






# Overview

<b>The Xxcha Kingdom</b>	Gains control of systems via the Diplomacy strategy card	Win through Defense
<b>The Federation of Sol</b>	Gains an extra command token, has good infantry	Win through Capacity & Command
<b>The Emirates of Hacan</b>	Can trade with non-neighbors, can trade action cards	Win through Economy
<b>The Barony of Letnev</b>	Can build large fleets and reroll combat dice	Win through Capital Ships
<b>The Sardakk N'orr</b>	Good at combat	Win through Efficient Aggression
<b>Universities of Jol-Nar</b>	Good at technology, bad at combat	Win through Technology
<b>The Yssaril Tribes</b>	Can stall, no max action cards, can filter action cards	Win through Surprise
<b>The Arborec</b>	Infantry can produce units	Win through Production
<b>The Clan of Saar</b>	Nomads who can move their home system	Win by Taking More than You Lose
<b>The Winnu</b>	Gain bonuses to control Mecatol Rex	Win with Mecatol Rex
<b>The Embers of Muaat</b>	Start with Prototype War Sun	Win with War Suns
<b>The Mentak Coalition</b>	Preemptive strike in combat, can steal when neighbors trade	Win through Piracy
<b>The Naalu Collective</b>	Always goes first, can retreat before attacked	Win through Initiative
<b>The Yin Brotherhood</b>	Converts infantry, destroy capital ships to produce hits	Win through Extortion
<b>The L1Z1X Mindnet</b>	Converts PDS & Space Docks, can bombard multiple times	Win through Control
<b>The Ghosts of Creuss</b>	Wormholes are adjacent, home system is across a wormhole	Win through Wormholes
<b>The Nekro Virus</b>	Copies technology instead of researching it	Win by Copying Technologies



Mentak Coalition			
<b>Faction Abilities</b> 	<b>Ambush:</b> At the start of a space combat, you may roll 1 die for each of up to 2 of your cruisers or destroyers in the system. For each result equal or greater than that ship's combat value produce 1 hit; your opponent must assign it to one of his ships.  <b>Pillage:</b> After 1 of your neighbors gains trade goods or resolves a transaction, if he has 3 or more trade goods, you may take 1 of his trade goods or commodities.		
	<b>Starting Units</b> 1 Space Dock, 1 PDS, 1 Carrier, 2 Cruisers, 4 Infantry, 3 Fighters	<b>Starting Technologies</b>	Sarween Tools, Plasma Scoring
<b>Home Planets:</b>	4/1	<b>Commodities:</b>	2
<b>Faction Technologies</b>	<b>Salvage Operations</b> - (YY): After you win or lose a space combat, gain 1 trade good; if you won the combat, you may also produce 1 ship in that system of any ship type that was destroyed during the combat.  <b>Mirror Computing</b> - (YYY): When you spend trade goods, each trade good is worth 2 resources or influence instead of 1.		
<b>Promissory Note</b>	<b>Promise of Protection:</b> <u>Action:</u> Place this card faceup in your play area. While this card is in your play area, the Mentak player cannot use his Pillage faction ability against you. If you activate a system that contains 1 or more of the Mentak player's units, return this card to the Mentak player.		
<b>Special Units</b>			
<b>Flagship</b>	<b>Fourth Moon:</b> Cost: 8 - Combat: 7 (x2) - Move: 1 - Capacity: 3 Sustain Damage, Other player's ships in this system cannot use Sustain Damage		

Xxcha Kingdom			
<b>Faction Abilities</b> 	<b>Peace Accords:</b> After you resolve the primary or secondary ability of the Diplomacy strategy card, you may gain control of 1 planet other than Mecatol Rex that does not contain any units and is in a system that is adjacent to a planet you control.		
	<b>Quash:</b> When an agenda is revealed, you may spend 1 token from your strategy pool to discard that agenda and reveal 1 agenda from the top of the deck. Players vote on this agenda instead.		
<b>Starting Units</b>	1 Space Dock, 1 PDS, 1 Carrier, 2 Cruisers, 4 Infantry, 3 Fighters	<b>Starting Technologies</b>	Graviton Laser System
<b>Home Planets:</b>	2/3 1/1	<b>Commodities:</b>	4
<b>Faction Technologies</b>	<b>Instinct Training - (G):</b> You may exhaust this card and spend 1 token from your strategy pool when another player plays an action card; cancel that action card.  <b>Nullification Field - (YY):</b> After another player activates a system that contains 1 or more of your ships, you may exhaust this card and spend 1 token from your strategy pool; immediately end that player's turn.		
<b>Promissory Note</b>	<b>Political Favor:</b> After an agenda is revealed: Remove 1 token from the Xxcha player's strategy pool. Then, discard the revealed agenda and reveal 1 agenda from the top of the deck. Players vote on this agenda instead. Then, return this card to the Xxcha player.		
<b>Special Units</b>			
<b>Flagship</b>	<b>Loncara Ssodu:</b> Cost: 8 - Combat: 7 (x2) - Move: 1 - Capacity: 3 Sustain Damage, Space Cannon 5 (x3), You may use this unit's space cannon against ships that are in adjacent systems.		
Arborec			
<b>Faction Abilities</b> 	<b>Mitosis:</b> Your space docks cannot produce infantry. At the start of the status phase place 1 infantry from your reinforcements on any planet you control.		
<b>Starting Units</b>	1 Space Dock, 1 PDS, 1 Carrier, 1 Cruiser, 4 Infantry, 2 Fighters	<b>Starting Technologies</b>	Magen Defense Grid
<b>Home Planets:</b>	3/2	<b>Commodities:</b>	3
<b>Faction Technologies</b>	<b>Bioplasmosis - (GG):</b> At the end of the status phase, you may remove any number of infantry from planets you control and place them planets you control in the same or adjacent systems.  <b>Letani Warrior II - (GG):</b> Cost: 1(2) - Combat: 7 - Production 2 After this unit is destroyed, roll a die. If the result is 6 or greater, place the unit on this card. At the start of your next turn, place each unit that is on this card on a planet you control in your home system.		
<b>Promissory Note</b>	<b>Stymie: Action:</b> Place this card faceup in your play area. While this card is in your play area, the Arborec player cannot produce units in or adjacent to non-home systems that contain 1 or more of your units. If you activate a system that contains 1 or more of the Arborec player's units, return this card to the Arborec player.		
<b>Special Units</b>	<b>Letani Warrior I (Infantry):</b> Cost: 1 (2) - Combat: 8 Production 1		
<b>Flagship</b>	<b>Duha Menaimon:</b> Cost: 8 - Combat: 7 (x2) - Move: 1 - Capacity: 5 Sustain Damage, After you activate this system you may produce up to 5 units in this system		

Sardak N'orr			
<b>Faction Abilities</b> 	<b>Unrelenting:</b> Apply +1 to the result of each of your unit's combat rolls.		
<b>Starting Units</b>	1 Space Dock, 1 PDS, 2 Carriers, 1 Cruiser, 5 Infantry	<b>Starting Technologies</b>	None
<b>Home Planets:</b>	3/1 1/0	<b>Commodities:</b>	3
<b>Faction Technologies</b>	<b>Valkyrie Particle Weave</b> - (RR): After making combat rolls during a round of ground combat, if your opponent produced 1 or more hits, you produce 1 additional hit.  <b>Exotrireme II</b> - (BBY) : Cost: 4 - Combat: 5 - Move: 2 - Capacity: 1 Bombard 4 (x2), Sustain Damage, This unit cannot be destroyed by Direct Hit action cards. After a round of space combat you may destroy this unit to destroy up to 2 ships in this system.		
<b>Promissory Note</b>	<b>Tekklar Legion:</b> At the start of an invasion combat you may apply +1 to the result of each of your unit's combat rolls during this combat. If your opponent is the N'orr player, apply -1 to the result of each of his unit's combat rolls during this combat. Then, return this card to the N'orr player.		
<b>Special Units</b>	<b>Exotrireme I</b> (Dreadnought): Cost: 4 - Combat: 5 - Move: 1 - Capacity: 1 Sustain Damage, Bombard 4 (x2)		
<b>Flagship</b>	<b>C'Morran N'orr:</b> Cost: 8 - Combat: 6 (x2) - Move: 1 - Capacity: 3 Sustain Damage, Apply +1 to the result of each of your other ship's combat rolls in this system.		
Naalu Collective			
<b>Faction Abilities</b> 	<b>Telepathic:</b> At the end of the strategy phase, place the Naalu "0" token on your strategy card. You are first in initiative order.  <b>Foresight:</b> After another player moves ships into a system that contains one or more of your ships, you may place 1 token from your strategy pool in an adjacent system that does not contain another player's ships: move your ships from the active system into that system.		
<b>Starting Units</b>	1 Space Dock, 1 PDS, 1 Carrier, 1 Cruiser, 1 Destroyer, 4 Infantry, 3 Fighters	<b>Starting Technologies</b>	Sarween Tools, Neural Motivator
<b>Home Planets:</b>	3/1 0/2	<b>Commodities:</b>	3
<b>Faction Technologies</b>	<b>Neuroglave</b> - (GGG): After another player activates a system that contains 1 or more of your ships, that player removes 1 token from his fleet pool and returns it to his reinforcements.  <b>Hybrid Crystal Fighter II</b> - (GB): Cost: 1(2) - Combat: 7 - Move: 2 This unit may move without being transported. Each fighter in excess of your ships' capacity counts as 1/2 of a ship against your fleet pool.		
<b>Promissory Note</b>	<b>Gift of Prescience:</b> At the end of the Strategy Phase you may place this card faceup in your play area and place the Naalu "0" token on your strategy card. You are the first in initiative order. The Naalu player cannot use their Telepathic faction ability during this game round. Return this card to the Naalu player at the end of the status phase.		
<b>Special Units</b>	<b>Hybrid Crystal Fighter I</b> (Fighter): Cost: 1 (2) - Combat: 8		
<b>Flagship</b>	<b>Matriarch:</b> Cost: 8 - Combat: 9 (x2) - Move: 1 - Capacity: 6 Sustain Damage, During an invasion in this system you may commit fighters to planets as if they were ground forces. After combat return those units to the space area.		


Emirates of Hacan			
<b>Faction Abilities</b> 	<b>Masters of Trade:</b> You do not have to spend a command token to resolve the secondary ability of the Trade strategy card.		
	<b>Guild Ships:</b> You can negotiate transactions with players who are not your neighbor.		
	<b>Arbiters:</b> When you are negotiating a transaction, action cards can be exchanged as part of that transaction.		
<b>Starting Units</b>	1 Space Dock, 2 Carriers, 1 Cruiser, 4 Infantry, 2 Fighters	<b>Starting Technologies</b>	Antimass Deflectors, Sarween Tools
<b>Home Planets:</b>	2/1 0/1 1/1	<b>Commodities:</b>	6
<b>Faction Technologies</b>	<b>Production Biomes</b> - (GG): <u>Action</u> : Exhaust this card and spend 1 token from your strategy pool to gain 4 trade goods and choose one other player to gain 2 trade goods.		
	<b>Quantum Datahub Node</b> - (YYY): At the end of the strategy phase, you may spend 1 token from your strategy pool and give another player 3 of your trade goods. If you do, give 1 of your strategy cards to that player and take 1 of their strategy cards.		
<b>Promissory Note</b>	<b>Trade Convoys:</b> <u>Action</u> : Place this card faceup in your play area. While this card is in your play area, you may negotiate transactions with players who are not your neighbor. If you activate a system that contains 1 or more of the Hacan player's units, return this card to the Hacan player.		
<b>Special Units</b>			
<b>Flagship</b>	<b>Wrath of Kenara:</b> Cost: 8 - Combat: 7 (x2) - Move: 1 - Capacity: 3 Sustain Damage, After you roll a die during a space combat in this system, you may spend 1 trade good to apply +1 to the attack.		
Nekro Virus			
<b>Faction Abilities</b> 	<b>Galactic Threat:</b> You cannot vote on agendas. Once per agenda phase after an agenda is revealed, you may predict aloud the outcome of that agenda. If your prediction is correct, gain 1 technology that is owned by a player who voted how you predicted.		
	<b>Technology Singularity:</b> Once per combat, after 1 of your opponent's uits is destroyed, you may gain 1 technology that is owned by that player.		
	<b>Propagation:</b> You cannot research technology. When you would research a technology, gain 3 command tokens instead.		
<b>Starting Units</b>	1 Space Dock, 1 Carrier, 1 Dreadnought, 1 Cruiser, 2 Infantry, 2 Fighters	<b>Starting Technologies</b>	Daxive Animators, Valefar Assimilator X, Valefar Assimilator Y
<b>Home Planets:</b>	4/0	<b>Commodities:</b>	3
<b>Faction Technologies</b>	<b>Valefactor Assimilator X/Y (-):</b> When you gain another player's technology using 1 of your faction abilities, you may place the X/Y assimilator token on a faction technology owned by that player instead. While that token is on a technology, this card gains that technology's text. You cannot place an assimilator token on technology that already has an assimilator token.		
<b>Promissory Note</b>	<b>Antivirus:</b> At the start of a combat you may place this card faceup in your play area. While this card is in your play area, the Nekro player cannot use his Technological Singularity faction ability against you. If you activate a system that contains 1 or more of the Nekro player's units, return this card to the Nekro player.		
<b>Special Units</b>			
<b>Flagship</b>	<b>The Alastor:</b> Cost: 8 - Combat: 9 (x2) - Move: 1 - Capacity: 3 Sustain Damage, At the start of a space combat, choose any number of your ground forces in this system to participate in that combat as if they were ships.		

Universities of Jol-Nar			
<b>Faction Abilities</b> 	<b>Fragile:</b> Apply -1 to the result of each of your unit's combat rolls.		
	<b>Brilliant:</b> When you spend a command token to resolve the secondary ability of the Technology strategy card, you may resolve the primary ability instead.		
	<b>Analytical:</b> When you research a technology that is not a unit upgrade technology, you may ignore 1 prerequisite.		
<b>Starting Units</b>	1 Space Dock, 2 PDS, 2 Carriers, 1 Dreadnought, 2 Infantry, 1 Fighter	<b>Starting Technologies</b>	Neural Motivator, Antimass Deflector, Sarween Tools, Plasma Scoring
<b>Home Planets:</b>	2/3 1/2	<b>Commodities:</b>	4
<b>Faction Technologies</b>	<b>Spacial Conduit Cylinder</b> - (BB): You may exhaust this card after you activate a system that contains 1 or more of your units; that system is adjacent to all other systems that contain 1 or more of your units during this activation.		
	<b>E-Res Siphons</b> - (YY): After another player activates a system that contains 1 or more of your ships, gain 4 trade goods.		
<b>Promissory Note</b>	<b>Research Agreement:</b> After the Jol-Nar player researches a technology that is not a faction technology you may gain that technology. Then, return this card to the Jol-Nar player.		
<b>Special Units</b>			
<b>Flagship</b>	<b>J.N.S. Hylarim:</b> Cost: 8 - Combat: 6 (x2) - Move: 1 - Capacity: 3 Sustain Damage, When making a combat roll for this ship each result of 9 or 10 (before applying modifiers) produces 2 additional hits		
Winnu			
<b>Faction Abilities</b> 	<b>Blood Ties:</b> You do not have to spend influence to remove the custodians token from Mecatol Rex.		
	<b>Reclamation:</b> After you resolve a tactical action during which you gained control of Mecatol Rex, you may place 1 PDS and 1 space dock from your reinforcements on Mecatol Rex.		
<b>Starting Units</b>	1 Space Dock, 1 PDS, 1 Carrier, 1 Cruiser, 2 Infantry, 2 Fighters	<b>Starting Technologies</b>	Any 1 technology that has no prerequisites
<b>Home Planets:</b>	3/4	<b>Commodities:</b>	3
<b>Faction Technologies</b>	<b>Lazax Gate Folding</b> - (BB): During your tactical actions, if you do not control Mecatol Rex, treat its system as if it contains both an alpha and beta wormhole.		
	<b>Action:</b> If you control Mecatol Rex, exhaust this card to place 1 infantry from your reinforcements on Mecatol Rex.		
	<b>Hegemonic Trade Policy</b> - (YY): Exhaust this card when 1 or more of your units use production; swap the resource and influence values of 1 planet you control until the end of your turn.		
<b>Promissory Note</b>	<b>Acquiescence:</b> At the end of the strategy phase you may exchange one of your strategy cards with a strategy card that was chosen by the Winnu player. Then return this card to the Winnu player.		
<b>Special Units</b>			
<b>Flagship</b>	<b>Salai Sai Corian:</b> Cost: 8 - Combat: 7 - Move: 1 - Capacity: 3 Sustain Damage, When this unit makes a combat roll it rolls a number of dice equal to the number of your opponent's non-fighter ships in this system		


Yin Brotherhood			
<b>Faction Abilities</b> 	<b>Indoctrination:</b> At the start of a ground combat, you may spend 2 influence to replace 1 of your opponent's participating infantry with 1 infantry from your reinforcements.		
	<b>Devotion:</b> After each space battle round, you may destroy 1 of your cruisers or destroyers to produce 1 hit and assign it to 1 of your opponent's ships.		
<b>Starting Units</b>	1 Space Dock, 2 Carriers, 1 Destroyer, 4 Infantry, 4 Fighters	<b>Starting Technologies</b>	Sarween Tools
<b>Home Planets:</b>	4/4	<b>Commodities:</b>	2
<b>Faction Technologies</b>	<b>Yin Spinner</b> - (GG): After one or more of your units use Production, place 1 infantry from your reinforcements on a planet you control in that system.  <b>Impulse Core</b> - (YY): At the start of a space combat, you may destroy 1 of your cruisers or destroyers in the active system to produce 1 hit against your opponent's ships; that hit must be assigned by your opponent to 1 of his non-fighter ships if able.		
<b>Promissory Note</b>	<b>Greyfire Mutagen:</b> After a system is activated you may prohibit the Yin player from using faction abilities or faction technology during this tactical action. Then, return this card to the Yin player.		
<b>Special Units</b>			
<b>Flagship</b>	<b>Van Hauge</b> - Cost: 8 - Combat: 9 (x2) - Move: 1 - Capacity: 3 Sustain Damage, When this ship is destroyed destroy all ships in this system.		
Yssaril Tribes			
<b>Faction Abilities</b> 	<b>Stall Tactics:</b> <u>Action</u> : Discard 1 action card from your hand		
	<b>Scheming:</b> When you draw 1 or more action cards, draw 1 additional action card. Then choose and discard 1 action card from your hand.  <b>Crafty:</b> You can have any number of action cards in your hand. Game effects cannot prevent you from using this ability.		
<b>Starting Units</b>	1 Space Dock, 1 PDS, 2 Carriers, 1 Cruiser, 5 Infantry, 2 Fighters	<b>Starting Technologies</b>	Neural Motivator
<b>Home Planets:</b>	2/3 1/2	<b>Commodities:</b>	3
<b>Faction Technologies</b>	<b>Transparasteel Plating</b> - (G): During your turn of the action phase, players that have passed cannot play action cards.  <b>Mageon Implants</b> - (GGG): <u>Action</u> : Exhaust this card to look at another player's hand of action cards. Choose 1 of those cards and add it to your hand.		
<b>Promissory Note</b>	<b>Spy Net:</b> At the end of your turn you may look at the Yssaril player's hand of action cards. Choose 1 of those action cards and add it to your hand. Then, return this card to the Yssaril player.		
<b>Special Units</b>			
<b>Flagship</b>	<b>Y'sia Y'ssrila:</b> Cost: 8 - Combat: 5(x2) - Move: 2 - Capacity: 3 Sustain Damage, This ship can move through systems that contain other player's ships.		



## Barony of Letnev


<b>Faction Abilities</b> 	<b>Munitions Reserves:</b> At the start of each round of space combat, you may spend 2 trade goods: you may reroll any number of your dice during that combat round.  <b>Armada:</b> The maximum number of non-fighter ships your fleet can have in each system is equal to 2 more than the number of tokens in your fleet pool.		
<b>Starting Units</b>	1 Space Dock, 1 Carrier, 1 Dreadnought, 1 Destroyer, 3 Infantry, 1 Fighter	<b>Starting Technologies</b>	Antimass Deflectors , Plasma Scoring
<b>Home Planets:</b>	4/0 2/1	<b>Commodities:</b>	2
<b>Faction Technologies</b>	<b>L4 Disruptors</b> - (Y): During an invasion, units cannot use Space Cannon against your units.  <b>Non-Euclidian Shielding</b> - (RR): When one of your units uses sustain damage, cancel 2 hits instead of 1.		
<b>Promissory Note</b>	<b>War Funding:</b> At the start of a round of space combat you may have the Letnev player lose 2 trade goods. During this combat round, reroll any number of your dice. Then, return this card to the Letnev player.		
<b>Special Units</b>			
<b>Flagship</b>	<b>Arc Secundus:</b> Cost: 8 - Combat: 5x2 - Move: 1 - Capacity: 3 Sustain Damage, Bombard 5 (x3), Other player's units in this system lose planetary shield, At the start of each space combat round repair this ship		


## Clan of Saar

<b>Faction Abilities</b> 	<b>Scavenge:</b> After you gain control of a planet, gain 1 trade good.  <b>Nomadic:</b> You can score objectives even if you do not control the planets in your home system.		
<b>Starting Units</b>	1 Space Dock, 2 Carriers, 1 Cruiser, 4 Infantry, 2 Fighters	<b>Starting Technologies</b>	Antimass Deflectors
<b>Home Planets:</b>	1/0 2/1	<b>Commodities:</b>	3
<b>Faction Technologies</b>	<b>Chaos Mapping</b> - (B): Other players cannot activate asteroid fields that contain 1 or more of your ships. At the start of your turn during the action phase, you may produce 1 unit in a system that contains at least 1 of your units that has production. <b>Floating Factory II</b> - (YY): Move: 2 - Capacity: 5 Production 7, this unit is placed in a space area instead of on a planet. This unit can move and retreat as if it were a ship. If this unit is blockaded, it is destroyed.		
<b>Promissory Note</b>	<b>Ragh's Call:</b> After you commit 1 or more units to land on a planet you may remove all of the Saar player's ground forces from that planet and place them on a planet controlled by the Saar player. Then return this card to the Saar player.		
<b>Special Units</b>	<b>Floating Factory I</b> (Space Dock) : Move: 1 - Capacity: 4 - Production 5 This unit is placed in a space area instead of on a planet, it can move and retreat as if it were a ship. If this unit is blockaded it is destroyed		
<b>Flagship</b>	<b>Son of Ragh:</b> Cost: 8 - Combat: 5x2 - Move: 1 - Capacity: 3 Sustain Damage, Anti-Fighter Barrage 6 (x4)		

Federation of Sol			
<b>Faction Abilities</b> 	<b>Orbital Drop:</b> <u>Action:</u> Spend 1 token from your strategy pool to place 2 infantry from your reinforcements on 1 planet you control.  <b>Versatile:</b> When you gain command tokens during the status phase, gain 1 additional command token.		
<b>Starting Units</b>	1 Space Dock, 2 Carriers, 1 Destroyer, 5 Infantry, 3 Fighters	<b>Starting Technologies</b>	Neural Motivator, Antimass Deflector
<b>Home Planets:</b>	4/2	<b>Commodities:</b>	4
<b>Faction Technologies</b>	<b>Advanced Carrier II</b> - (BB): Cost: 3 - Combat: 9 - Move: 2 - Capacity: 8, Sustain Damage  <b>Spec Ops II</b> - (GG): Cost 1(2) - Combat: 6 After this unit is destroyed, roll 1 die. If the result is 5 or greater, place the unit on this card. At the start of your next turn, place each unit that is on this card on a planet you control in your home system.		
<b>Promissory Note</b>	<b>Military Support:</b> At the start of the Sol player's turn you may remove 1 token from the Sol player's strategy pool, if able, and return it to his reinforcements. Then you may place 2 infantry from your reinforcements on any planet you control. Then, return this card to the player.		
<b>Special Units</b>	<b>Advanced Carrier I</b> (Carrier): Cost: 3 - Combat: 9 - Move: 1 - Capacity: 6 <b>Spec Ops I</b> (Infantry): Cost: 1 (2) - Combat: 7		
<b>Flagship</b>	<b>Genesis:</b> Cost: 8 - Combat: 5 (x2) - Move: 1 - Capacity: 12 Sustain Damage, At the end of the status phase place 1 infantry from your reinforcements in this system's space area		
Embers of Muaat			
<b>Faction Abilities</b> 	<b>Star Forge:</b> <u>Action:</u> Spend 1 token from your strategy pool to place either 2 fighters or 1 destroyer from your reinforcements in a system that contains 1 or more of your war suns.  <b>Gashlai Physiology:</b> Your ships can move through supernovas.		
<b>Starting Units</b>	1 Space Dock, 1 War Sun, 4 Infantry, 2 Fighters	<b>Starting Technologies</b>	Plasma Scoring
<b>Home Planets:</b>	4/1	<b>Commodities:</b>	4
<b>Faction Technologies</b>	<b>Magnus Reactor</b> - (RR): Your ships can move into supernovas. After 1 or more of your units use production in a system that either contains a warsun or is adjacent to a supernova, gain 1 trade good.  <b>Prototype War Sun II</b> - (RRRY): Cost: 10 - Combat: 3(x3) - Move: 3 - Capacity: 6 Bombardment 3(x3), Sustain Damage, Other player's units in this system lose Planetary Shield.		
<b>Promissory Note</b>	<b>Fires of the Gashlai:</b> <u>Action:</u> Remove 1 token from the Muaat player's fleet pool and return it to his reinforcements. Then, gain your war sun unit upgrade card. Then, return this card to the Muaat Player.		
<b>Special Units</b>	<b>Prototype War Sun I</b> (War Sun): Cost: 12 - Combat: 3 (x3) - Move: 1 - Capacity: 6 Sustain Damage, Bombard 3 (x3), Other player's units in this system lose Planetary Shield		
<b>Flagship</b>	<b>The Inferno:</b> Cost: 8 - Combat: 5 (x2) - Move: 1 - Capacity: 3 Sustain Damage, <u>Action:</u> Spend 1 token from your strategy pool to place 1 cruiser in this unit's system		



Ghosts of Creuss			
<b>Faction Abilities</b> 	<b>Quantum entanglement:</b> You treat all systems that contain either an alpha or a beta wormhole as adjacent to each other. Game effects cannot prevent you from using this ability. <b>Slipstream:</b> During your tactical actions, apply +1 to the move value of each of your ships that starts its movement in your home system or in a system that contains either an alpha or beta wormhole. <b>Creuss Gate:</b> When you create the game board, place the Creuss Gate where your home system would normally be placed. The Creuss Gate is not a home system. Then place your home system in your play area.		
	<b>Starting Units</b> 1 Space Dock, 1 Carrier, 2 Destroyers, 4 Infantry, 2 Fighters	<b>Starting Technologies</b>	Gravity Drive
<b>Home Planets:</b>	4/2 & Delta Wormhole	<b>Commodities:</b>	4
<b>Faction Technologies</b>	<b>Dimensional Splicer</b> - (R): At the start of a space combat in a system that contains a wormhole and 1 or more of your ships, you may produce 1 hit and assign it to 1 of your opponent's ships.  <b>Wormhole Generator</b> - (BB): At the start of the status phase, place or move a Creuss wormhole token into either a system that contains a planet you control or a non-home system that does not contain another player's ships.		
<b>Promissory Note</b>	<b>Creuss Iff:</b> At the start of your turn during the action phase you may place or move a Creuss wormhole token into either a system that contains a planet you control or a non-home system that does not contain another player's ships. Then, return this card to the Creuss player.		
<b>Special Units</b>			
<b>Flagship</b>	<b>Hil Colish:</b> Cost: 8 - Combat: 5 - Move: 1 - Capacity: 3 Sustain Damage, This ship's system contains a Delta wormhole, during movement this ship may move before or after your other ships		

L1Z1X Mindnet			
<b>Faction Abilities</b> 	<b>Assimilate:</b> When you gain control of a planet, replace each PDS and space dock that is on that planet with a matching unit from your reinforcements.  <b>Harrow:</b> After each round of ground combat, your ships in the active system may use their bombardment ability against your opponent's ground forces on the planet.		
	<b>Starting Units</b> 1 Space Dock, 1 PDS, 1 Carrier, 1 Dreadnought, 5 Infantry, 3 Fighters	<b>Starting Technologies</b>	Neural Motivator, Plasma Scoring
<b>Home Planets:</b>	5/0	<b>Commodities:</b>	2
<b>Faction Technologies</b>	<b>Inheritance Systems</b> - (YY): You may exhaust this card and spend 2 resources when you research a technology; ignore all of that technology's prerequisites.  <b>Super Dreadnought II</b> - (BBY): Cost: 4 - Combat: 4 - Move: 2 - Capacity: 2 Bombardment 4, Sustain Damage, This unit cannot be destroyed by Direct Hit action cards.		
<b>Promissory Note</b>	<b>Cybernetic Enhancements:</b> At the start of your turn you may remove 1 token from the L1Z1X player's strategy pool and return it to his reinforcements. Then, place 1 command token from your reinforcements in your strategy pool. Then, return this card to the L1z1x player.		
<b>Special Units</b>	<b>Super Dreadnought I</b> (Dreadnought): Cost: 4 - Combat: 5 - Move: 1 - Capacity: 2 Sustain Damage, Bombardment 5		
<b>Flagship</b>	<b>0.0.1:</b> Cost: 8 - Combat: 5 (x2) - Move: 1 - Capacity: 5 Sustain Damage, During a space combat hits produced by this ship and by your Dreadnoughts in this system must be assigned to non-fighter ships if able		