development Focus*, deploy 2 Fleet Power in this sector.
- Voidborn Fleet limit is 0. When you abandon this sector, the Voidborn cannot take over and it becomes a sector without Fleet Power. Cannot be a target of a Skirmish.



## WORMHOLE (A AND B)

- **No Population.** Do not use a Population die.
- Cannot be invaded or regrouped to, no Fleet Power may be placed on it – neither by player, nor Voidborn.
- Cannot be Corrupted.

## SPECIAL ABILITIES

- Sectors adjacent to a Wormhole are adjacent to every other sector adjacent to a matching colored Wormhole (including the same Wormhole).





### HOME SECTOR (STANDARD)

- Contains a preprinted **Shipyards**.
- Used as the Home sector of the players. All Houses use this tile except *House Thegwyn*, *House Astoran*, *House Marqualos*, and *House Novaris*.
- Variable Population. Use a player-colored Population die.
- Cannot be Corrupted.

#### SPECIAL ABILITIES

- Cannot be invaded by another player.
- Stays under your control even if no Fleet Power is present.



### HOME SECTOR (THEGWYN)

- Contains a preprinted **Farmers' Guild**.
- Used as the Home sector exclusively by *House Thegwyn*.
- **Variable Population.** Use a player-colored Population die.
- Cannot be Corrupted.

#### SPECIAL ABILITIES

- Cannot be invaded by another player.
- Stays under your control even if no Fleet Power is present.



### HOME SECTOR (ASTORAN)

- Contains a preprinted **Shipyards**.
- This sector tile is used as the Home sector exclusively by *House Astoran*.
- **Variable Population.** Use a player-colored Population die.
- Cannot be Corrupted.

#### SPECIAL ABILITIES

- Cannot be invaded by another player.
- Cannot be a target of a Skirmish.
- Stays under your control even if no Fleet Power is present.



### HOME SECTOR (MARQUALOS)

- Contains a preprinted **Shipyards**.
- Used as the Home sector exclusively by *House Marqualos*.
- **Variable Population.** Use a player-colored Population die.
- Unlike most other Home sectors, it **can** be Corrupted.

#### SPECIAL ABILITIES

- Cannot be invaded by another player.
- Cannot be a target of a Skirmish.
- Stays under your control even if no Fleet Power is present.





## HOME SECTOR (NOVARIS)

- Contains two preprinted **Shipyards**.
- Used as the Home sector exclusively by House Novaris.
- If you control this sector, add 1 to your total **Upkeep**.
- **Variable Population.** Use a player-colored Population die.
- Unlike most other Home sectors, it **can** be Corrupted.

### SPECIAL ABILITIES

- Cannot be invaded by another player.
- Cannot be a target of a Skirmish. Stays under your control even if no Fleet Power is present.



## RESEARCH COMPLEX

- Contains a preprinted **Starbase** and **Engineers' Guild**. If you don't have the *Starbases* Technology and control this sector, then it activates in Combat (dealing 1 Approach Damage), but you cannot use any ability printed on the Technology card.
- **Population is always 4.** Use a fixed Population die.

### SPECIAL ABILITIES

- Any time except when satisfying Upkeep, spend Energy (not Credits) as Science and vice versa.



## COMMS RELAY

- Contains two preprinted **Sector Defenses**.
- If you control this sector, add 1 to your total **Upkeep**.
- **Population is always 3.** Use a fixed Population die.

### SPECIAL ABILITIES

- When you play a *Conquest*, *Development*, *Reinforcement*, or *Politics* Focus, spend 1 Energy to be able to take the third action on your current Focus. Note: You do this in the Actions step, not the Selection step. If you successfully invade this sector using a *Conquest* or *Politics* Focus, it enables you to take the third action of that Focus, after you have taken control of the sector.



## NOVARCHON PALACE

- Contains a preprinted **Sector Defense**.
- If you control this sector, add 1 to your total **Upkeep**.
- **Variable Population.** Use a standard Population die.

### SPECIAL ABILITIES

- When you successfully invade this sector, gain two Bounty tokens.
- Once per Focus, after you advance on a Civilization track, spend 1 Credit to also advance on your lowest Civilization track (your choice if tied).
- Voidborn Fleet limit is increased to 2 (maximum 6 Fleet Power).



## PARADISE WORLD

- **Variable Population.** Use a standard Population die.
- Cannot be Corrupted.

### SPECIAL ABILITIES

- If you control this sector, add +2 Food, +2 Energy, +2 Material, +2 Credits, and +2 Science Production Level.
- Voidborn Fleet limit is increased to 2 (maximum 6 Fleet Power).





## MEGALOPOLIS

- Contains two preprinted **Bankers' Guilds**.
- If you control this sector, add 1 to your total **Upkeep**.
- **Population is always 6**. Use a Fixed Population die.

### SPECIAL ABILITIES

- Voidborn Fleet limit is increased to 2 (maximum 6 Fleet Power).



## SURVIVOR'S COLONY

- Contains a preprinted **Sector Defense**.
- **Variable Population**. Use a standard Population die.

### SPECIAL ABILITIES

- When you successfully invade this sector, gain 2 Food and/or activate 1 Fleet Power.
- Voidborn Fleet limit is 0. When you abandon this sector, the Voidborn cannot take over and it becomes a sector without Fleet Power. Cannot be a target of a Skirmish.



## ANCIENT RUINS

- Contains a preprinted **Sector Defense**.
- If you control this sector, add 2 to your total **Upkeep**.
- **No Population**. Do not use a Population die.
- Cannot be Corrupted.

### SPECIAL ABILITIES

- When you successfully invade this sector, gain a Basic or Improved Technology.
- When you play a *Progress* or *Innovation* Focus, spend 1 Science to take the third action on your current Focus. Note: You do this in the Actions step, not the Selection step. If you successfully invade this sector using an *Innovation* Focus, it enables you to take the third action of that Focus, after you have taken control of the sector.
- If you control this sector, your Improved Technology limit is increased by one. Note: If losing the sector causes you to have more Improved Technologies than your Improved Technology limit, do not discard any Improved Technologies.
- Voidborn Fleet limit is increased to 2 (maximum 6 Fleet Power).

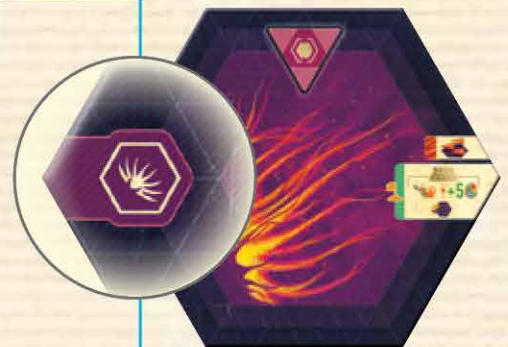


## RIFT

- Contains a preprinted **Sector Defense**.
- **No Population**. Do not use a Population die.
- Cannot be Corrupted.

### SPECIAL ABILITIES

- Voidborn Fleet limit is increased to 3 (maximum 9 Fleet Power).
- When you successfully invade this sector, each player either removes a Corruption or gains 5 resources (in any combination). Then, you **must** replace this sector with a standard sector that has 1 Pure Population (flip this tile and use a standard Population die).
- If your Invasion of this sector results in a tie, place 2 Voidborn Fleet Power and a Bounty token on this sector.







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