

TECHNOLOGIES

RES and add to leftmost empty spot on your player board in the **matching** row.

RARE TECHNOLOGIES

RES and add to leftmost empty spot on your player board in **any** row.

DEVELOPMENTS

RES and put next to your player board. Cost is resource combination on bottom.

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SHIP PARTS

UPG and add to any ship blueprint (if researched).

CANNON

Fires every round of combat. Each dot = 1 dmg

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ENERGY

Provides energy to other parts.

DRIVE

Provides ships with more movement and initiative. 1 hex = +1 move

HULL

Absorbs damage during combat. Damage is repaired at end of combat

COMPUTER

Increases weapon accuracy and initiative.

MISSILE

Interceptor Bay lets bigger ships store and transport up to 2 interceptors.

SHIELD

Decreases enemy weapon accuracy.

MISSILE

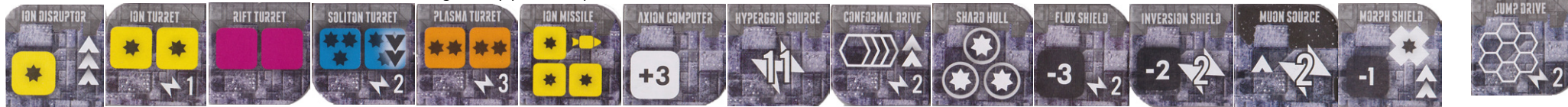
Fires first in combat, but only once. Each dot = 1 dmg

RIFT CANNON

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DISCOVERIES - SHIP PART

Gained mostly through newly gained hexes. Must choose either the VP side or ship part side. If kept as ship part, either place immediately for free or later through an UPG action. Most follow exact same rules as regular ship parts. Exceptions have been noted.



DISCOVERIES - MISC

Gained mostly through newly gained hexes. Must choose either the VP side or benefit side.



- Monolith.** Worth 3VP at end. Place in hex where found.
- Orbital with artifact.** Can colonize for income. Place in hex where found.
- Warp portal.** All warp portal hexes are considered adjacent. Place in hex where found.
- Gain the cheapest technology available that you do not have (your choice in ties), then discard.**
- In hex where found, place interceptors for free worth up to 6 brown (usually 2x), then discard.**
- In hex where found, place 1 free unused cruiser, then discard.**
- Keep next to player board. On any later action, activate by placing an orbital in controlled hex "for free." If you pay for it within 3 turns, gain 2VP.**
- Keep next to player board. On any later action, activate by sending up to 2 ships 2 rounds to the future. They can be placed on or adjacent to a hex with your influence disk, even starting a combat. Gain 3VP for doing.**
- Keep next to player board. In any future combat, discard on your initiative to deal all enemy ships 1 dmg. If you didn't use by end of game, it's worth 1 VP.**
- Keep next to player board. In any future build action, convert 1 interceptor to a dreadnought for free. Remove the interceptor from the board, then discard.**

- Gain indicated resource, then discard.**
- Does not take a slot on blueprint**
- Regens 1 HP at the end of each combat round**
- Draw evolution tiles until you have 3 that are worth 4 or less. Choose one and flip it over, gaining that power permanently, then discard. Can use even if you don't have the evolution ability.**
- Gain 5 of any one resource or gain 5 mutagen, then discard. Can only choose mutagen if you have the evolution ability.**

Grants one free jump move; from one adjacent hex to another, ignoring wormholes. Can use this once per activation.



Place between any two hexes. Those two are now fully connected and worth +1 VP each.

SPECIAL REPUTATION TILES

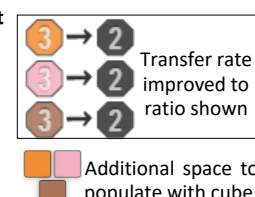
If drawn, they do not count towards your normal amount. When used, discard.

- Reroll up to 2 dice from a combat (not one at a time).**
- Gain 1 of any basic resource (not mutagen).**
- At the end of your current action, take a second action.**
- At the end of a game round, take 1 action before the 1st player (even you).**
- One of your reactions become as strong as your regular action.**
- Add +2 to one of your rolls in combat. A 1 rolled is still a miss.**
- When taking a MOV action, gain one additional ship activation.**
- When using a UPG action, place one additional upgrade tile.**
- When using a BUI action, place one additional ship or structure.**

EVOLUTION

Always have pool of 5. RES and pay to flip and gain 1 tile.

- Orbital** Gain additional VP for indicated controlled item at end of game
- Monolith**
- Evolution tile**
- Hex (each 2, rounded down)**
- Reputation tile**
- Artifact**
- GCDS**
- Interceptor**
- Cruiser**
- Dreadnought**
- Orbital**
- Monolith**



Additional space to populate with cube

TIME DISTORTION

If a time distortion tile asks you to build or upgrade to fulfill, you must have it researched.

- To Future (usually done before you take an action)**
- Take one of your ships in play and place it with this tile on the round track by # spaces. Fulfill by placing that ship on or adjacent to a hex with your influence disk on that round.**
- Take exactly 2 of your ships in play and place it with this tile on the round track by # spaces. Fulfill by placing that ship on or adjacent to a hex with your influence disk on that round.**
- Take one of your starbases in play and place it with this tile on the round track by # spaces. Fulfill by placing that ship on or adjacent to a hex with your influence disk on that round.**
- Take one hex from any stack and place it with this tile on the round track by # spaces. Fulfill by taking an EXP action and placing that hex.**
- From Future**
- Take an action without placing a disk. Fulfill by placing an influence disk on this tile without taking an action.**
- Place one orbital/starbase/cruiser/dreadnought on any hex you have an influence disk. Fulfill by using a BUI action and paying materials.**
- Gain indicated resources. Fulfill by paying indicated resources.**
- Place 1-2 indicated ship parts on any blueprints. Fulfill by taking UPG action and using 1-2 upgrade without gaining ship parts.**
- Place one indicated ship part on one blueprint. Fulfill by taking UPG action and using one upgrade without gaining a ship part.**

- The cost to build reduced by amount shown.**
- Each indicated action you take increases the amount by one. Build, Research, Evolution, Upgrade, Move**
- Whenever you draw rep tiles, draw 1 more (max 5)**
- Extra diplomacy/rep tile spot**
- +1 colony ship**