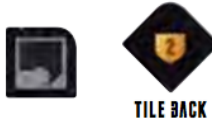


DISCOVERIES

3x +8 Money, 3x +5 Science, 3x +6 Materials: move your Storage marker and discard the tile.



3x Ancient Technology: you may take the cheapest Technology Tile you don't already have from the Supply Board and place it on your Player Board for free. Discard the Discovery Tile.



3x Ancient Cruiser: place one of your unused Cruisers in the hex and discard the tile.



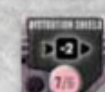
6x Ancient Ship Part: you may place this part in any of your Ships (returning an existing part if needed); you may also keep the part next to your board and place it later with the Upgrade action; if you later want to replace an Ancient Ship Part, it is discarded.



Antimatter Splitter: Allows you to split damage from Antimatter Cannons freely over several targets (including Missiles if you have the Point Defense Technology). You need to be able to hit all the targets with the die roll.



Neutron Absorber: Enemy Neutron Bombs have no effect on you. Note: this does not affect Planta's species weakness.

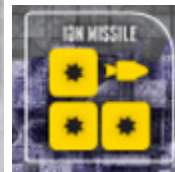
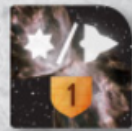


Distortion Shield: Enemy missiles have a -2 modifier to hit.



Cloaking Device: Opponents need two ships to pin each of your ships.

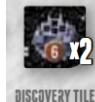
NOVA BURST DISCOVERY Place the Nova Burst tile next to your Player Board. The Nova Burst may be activated by removing the tile from the game before the battle begins or at any time during a battle when it is your turn in Initiative order. This causes 1 damage to every opposing Ship in the battle. The tile is worth 1VP if still held at the end of the game. The Magellan do not receive their species bonus for the Nova Burst if it is removed from the game.



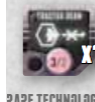
ANCIENT MONOLITH DISCOVERY Place the Ancient Monolith in the hex where you found it. It functions just like a normal Monolith.



FLUX WORMHOLE Place the wormhole on the edge between any two hexes. These are now connected with a full wormhole. Both hexes are worth one additional VP at the end of the game.



ANCIENT INTERCEPTOR DISCOVERY Place Interceptors with a maximum total Cost of 6 Materials in the hex. For example, The Rho Indi Syndicate can only place one Interceptor, as their Interceptors cost 4 Materials.



TRACTOR BEAM RARE TECHNOLOGY When you have the Tractor Beam Rare Technology, your opponents cannot retreat from a battle against you.



Muon Source: the Ship Part is placed outside your ship blueprint grid.



Morph Shield: after each Engagement Round, remove one Damage Cube from each Ship with this Ship Part.



+3 Money, +2 Science, +2 Materials: move your Storage Markers and discard the tile.



Ancient Warp Portal: place in the hex where found. The Warp Portal connects to other Warp Portals (see *Warp Portals above*) and is worth 2VP at the end of the game if controlled.



Ancient Orbital: place in the hex where found. Note that the Orbital also contains an Artifact symbol.



Jump Drive: with the Move action, you may move the Ship to any neighboring hex, regardless of Wormholes. The Jump Drive may be used once per Ship activation (see *page 4*). If the same Ship is activated more than once during the same Move action, the Jump Drive may be used during each activation at any time. The Jump Drive may be the only Drive on a Ship.

Ion Disruptor: this Ship Part provides the Ship with one Ion Cannon and adds three Initiative.



Rapid Mutation: Draw Evolution Tiles from the bag until you have drawn 3 tiles that cost 4 or less. Place one of the three tiles active side up next to your player board. It is **immediately and permanently in effect**. Return the rest to the bag. You can use this Discovery even if you don't have the Evolution ability.



Accelerated Evolution: +5 Mutagen Resources or +5 any one basic Resource; Mutagen Resources can only be taken if you have the Evolution ability.



Transmatter Quantifier: Place the tile next to your Player Board. When taking a **Build action**, you may convert one **Interceptor** to one **Dreadnought** for free and remove the tile from game.



Inversion Shield: This Ship Part provides the Ship with -2 Shield and produces two Energy.



Rift Turret: This Ship Part provides the Ship with two Rift Cannons and consumes one Energy.



Plasma Turret: This Ship Part provides the Ship with two Plasma Cannons, consuming three Energy.



Soliton Turret: This Ship Part provides the Ship with two Soliton Cannons, **reducing** the Initiative by two and consuming two Energy. The Initiative of a Ship may be negative.

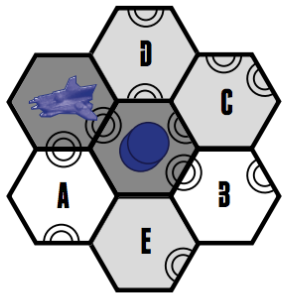


Rift Orbital: Place the tile next to your Player Board. On **any** of your turns, before you take an action or pass, you may play the tile. Immediately place an Orbital in one of your hexes, and pay for it three rounds in the future. You gain 2VP if you fulfill this tile. (See *Time Distortion on page 4.*)



Rift Movement: Place the tile next to your Player Board. On **any** of your turns, before you take an action or pass, you may play the tile. Immediately send two Ships to two rounds in the future. You gain 3VP if you fulfill this tile. (See *Time Distortion on page 4.*)

TECHNOLOGY / DEVELOPMENTS



EXP
civil
unchart

WORMHOLE GENERATOR

If you have the **WORMHOLE GENERATOR** Technology, you may place the hex so that there is only a half Wormhole connecting the placed hex and the hex you Explored from. In the diagram above, when using the Wormhole Generator, placements A, B, C and D would be legal, but E would not.



Advanced Genetics: Gives you the Evolution ability, 3 Mutagen Resources, and a production of 1 Mutagen per round.

Metasynthesis: You may place Population Cubes in any Advanced Population squares with your Colony Ships.

Rift Cannon: Allows you to take RIFT CANNON Ship Parts.

Soliton Cannon: Allows you to take SOLITON CANNON Ship Parts.

Absorption Shield: Allows you to take ABSORPTION SHIELD Ship Parts.

Transition Drive: Allows you to take TRANSITION DRIVE Ship Parts.

ships.

Point Defense: After your opponent has rolled and allocated the dice for Missiles of one Ship type, you get to fire all your Cannons once against the incoming Missiles before they hit your fleet. Each die that hits destroys a Missile. Your Computers affect the Point Defense, but your opponent's Shields do not.

Conifold Field: Allows you to take CONIFOLD FIELD Ship Parts.

Sentient Hull: Allows you to take SENTIENT HULL Ship Parts.

Interceptor Bay: Allows you to take INTERCEPTOR BAY Ship Parts.

Flux Missile: Allows you to take FLUX MISSILE Ship Parts.

Zero-Point Source: Allows you to take ZERO-POINT SOURCE Ship Parts.

Ancient Monument: 3VP at the end of the game.

Artifact Link: 1VP per Artifact at the end of the game.

Diplomatic Fleet: You may place one Ambassador or Reputation Tile on top of this tile.

Mining Colony: Immediately take 12 Materials.

Research Station: Immediately take 12 Science.

Trade Fleet: Immediately take 12 Money.

Shellworld: Place the Shellworld tile on one of your controlled hexes. The Shellworld has a Science Population Square and is worth 5VP at the end of the game if controlled.

Warp Portal: Place the Warp Portal tile on one of your controlled hexes. The Warp Portal (see page 8) connects to all other Warp Portals and is worth 1VP at the end of the game if controlled.

ADVANCED GENETICS RARE TECHNOLOGY Researching this Technology gives you the Evolution ability. If you do not already have an Evolution Pool when you Research this, draw five Evolution Tiles from the bag as your Evolution Pool. **Advanced Genetics** gives you 3 Mutagen Resources when researched and produces 1 Mutagen Resource in the Upkeep Phase. The *Octantis* are allowed to research this Technology as well.



Quantum Labs: The tile functions as an extra slot for a researched Technology. The tile researched is placed on top of this tile. Quantum Labs gives a 6 Science discount for the tile being researched. The minimum price for the Technology still applies. The Technology can be of any category (Military, Grid, Nano, Rare). If a Technology Tile is placed on the Development, it gives 1VP at the end of the game.

Genetics Labs: Immediately draw Evolution tiles from the bag until you have drawn 4 tiles that cost 5 or less. Place one of the four tiles active side up next to your player board. It is immediately and permanently active. Return the rest to the bag. You can use this Development even if you don't have the Evolution ability.

Ancient Labs: Immediately draw one Discovery Tile.

SPECIAL SHIELDS / SHIP PARTS



Re-roll: Simultaneously re-roll up to any two own dice in combat (including attacking Population).



Resource Gain: Gain 1 unit of any one basic Resource (Money, Science or Materials).



Double Action: At the end of your action, take an additional action.



Priority Action: At the start of game round, take one action before the starting player (even when it's you).



Advanced Reaction: Take any of your normal actions when you take a Reaction.



Bonus targeting: Add +2 to one of your rolls in combat. Rolling a 1 is still always a miss.



Bonus Move: One additional Ship activation when taking a Move action.



Bonus Upgrade: Place one additional tile when taking an Upgrade action.



Bonus Build: Build one additional Ship or Structure when taking a Build action.



Interceptor Bay: Each Interceptor Bay Ship Part allows you to move up to two unpinned Interceptors in the ship bay with one Ship activation (see explanation on the right). After each activation, one or more Interceptors may leave the Interceptor Bay and then be moved by themselves with further Ship activations. When moving Interceptors in the bay, they do not affect pinning. The Interceptors are unloaded from the bay at the end of the Move action. Interceptors are not allowed to have Interceptor Bays.



Conifold Field: Creates a brane field, giving three Hull points and consuming two Energy.



Sentient Hull: Part of the hull is constructed of a sentient semi-autonomous substrate that provides +1 Computer and one Hull point.



Flux Missile: Two modified Ion Missiles capable of warping the flux grid, giving two Initiative.



Zero-Point Source: Taps into the quantum ground state, providing 12 Energy.



Soliton Cannon: The Cannon uses subdimensional particles that induce 3 damage per hit.



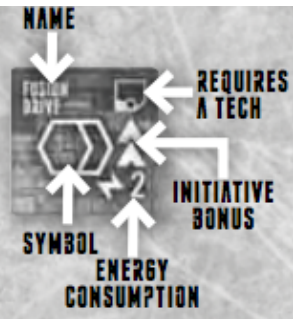
Absorption Shield: The Shield absorbs the force flux around the ship, providing -1 Shield and creating four Energy.



Transition Drive: The Drive utilizes the spatial transition fold, allowing the ship to move three hexes but reducing its Initiative by one. The initiative may be negative.



Rift Cannon: Uses a special Rift Cannon die (see die faces on the right). The Cannon ignores all Computers and Shields. It may deal 1-3 damage to the opponent, miss or damage you.



CANNONS + MISSILES: For each colored square in your Ship, roll the corresponding colored die. The damage a hit inflicts is represented by the star symbols: each star ★ is one point of damage.

COMPUTERS: Make hitting easier by adding bonuses to your die rolls: your combined Computer value is added to your die rolls to hit.

SHIELDS: target's combined Shield value is subtracted from your die roll to hit.


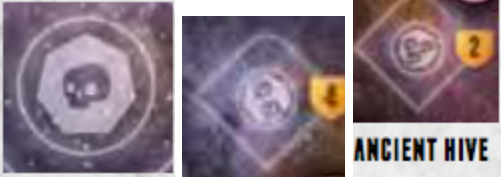






HULL: each Hull symbol ★ absorbs one point of damage received.

DRIVES: each hex pictured increases the Ship's Movement Value by one.

ENERGY SOURCES: provide energy for other Ship Parts.





SHIP	ORIGIN	SHIELDS	NOTES
 <p>ANCIENT SHIP</p>	 <p>ANCIENT HIVE</p>	<p>1</p>	<p>3 on hive, will move randomly.</p>
 <p>GCDS TILE ANCIENT DREADNOUGHT ADVANCED GCDS TILE</p>	 <p>GALACTIC CENTER HEX</p>	<p>3 (+1VP)</p>	<p>Choose 1 to occupy sector 001 at game start.</p> <p>Draco must fight Ancient Dread. Do not get VP for its survival.</p>
 <p>IMMOBILE SIDE MOBILE SIDE</p>	 <p>WARP NEXUS SECTOR HEX WARP NEXUS PORTAL</p>	<p>3 +1VP (+discovery if mobile)</p>	<p>Pulled from shuffled stack when hexes explored.</p> <p>They do NOT recover damage.</p> <p>Mobiles wander D6 direction each clean-up.</p>
 <p>ANCIENT CRUISERS</p>	 <p>ANCIENT HOMEWORLD</p>	<p>2 +1VP</p>	<p>Random face-down selection from stack when hex explored.</p> <p>Draco must fight Ancient Cruisers. Do not get VP for its survival.</p>