



ANDROMEDA'S EDGE
APPENDIX

ANDROMEDA'S EDGE: THE EDGE CASES

***BEHOLD, ANDROMEDA'S EDGE:** A dazzling, uncharted region of space on the edge of the Andromeda Galaxy. Littered with the modular debris of the precursor civilization, patrolled by malicious, intergalactic raiders, and bordered by dense nebulae, The Edge is a last resort for the brave and foolhardy who seek a new life beyond the oppressive reach of Unity.*

This appendix is the cutting edge of what we know about Andromeda, a collection of lore, strategy, and frequently asked questions of the known universe. We hope you will find it useful for clarity on a certain card or to discover a new way to play your next faction. This book covers all content currently published for first edition English, whether it be promo, expansion or base content. Availability of content may vary.

There will be times when tactics cards, station modules, events, raider, and player abilities combine in unique, unlisted ways. When in doubt, follow the rule on page 8 of the main book, regarding the active player – or ask us on BoardGameGeek and in our social media channels. We'll be here at Andromeda's Edge, ready to help.

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PROMO



EXPANSION

FACTIONS

The player factions of Andromeda's Edge are a big part of what sets this game apart. Each faction has 1 or 2 unique special abilities, access to a unique ship upgrade, and different starting resources and track bonuses. How you play a game is not dictated by your faction, but when you make the most of your unique abilities, you will have a definite advantage. Each of the faction listings has a few points to clarify their abilities, followed by some strategy tips from the designers.

RANK 1

RANK 2

Rank 1 and Rank 2 factions are equally powerful, but Rank 1 factions are easier for new players to develop viable strategies. We recommend Rank 2 factions for advanced players.



ALLIED TRIBES



ARKANOAN SHIPWRIGHTS



ASTRODRAKUS



DARKSTAR ACOLYTES



DRAKANARAN FLAMEKEEPERS



ELDERS OF DWELLENON



FUNGINAR SPOREGOTS



JELLULOID TECHNOBLORPS



KRAWLN



MECHARON SYNTHBORN



NEBULON CLOUDPEOPLE



PLUTONIAN EMPIRE



PULSEWAR REFUGEES



SPACEPIRATES OF NIGHTMARE COVE



TOLZEED PORTERS



WELDEN FORGEFOLK



WOLFGUARDIAN HOWLERS



ZODIAN WARMONGERS

ALLIED TRIBES

Setting aside their endless rivalries, they join forces, and journey to the stars.

- ◆ You must first have a ship in a module row before your leaders can be used to activate modules in that row.
- ◆ Using Nomads, you may move leaders into any adjacent region, including Quasars and nebulae.
- ◆ Sabrecat's Recoil does not enable the ship to move into a nebula.

STRATEGY: Move leaders into better positions to increase your development scores, and when you're ready, collect many leaders at once. You might not need as much energy as other factions as long as you have a few leaders to keep your engine running.



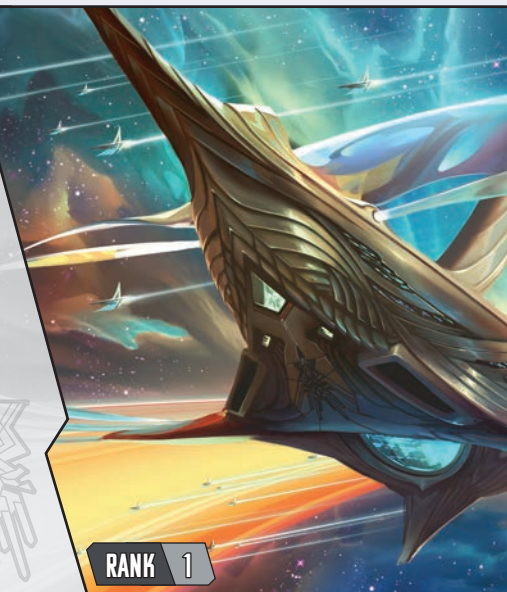
RANK 1

ARKANOAN SHIPWRIGHTS

Persecuted, yet dignified, they construct mighty vessels to voyage to the promised land.

- ◆ Embark is a passive effect, and may be used any time you gain a ship, including when you gain a new ship upgrade, or as a result of an event.
- ◆ You may use Embark when you build a ship during your Return to Station turn, and the new ship is immediately available to activate a module.
- ◆ Spacefaring Culture is limited to the number of times you can upgrade: once per type of ship.
- ◆ When you lose a battle, and your Galacton is in the active region, your Galacton will take damage, but none of your other ships will.

STRATEGY: Focus on the industry track to get ship upgrades, and free civilization modules. Whenever you get a new ship, unless you plan to Launch it immediately, have it begin in the Repair Barge, so that you'll have more ships when you Return to Station.



RANK 1

ASTRODRAKUS

With their glimmering eyes of greed and devious calculations, the Astrodrakus take flight.

- ◆ When you use Dragon Lairs, you may not Launch to a planet containing one of your developments *(it counts as a ship)*.
- ◆ You are not required to use Dragon Lairs, you can always Launch normally.
- ◆ If you have no vault bonus at the end of the game, For the Hoard grants no bonus VP.

STRATEGY: Build your first development in a centralized position, preferably adjacent to a module field, so you'll be able to access vital regions at will. Credits and commerce are your primary goals, but don't neglect moving up the industry track to get your Starwing upgrade.



RANK 2

DARKSTAR ACOLYTES

Following a mysterious prophet, they gather in their masses and call upon the power of the Underworld.

- ◆ When Ghostly Presence is used to activate the Maximus or Odessa Fields, the event track is advanced.
- ◆ Ghostly Presence allows you to collect leaders as if you had a ship in the region.
- ◆ Ghostly Presence is not considered to be a Launch.
- ◆ Ghostly Presence does not cause Raider Strike.

STRATEGY: Keep your fleet small, so that you can Return to Station frequently. Use Ghostly Presence cleverly to build developments or grab modules.



DRAKANARAN FLAMEKEEPERS

Resourceful and cheerful, these draconic humanoids boldly go across the galaxy, seeking brave, new markets for their delightful crafts.

- ◆ Like any other time you gain a module, when you play your free module from Baked In, advance on the progress track matching the module. This does not trigger Flamecraft.
- ◆ Flamecraft must be resolved at the end of your turn prior to resolving an event, if any.
- ◆ Plushyprise's Friendly ability does not prevent battles, it merely stops Raider Strike, and only for the turn the Plushyprise is Launched.

STRATEGY: From the beginning, choose a track to focus on and take the module that will move you up that track. Develop and get modules as often as you can, to get the extra credits.

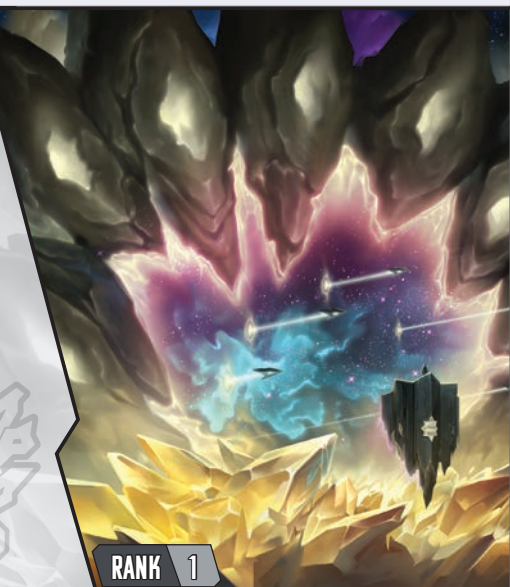


ELDERS OF DWELLENON

Casting a spell from an ancient scroll, they pass through a portal to a realm with no dungeons, but there are dragons.

- ◆ When you add a module to your station using Prophecy, advance on the appropriate progress track in the same manner as you would for any other module.

STRATEGY: Go to the Monolith of the Ancients early and keep a large hand of tactics cards. Focus on building developments to ensure that you can get all of your bonus modules in play.



FUNGINAR SPOREGOTS

After eons of growing in the cracks and crevices of every starship and development in the galaxy, the Funginar rise and become a force of their own.

- ◆ Decompose functions if any ships are in the Scrapyard, not just your own.
- ◆ The Mycillinox Toxic Cloud is triggered by each of your transports that becomes damaged. Thus, if two of your Mycillinox transports become damaged in a region, each non-raider opponent must damage a ship, and then damage a ship again. They could damage the same ship again if the first damage was absorbed by a shield.

STRATEGY: With the nanocarbon gained from Decompose, be the first to reach the discovery tokens on the science track, and build developments of any type. Creating a swarm of Mycillinox transports will keep opponents from attacking you.



JELLULOID TECHNOBLORPS

Blobs of radioactive sentient ooze crawl out of test tubes and drip through the drains of derelict starships, transforming them into a formidable fleet.

- ◆ Adhesive Ooze allows you to ignore damage on your modules for ALL purposes, as long as you have no more than 3 damaged modules. This includes when scoring victory points on triggered events as well as the game end damage penalty. It also allows scoring damaged civilization modules.
- ◆ Fixer-Upper rewards the bonus tactics card regardless of how a damaged module was gained, including as the result of an event.
- ◆ An Obliterated module with 2 damage counts as 1 damaged module.

STRATEGY: Don't be afraid of a little damage. Collect powerful damaged modules to get bonus tactics cards. You can use those damaged modules early without repairing them.



KRAWLN

Having molted their terrestrial skins long ago, the KrawlN have evolved into star-faring beings that swarm planets and consume them until nothing is left.

- ◆ Hatch is a passive effect, and may be used any time you gain a ship, including when you gain a new ship upgrade, or as a result of an event.
- ◆ For Hivemind, the ship that is becoming a development counts as 1 ship. So if you have 1 ship adjacent to the region being developed, that is a total of 2, and is sufficient to receive the discount.

STRATEGY: Climb the industry track and build your fleet early, putting your new ships directly onto the board. Protect and position your swarm of ships to build discounted developments.



NEBULON CLOUDPEOPLE

Rarely setting foot on solid ground, the Nebulons are most at home in their cloud cities, harvesting everything they need from the atmosphere.

- ◆ Drift allows you to move a ship up to the range of the ship being moved.
- ◆ Like other simultaneous actions, you can choose the order in which you use Gas Condensers and Drift.
- ◆ Drift does not confer any special movement abilities like Voyage, so a ship without Voyage cannot drift into a nebula.
- ◆ Drift can move ships into regions that already contain raiders, opponents' ships, and even your own ships.

STRATEGY: Stay close to the nebula to get your bonus resources, then use Drift to slide your ships into key positions such as planets you can develop. Use your Cloud Scrapers to claim the best moons in the galaxy.



RANK 2



MECHARON SYNTHBORN

Called by the Signal, and haunted by implanted memories, the Mecharon have become machines that build machines to build machines.

- ◆ Synthesize allows you to freely exchange titanium and energy at any time for any purpose.
- ◆ Convergence does not grant more than +1 targeting, regardless of how much energy you spend.
- ◆ If the Terminator is moved to the Scrapyard on another player's turn, it does not go back to your Launch Bay until the end of your next turn.

STRATEGY: Focus on science and industry. Your energy can be used to build things, and your titanium can be used to power your engine! Use Terminator to get where you need to be again and again, and don't be afraid to fight.



RANK 1

PLUTONIAN EMPIRE

Watching the ticking of the Doomsday Clock, they know it is only a matter of time before their weapons of destruction finally extinguish the galaxy.

- ◆ You may only spend 1 resource to advance the Doomsday Clock an additional time once per turn.
- ◆ When the Clock reaches midnight, and you advance on a progress track multiple times, carry out the effects of each space in order as you progress.
- ◆ If the Doomsday Clock reaches midnight on the first advancement of a turn, you may still spend 1 resource to advance it 1 additional time.

STRATEGY: Focus on science early, and never skip a chance to Sabotage. Keep the Doomsday Clock ticking at a steady pace to gain huge mid-game bonuses. Once you have the Doomsday Device, you will be a constant threat.



RANK 1

PULSEWAR REFUGEES

In the shadows of siege machines and battleships, these survivors of endless wars seek only to avoid becoming collateral damage.

- ◆ Due to the order of battle resolution, the winner of a battle will move up the supremacy track before Undaunted will allow you to move up the track.
- ◆ If you use Marillion's ability On the Run to jump out of a battle, and you leave behind only a single opponent's ships, the battle ends.

STRATEGY: Play tactics cards often, or spend them on things like building transports, to keep your hand small. Join battles frequently, because you get stronger whether you win or lose.



RANK 1



SPACEPIRATES OF NIGHTMARE COVE

Setting sail across the vastness of space, they follow the Pirate's Code, doing what they want, and taking what they can. Space pirates hoard the fruits of their pillage in cloaked storage units.

- ◆ When you use Nightflag's Hostility to place your ship in an opponent's station, you may not use energy to activate any of your opponent's modules. However, you may use energy to activate modules in the corresponding row of your station, even if there is no ship present.
- ◆ Piracy rewards you a bonus credit when you Launch to any occupied region, regardless of which players' ships or raiders occupy the region.
- ◆ You cannot use a damaged module with Nightflag.

STRATEGY: Try to pick fights you can win, and use your loot to focus on commerce. Keep an eye on the modules your opponents have to use with your Night Flag ship.



RANK 2



TOLZEED PORTERS

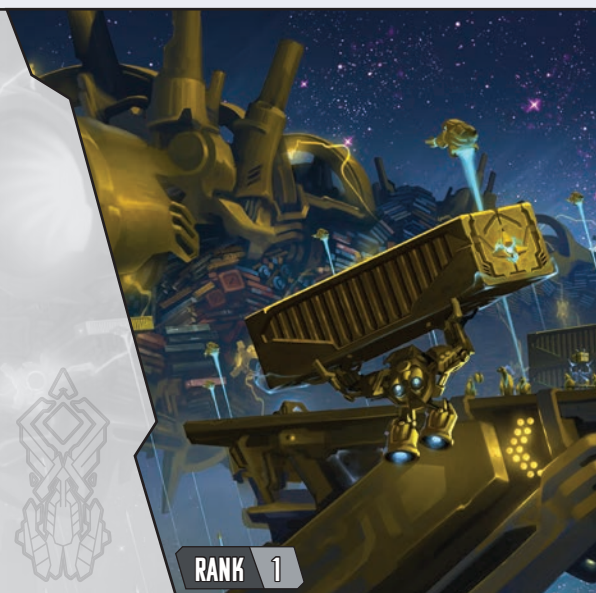
With a complex culture built upon a tradition of logistics, they pack, load, ship, and get the goods there on time.

- ◆ When you use a module field to gain modules, Trade Routes allows you to choose from any of the module types regardless of which field you went to. You can choose 1 science module and 1 commerce module for example. If you choose to not gain a 2nd module, the module you discard may be of any type.
- ◆ Pick Up and Deliver and Profiteering are resolved prior to performing the action of the Alliance Base.

STRATEGY: Grab some resources, and visit either module field right away to build a resource engine, then race up the commerce track using your Merchant Scarn upgrade and Pick Up and Deliver. You can score a lot of points from your vault bonus.



RANK 1



WELDEN FORGEFOLK

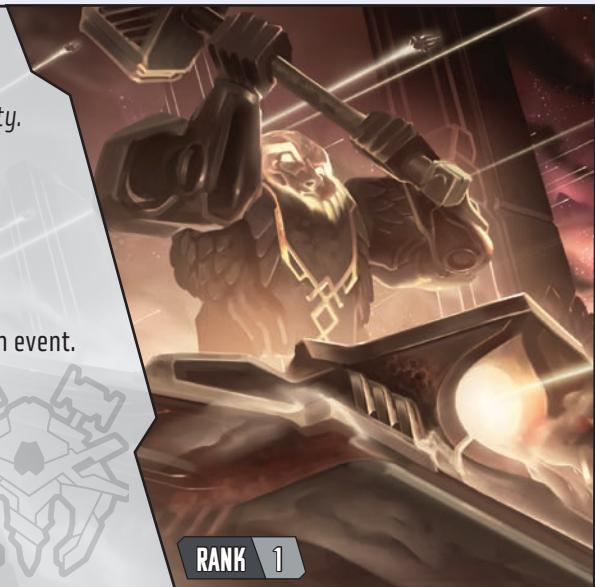
With the brightest forges, the heaviest hammers, and the strongest ale, they forge a new reality.

- ◆ Weld does not allow you to activate your Primary Reactor. If you use it when you repair a science module, only activate that module, not the entire row.
- ◆ You do not select the module you gain from Gridiron, you only select the module deck you draw from. Advance on the appropriate progress track for the module gained.
- ◆ Gridiron and Weld are used as free actions. They cannot be used during the resolution of an event.
- ◆ Braze allows you to repair any 1 of your damaged ships or modules.

STRATEGY: By completing columns of modules, you can get modules faster than other factions to build a powerful engine. Don't forget to activate the first module you repair each turn.



RANK 1



WOLFGUARDIAN HOWLERS

Called by distant moons, the pack howls with each victory, yet they are still hungry.

- ◆ Full Moon allows you to choose any discarded moon, including a Nebula moon.
- ◆ If you advance on a Progress Track multiple times, such as from gaining 2 new modules, each time you advance, you may use Howl to discard a moon to advance 1 additional time on the same track.
- ◆ Howl does not trigger Howl. When Howl allows you to discard a moon to advance on a track, you can't immediately discard another moon to advance again.
- ◆ Howl is used as a free action. It cannot be used during the resolution of an event.

STRATEGY: Get moons as often as possible by visiting planets and using Full Moon, then use Howl to reach powerful bonuses on the progress tracks before your opponents.



RANK 2



ZODIAN WARMONGERS

With a lust for battle and a disdain for mercy, the Warmongers draw strength from every confrontation.

- ◆ When battle ends, if you have no energy to discard, there is no penalty.

STRATEGY: As often as you can, discard a diplomacy card to get even more tactics cards. Grab an early industry module to get your Deathclaw fighter and go to war!



RANK 1



UNITY COMMANDERS

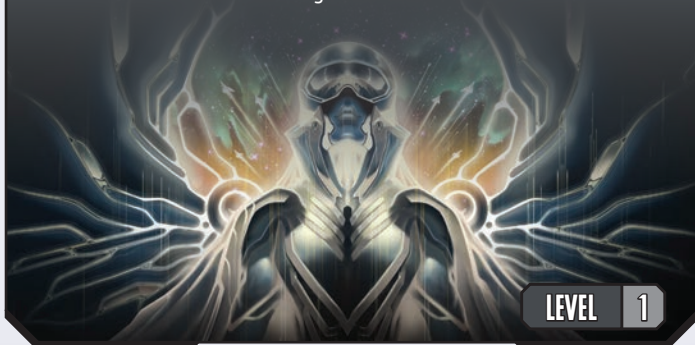


Many faces, one purpose – Unity, the oppressive authority you have fled, has followed you to Andromeda’s Edge. Multiple Unity leaders, ranging in difficulty and tactics, will face off against your faction in solo mode. Or, increase the risk in a multiplayer game by adding Unity into the mix.

FEARCE

Eager to prove herself, Captain Fearce disobeyed her Unity directives, leading an undisciplined and inexperienced squadron to the Edge. She knows if she can defeat the rogue factions of the Edge, her insubordination will be forgiven.

STRATEGY: Fearce neglects the science track and has few repairs. Keep this in mind when selecting modules as to leave them with the damaged ones.



SKY

In a past age, Sky led a fighter squadron to quell a cyborg insurrection. Now a seasoned veteran, Sky has commanded a Unity flying fortress for longer than most of the crew has been alive. Nonetheless, the righteous fire of youth has never burned brighter in their remaining eye.

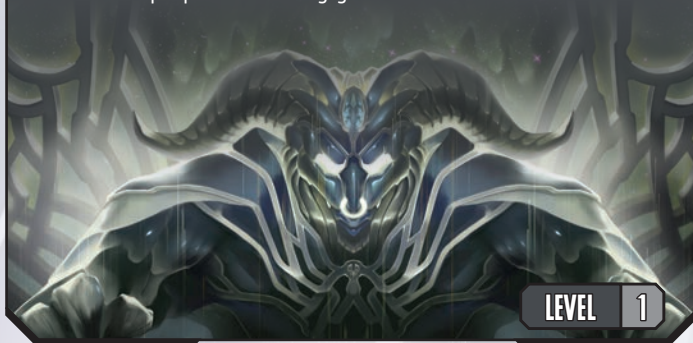
STRATEGY: Sky is well balanced, try to keep them from developing.



ASTAURION

A hulking, horned figure, Astaurion was once a Unity foot soldier. However, their true strength is in their industrious leadership.

STRATEGY: This commander neglects the science track, but favors the industry track and repairs frequently. Battles will increase in difficulty as they collect more Unity upgrade tokens so prepare accordingly.



- ◆ **UNITY AS A PLAYER:** Unity is a player for all game effects. Any effects ignored by Unity will be called out specifically.
- ◆ **UNITY DECISIONS:** At any time, if all else is equal, the player holding the Conn makes the choice.
- ◆ **NEBULA:** Unity sticks to stable, logical approaches. They have no business going into that uncharted space. Sensors don't show anything of value...
- ◆ **NETHERVOID:** During a Launch, Unity treats The Nethervoid as it would an Alliance Base.
- ◆ **NEBULA MOONS IN ONE REGION:** The player chooses, however Unity will take a moon with a relic icon, if possible.
- ◆ **UNITY UPGRADES:** Note that the d6+1 and +1 targeting are per battle and not per ship.



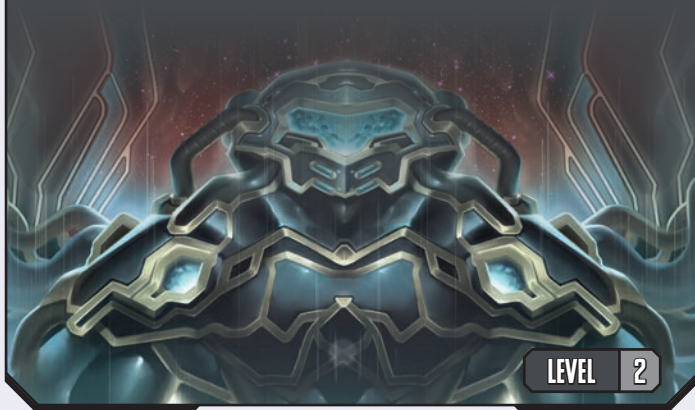
CAPTAINS

LEVEL 1

HAVOC

In their time as a Unity space marine, Havoc distinguished themselves by completing several space jump missions, setting a galactic record. They continue to excel as a Unity Major, having customized the interface of the weapons system to maximize destructive efficiency.

STRATEGY: Havoc damages your modules with the Assault ability so try to avoid battles unless you have ways to offset the damage.



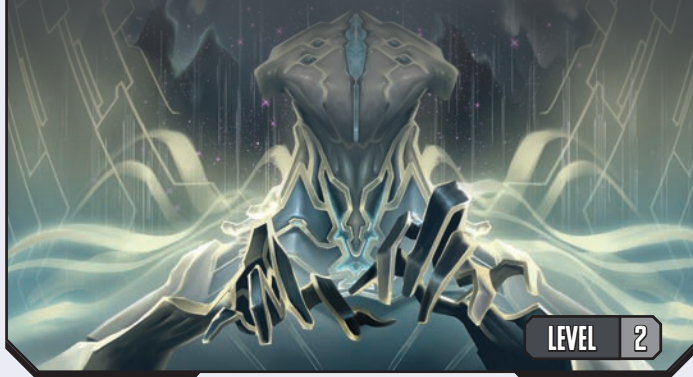
LEVEL 2

KEY

Although they may seem aloof to onlookers, Key's genius lies in understanding the rhythm of combat and command. Time and again, Major Key has amazed all by being one step ahead of the enemy, emerging victorious when the crew thought all was lost.

◆ Missile Silos don't add a die, they just extend the range of the existing die that developments provide.

STRATEGY: Key has stronger fire power with the Missile Silos so focus on preventing them from developing.



LEVEL 2



MAJORS

LEVEL 2

TOM

Meticulous and precise, Major Tom dons their eyeshadow and drinks tea whilst reading the latest reports and contemplating the stratagems of the day.

◆ Retrieving your leaders from Major Tom's captured pool is a free action on your turn. You can free any number of leaders for 1 credit each.

STRATEGY: This commander steals your leaders with the Capture ability. Keep this in mind when you fight them.



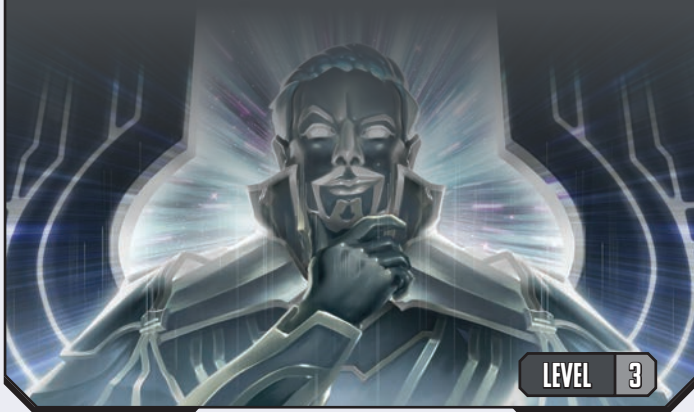
LEVEL 2

FRAKES

Beneath a companionable smile lies steely determination and ambition. Frakes will be happy to assist you with your assimilation.

- ◆ Unfair Taxation only applies once, for any number of ships in the active region, not per ship.

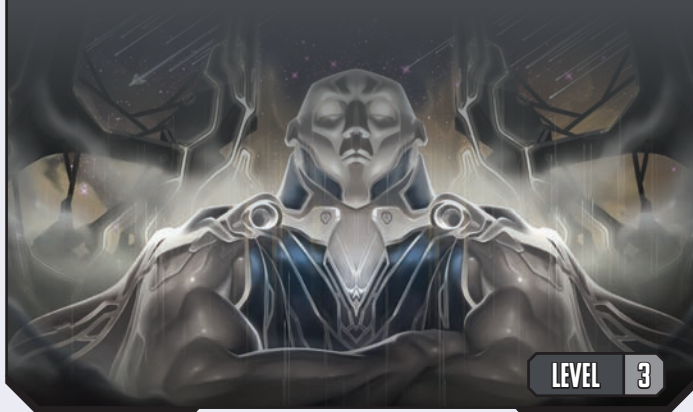
STRATEGY: Frakes neglects the industry track, but drains your resources with the Unfair Taxation ability. Try to avoid battles unless you have resources you won't miss.



OLMOS

This isn't just his fleet, this is his family, and he will do anything to protect them. With all eyes on survival, it is vital that new developments are constructed on the Edge, as the ancient lords foretold. This is home.

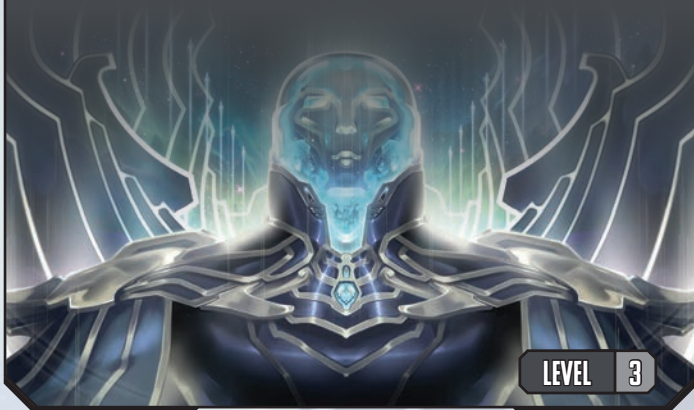
STRATEGY: Olmos neglects the science track, but makes moon resources scarce with the Lunar Seizure ability, so it would be best to first build a good resource-generating engine.



CUSHING

Imperious and haughty, Cushing finds it inconceivable that any rabble could stand in the way of Unity's destiny.

STRATEGY: Cushing neglects the civilization track, but can join almost any battle with the Advanced Weaponry ability. You can take advantage of this by provoking battles with the Raider to pick off their units.

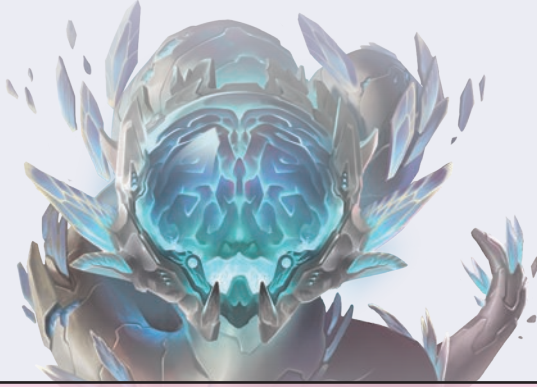


COMMANDERS

LEVEL 3

RAIDERS

Evil and ruthless beings from the galaxy lurk just beyond the nebulae. Raider hideouts are thought to be connected to other galaxies or alternate universes. They are all manner of strange beings, monsters, and people. They attack, raid, capture and steal. They are not all aligned with a singular faction, but their onslaught still might feel like a collective endeavor.

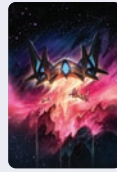


- ◆ Raiders are considered opponents and are affected by any card or game effects that target opponents. Any ability that can only work on opponents OTHER than the raiders will have this stated on its ability.
- ◆ Raider pieces are considered "ships" for the purpose of abilities/tactics cards that target ships.
- ◆ Players do not gain a reward if a Raider is destroyed / damaged / removed via tactic cards / abilities. The raider reward is only given if the raider is defeated in a battle *(after checking the outcome step in battle resolution)*.
- ◆ If a player must give a resource to the raiders, the resource is returned to the supply. If the Raiders must give a resource to a player, the resource comes from the supply.
- ◆ 2 raider units always appear when S-Class raiders emerge *(if possible, otherwise put out as many as available)*.
- ◆ If an event indicates that a new raider is to be placed, but that raider is already on the board, bring out 2 S-Class raiders instead. If all S-Class raiders are out, then no more raiders are added.
- ◆ When you defeat an S-Class raider with more than one unit in battle you only gain the reward once, regardless of the number of raider units in the active region.
- ◆ If a raider would appear on a specific region, such as an Alliance Base, but that region already contains a raider, the raider appears on a random nebula instead *(or Quasars/Vortexes if in play)*.
- ◆ If using Quasars and Vortexes, and a raider cannot appear in these regions due to other raiders occupying the same region, the raider then defaults to appearing in a random nebula instead.
- ◆ Face down raider cards are public information.



-CLASS RAIDERS

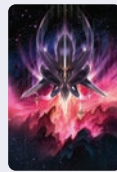
All raiders in this class have Swarm.



VORTICON STRIKER

Vying for control of the galaxy, the Vorticons swarmed to the Edge to intercept unprotected travelers. Strikers are a nuisance on their own, but can become a formidable threat in numbers.

- ◆ The winner gains only 1 tactics card as a reward regardless of how many Vorticon Strikers are in the battle.



SLASHER

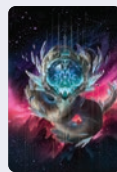
Originally a terrestrial cabal of heartless criminals, the Slashers commandeered Unity vessels and implemented special modifications. Known for their speed and ferocity, squadrons of Slashers are a true threat with no mercy.

- ◆ The winner gains only 1 titanium as a reward regardless of how many Slashers are in the battle.



-CLASS RAIDERS

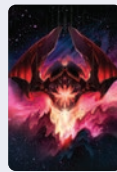
All raiders in this class have a global effect.



ANCIENT BRAIN

Hailing from the chaos realm between the galaxies, the Ancient Brain has arrived in Andromeda for reasons unknown. Surrounded by a field of dangerous brain waves, it strikes relentlessly, predicting its foes' every move. It cannot be deceived or manipulated.

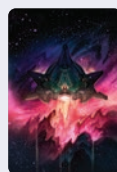
- ◆ The Ancient Brain does not use Raider Strike on adjacent regions within range. It only uses Raider Strike when the active region is an Alliance Base.



CHUPA VAMPRA

Brutal and menacing, the Chupa Vampira seethes under the nebula's shroud. Its very existence is like a curse on all who venture to the Edge.

- ◆ Energy Drain is activated any time a tactics card is played but does not count if the tactics card is used as a resource.



KORRUGAN SMUGGLERS

Crewed by a motley gang of colorful characters, the Korrugans will make a trade with any faction. Although protected by a humble cannon array and energy shield, the riches in their cargo holds are always at risk.

- ◆ Obelisk development costs can be reduced by a resource of your choice.



B-CLASS RAIDERS

All raiders in this class have extended range.



PERILON RIFLER

The legendary Perilon Rifler is a gunship that serves no faction and has no allegiance. It takes what it wants, and what it doesn't, it destroys.

- ◆ Devastating Strike does not activate if the Perilon Rifler is already in the active region and does not perform a Raider Strike.



SAUCERIAN ABDUCTOR

In all ages, and all parts of the galaxy, stories of these mysterious disks are told. They are said to be responsible for mysterious disappearances. Why they seek captives, no one knows.

- ◆ Cannot abduct leaders from your station.
- ◆ Leaders who are not rescued remain on the raider card, as the card may come into play again.
- ◆ Every time the Saucerian Abductor appears, they will capture 2 leaders. When a player defeats the Saucerian Abductor in battle, they would gain back ALL their leaders *(including previous leftover ones)*, while everyone else only gets 1.
- ◆ The leader reward is for defeating the Saucerian Abductor in battle. If the raider was damaged outside of battle, the leaders stay with the raider card.



C-CLASS RAIDERS

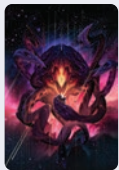
All raiders in this class are shielded.



ICE PIRATES

In the cold, darkness of space, lurk brutal wandering raiders in a vessel made of pure ice. Their cunning tactics catch unwary vessels off guard. Where they go, they leave behind only shattered starships and frozen corpses.

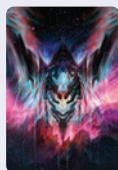
- ◆ All ships in the region prior to the Escalation stage of battle may participate in the battle.



GALACTIC KRAKEN

The kraken is a writhing tentacled menace. Once disturbed, it flails and thrashes relentlessly. Few escape its unbreakable grasp.

- ◆ If the battle with a Kraken occurs in a nebula region, only ships with Voyage would be pulled in.



VOID DRAKE

A dark void has opened, a crack in space, a bridge to the shadow dimension. Antimatter signatures reveal that a catastrophic eruption is imminent. From the Void emerges a grim dragon-like creature, seeking to draw beings from this dimension into the eternal darkness.

- ◆ Shadow Warp does not activate if the Void Drake is already in the active region and does not perform a Raider Strike.



D-CLASS RAIDERS

All raiders in this class are formidable.



HIVE & HORNETS

Dormant and festering since the age of the Precursor Civilization, the Hive went undetected and undisturbed. With the increase in power sources on the Edge, the Hive has begun to draw energy to its power cells. Now, it's grim presence is unavoidable as it drifts across the Edge. It is a force of great danger, but disturbing it will only make things worse!

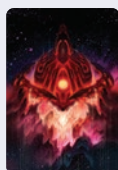
- ◆ Using the Hornet Sting is not a Launch. While the Hornet is in your Launch Bay, it is not a raider.
- ◆ A Hornet on the board becomes an S-Class raider. It cannot occupy the same region as the Hive, but may occupy the same region and Swarm with any S-Class raiders.
- ◆ Unity does not gain Hornets via Colony like a player. Instead, advance their command marker one space and place the hornet on nearest unoccupied region.



ION STORM

A vibrant phenomenon known to form at the galaxies edge, Ion Storms are very dangerous. Out of the surging clouds, high-energy plasma filaments disrupt ship systems and damage bulkheads.

- ◆ Ionic Disruption does not activate if the Ion Storm is already in the active region and does not perform a Raider Strike.
- ◆ A Battle happens in the final step of a Launch turn and only triggers if there are 2 or more opponents in the active region. If all player ships are damaged and removed to the Scrapyard due to Ionic Disruption, a battle does not occur.



MORTALITY SPHERE

Whispers of a secret project under construction have only recently been confirmed. Far larger than the most powerful heavy cruisers, this spherical menace appears to have been built for one thing: Annihilation.

- ◆ If a player has no remaining modules that can be damaged, including core modules, they ignore Barrage.

EVENTS

- ◆ When an event occurs at the end of your turn, you continue to be the active player until the event has been fully resolved.
- ◆ During the resolution of an event, no actions may be taken, including those normally allowed by faction abilities, and no cards may be played *(unless specifically stated otherwise)*.
- ◆ Resources, including tactics cards, gained during the resolution of an event in excess of limits may be kept until the end of your next turn.
- ◆ If the end of the game is triggered during the resolution of an event, continue to resolve the entire event, but no additional events will occur for the rest of the game.

GALACTIC DAWN



ALGAE SKY

The sky darkened with ominous clouds and a foul stench overtook our senses. The rain came on swiftly, oily globs of bubbling tar soon covered the landscape. Could this be a new source for fuel or food?

- ◆ Players may pick up the nanocarbon from a region as a free action on their turn.



CALL OF THE OBELISK

One by one the travelers emerged from their shuttles, walking in straight lines toward the towering Obelisk, as if responding to an ancient calling. Voices from the stones themselves.

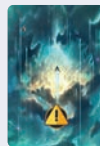
- ◆ Players can recruit leaders from the nebula.



WELCOME TO THE FLEET

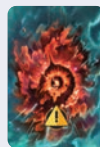
A gleaming new vessel and a hopeful and inexperienced crew prepare to embark on the voyage of their lives.

- ◆ If Arkanoan Shipwrights chose to gain a ship, they may use Embark to have the new ship begin in the Repair Barge instead of the Launch Bay.
- ◆ If Krawl'n chose to gain a ship, they may use Hatch to immediately put it in any region that contains at least 1 of their ships.
- ◆ **SOLO:** Unity gains 1 industry module during the special effect of this event.



GALACTIC DAWN

Galactic Dawn event cards generally benefit the players when an event is triggered.



COSMIC TWILIGHT

Cosmic Twilight imposes greater challenges on players. Recommended for advanced players seeking a more difficult mode of play.



SHADOWS OF THE VOID

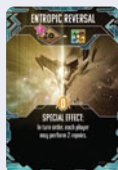
Shadows of the Void features effects that depend on the proximity of player ships. Recommended for experienced players.



CLOSE ENCOUNTER

Some saw the disk in the sky, others did not. Power fluctuations detected an anomaly, but scanners saw no signs of intruders. But then, the vanishing occurred, and none could doubt that there was something truly alien responsible.

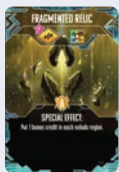
- ◆ If the Welden Forgefolk complete a column of modules with module gain, they may not use their Gridiron ability.
- ◆ If the Jelluloid Technoblörps gain a damaged module, they can use their Fixer Upper power to draw 1 tactics card.



ENTROPIC REVERSAL

In the chaos of the universe, not all things lead to inevitable decay. In a sudden accident of physics, damaged stations repaired themselves as a wave of order reversed entropy, if only for a moment.

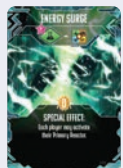
- ◆ Per main rules, if there is nothing to repair, a player may gain a victory point for each unused repair.
- ◆ The Welden Forgefolk's Weld ability does not function during the resolution of an event.



FRAGMENTED RELIC

Torn asunder by gravitational forces or deliberately shattered by the ancients, the fragments of an ancient relic were discovered on the very edge of the universe, its purpose and function long forgotten.

- ◆ Players may pick up the credits from nebula regions as a free action on their turn.
- ◆ **SOLO:** Unity gains 1 commerce module during the special effect of this event.



ENERGY SURGE

Frying the circuits of ships and stations, a sudden burst of neutrinos from a supernova overcharged every reactor core in the sector. Fortunately, this burst was relatively benign. We might not be so lucky the next time around.

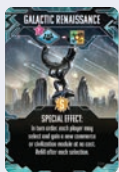
- ◆ Activating the Primary Reactor **does** activate the entire row of science modules.
- ◆ **SOLO:** Unity gains 1 science module during the special effect of this event.



LUNAR RUSH

Each time a resource-rich moon is first discovered, grizzled space prospectors are always the first to arrive. Their rusty core drills and skycranes are on the scene before anyone has a chance to sort out the mineral rights.

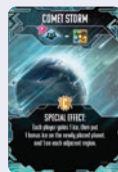
- ◆ Players cannot take moons from the nebula regions.
- ◆ Players cannot choose a planet that has no moons to take from the discard, they must choose from the planets where there still are moons remaining.



GALACTIC RENAISSANCE

Some thought that a new civilization on the edge would never be possible with so many unsavory types in leadership positions. But this is an age in the galaxy, and the drive of desperation and necessity brings a new hope. The arts and sciences are thriving, and the sages are writing the new legends; the stories of the Galactic Dawn.

- ◆ If the Welden Forgefolk complete a column of modules with module gain, they may not use their Gridiron ability.
- ◆ If the Jelluloid Technoblörps gain a damaged module, they can use their Fixer Upper power to draw 1 tactics card.

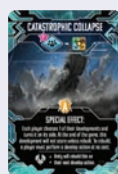


COMET STORM

Stirred by a passing rogue planet, the cometary belt was stirred and hurled in all directions. Ice hammers slammed into nearby regions, leaving craters of ice and fire.

- ◆ Players may pick up ice from a region as a free action on their turn.

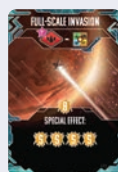
COSMIC TWILIGHT



CATASTROPHIC COLLAPSE

Shortages of supplies and the rise of separatists has led to catastrophic consequences on some developed planets. Only a careful and deliberate approach will restore the peace.

- ◆ If developments are on their side, they don't count for any scoring and cannot be used for faction abilities such as the Astrodrakus' Dragon Lairs.
- ◆ Transports in developments on their side are not returned to players and remain with the development.
- ◆ No new developments may be built on planets that contain a development on its side.
- ◆ Players do not need a new transport on the region to rebuild.
- ◆ **SOLO:** Unity will rebuild this damaged development on their next develop action, before building any new ones.



FULL-SCALE INVASION

We never thought it would come to this. The raiders have forged an alliance and are preparing to wage an all-out war on the Edge. All of our efforts to build a new world are in peril.

- ◆ If there are not enough S-Class units available to place, place as many as are available.



INEVITABLE DOOM

A rise of armies. Broken alliances. Betrayal at every turn. And just when there seemed to be hope, the secret plans were stolen.

- ◆ Players discard as many tactics cards as they are able to fulfill the special effect. There is no additional effect if a player does not have enough cards to discard.



MECHAPHAGE INFESTATION

Nasty creatures, mechaphages. Covered in spiky teeth and nearly indestructible – they're well suited to annihilating whole space stations if left unchecked. And once they hit the power lines they have all the energy they need for rapid reproduction.

- ◆ Mechaphage tokens count as damage for event and game end scoring.
- ◆ Mechaphage tokens have the same effect as damage while they are on modules. Whenever a player receives a new mechaphage token, they make the choice of where to assign it and must place it on one of their undamaged modules.



MOLECULAR DECONSTRUCTION

Side effects of industrial waste and environmental negligence, nanocorrosive catalysts lead to massive, simultaneous molecular deconstruction.

- ◆ The discarded moon can be slotted or unslotted.



RADIOACTIVE CRATERS

Meteors of unknown origin explode to create glowing craters across several systems. Probes fail to determine the source of this destructive energy. With enough concrete, we'll still be able to pave over them.

- ◆ **SOLO:** Unity is unaffected by damage on planets and can develop as normal.



STOLEN SHIPMENT

Right under our noses. Our guards and defenses failed to stop the heist. And we needed those supplies. We don't know who was responsible, but someone will pay.

- ◆ Players discard as many resources as they are able to fulfill the special effect. There is no additional effect if a player does not have enough resources to discard.



SUPERNOVA

A massive star suddenly implodes and then explodes, sending an overwhelming shockwave rippling across the edge ripping ships and stations apart.

- ◆ Players may damage ships in their Launch Bay or in any region for this special effect.



TEMPORAL ANOMALY

At first things slowed, and then they reversed. No known science could explain the bizarre series of backward events and their unforeseen causes.

- ◆ The Reverse Launch is not a Return to Station.
- ◆ The Nebulon Cloudpeople can use Drift before Reverse Launch.
- ◆ The Nebulon Cloudpeople can use their Gas Condensers if they Reverse Launch from a region in or adjacent to the a nebula.
- ◆ The Tolzeed Porters can use their Pick Up and Deliver ability if they Reverse Launch from an Alliance Base.
- ◆ The Spacepirates of Nightmare Cove can use Piracy if they Reverse Launch from an occupied location.
- ◆ The Elders of Dwelonenon can use Spells if they Reverse Launch from the Monolith of Ancients.
- ◆ **SOLO:** Unity ignores this option.

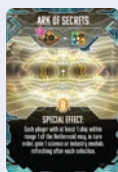


TRAITOR

Betraying the faction at the midnight hour, when we were so close to victory. This transgression will not be forgotten.

- ◆ To determine a random nebula, players roll a die and place the leader in the nebula matching the number rolled.
- ◆ If playing with Quasars and Vortexes, players still place leaders in nebula spaces.

SHADOWS OF THE VOID



ARK OF SECRETS

An enigmatic vessel drifting from beyond the Void. Locked inside, mysterious technology of a forgotten civilization.

- ◆ If the Welden Forgefolk complete a column of modules with module gain, they may not use their Gridiron ability.
- ◆ If the Jelluloid Technoblörps gain a damaged module, they can use their Fixer Upper power to draw 1 tactics card.



BOOK OF DARKNESS

Aboard a derelict barge from beyond the Void was found an ancient book. Inside, truths and secrets of another dimension.

- ◆ Players do not have to discard down to their tactics card hand limit until the end of their turn.



DARK RESTORATION

Black fibers of shadowmatter spew from the Void. Crawling between the cracks in hulls the mysterious fiber reinforces structures and seals breaches.

- ◆ Per main rules, if there is nothing to repair, a player may gain a victory point for each unused repair.
- ◆ The Welden Forgefolk's Weld ability does not function during the resolution of an event.



PERILOUS GATE

The mesmerizing gate promises a better world, an enlightened existence, but in truth it brings only tragedy.

- ◆ Players discard as many tactics cards as they are able to fulfill the special effect. There is no additional effect if a player does not have enough cards to discard.



POWER INFUSION

Travelers dared to look into the light, and were not vaporized, but instead elevated and strengthened to see the truth.

- ◆ Players should advance on the supremacy track in turn order starting with the active player.



REASSEMBLED WORLD

Ghostly beings reassemble the world they remember from beyond the Void. The structures they create are no less real.

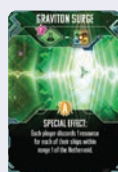
- ◆ If the Welden Forgefolk complete a column of modules with module gain, they may not use their Gridiron ability.
- ◆ If the Jelluloid Technoblörps gain a damaged module, they can use their Fixer Upper power to draw 1 tactics card.



RISING FROM THE SHADOWS

As if straight from the assembly line, the shiny new starship arrived without cost, without crew, and without explanation.

- ◆ Arkanoan Shipwrights may use Embark to have the new ship begin in the Repair Barge instead of the Launch Bay.
- ◆ KrawlN may use Hatch to immediately put it in any region that contains at least 1 of their ships.
- ◆ **SOLD:** Unity gains 1 module during the special effect of this event. Per solo rules, Unity will attempt to gain a module they have the least of, with the player (or Unity Conn player in multiplayer) breaking any tie.



GRAVITON SURGE

A gravitational field emanates from the Nethervoid, carried through space in rhythmic fluctuations like the Drake's wings. The surge shatters the very structure of matter as it travels at the speed of light.

- ◆ Players discard as many resources as they are able to fulfill the special effect. There is no additional effect if a player does not have enough resources to discard.



SUNDERING METEORS

The cracks in space sundered moons and planets. The millions of shards were sent careening into nearby space stations.

- ◆ If a player cannot place further damage on their modules (including core modules) then there is no effect to that player.



VAPORIZATION

Is it the vapors drifting from the Nethervoid, or the breath of the Drake itself? Ships too close to the Void are watching their hulls dissolve into nothing.

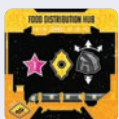
- ◆ Unity also damages each ship within range.



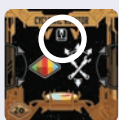
MODULES

Modules are like “space buildings” that are strung together in chains attached to each of the four rows of your station when acquired. Modules are pieces of ancient technology, relics of the precursor civilization. They are found strewn about like asteroids in “fields.” Some need minimal repairs, others are good to use as they are.

MODULE CATEGORIES



MAIN [108]: The remnants of the precursor civilization are waiting to be discovered and attached to your station in a variety of interesting combinations.



RELICS [16]  : Powerful and forgotten artifacts can be found at the Edge, for those resilient and determined enough to seek them out amidst the rest of the chaos.

These modules feature a relic icon below the title.

Use: Relics are scored at game end based on how many relic icons players have among moons and modules on their station.



EXPLOSIVE [16]: These unstable modules can be a little tricky to operate, and once and a while, they explode!

These modules feature a die icon below the title.

Use: Roll after activation, on a 1–3, the module acts as normal, on a 4–6, double the module action and damage the module.



METAMORPHOSIS [16]: Composed of some kind of exotic, morphing matter, these modules organically adapt to their environment.

Use: May be added to any module row of your station. Advance on the corresponding track of that station row, vs the field where the module was gained.

Metamorphosis modules include half moon slots so they can be combined with industry modules or other metamorphosis modules in any row to create a full moon slot.



OBLITERATED [16]: Often ignored because of how much damage they have, these are quite possibly the most powerful modules in the galaxy.

Use: Functions as normal but depicts 2 damage icons. These modules start with 2 damage markers, requiring 2 repairs to use the action. Still counts as a single damaged module.

- ◆ Modules on the board are refilled after each action, including free actions. One common occurrence is to buy modules via the Maximus Field or Odessa Field, which will refill after that action, and then more card plays can acquire modules, again refilling after each.
- ◆ You gain progress track advancement whenever you **gain** a module, regardless of whether it's from buying or acquiring through any other card or ability. Modules feature a progress track icon to remind of this advancement.
- ◆ During a Return to Station, if you grab a science module after you have already activated your reactor, the new science module does not activate.



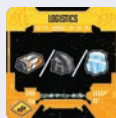
MODULE CONCEPTS

RESOURCE OUTPUT



EXAMPLE: Gain the resources or effect shown when you activate the module.

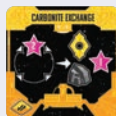
RESOURCE OUTPUT - “/”



EXAMPLE: Gain one reward of the choices separated by an OR symbol (/) when you activate the module.

RESOURCE INPUT -> OUTPUT

- ◆ A module with an empty input slot is considered incomplete and cannot be activated.
- ◆ If an input slot depicts a VP star on the icon, gain the VP when a moon is slotted into the slot.



EXAMPLE: Spend the depicted resources in the slotted moon to gain the depicted resources or effect on the right of the arrow.

MODULES THAT GAIN MODULES



- When you gain a module from activating these modules, attach it to your Station and progress on that track.
- Do not pay any other cost for the modules other than the cost on the module activated.
- You may use a module gained this way during the same Return to Station turn that gained the module.



CULTURAL ARCHIVE: spend 1 credit and 1 ice to gain a civilization module from the board.



DIMENSION DOOR: spend the depicted resources on the slotted moon to gain any module of your choice from the board.



GALACTIC FREEWAY: spend 1 of any resource to gain either a commerce or a civilization module from the board.



MODULE ASSEMBLER: spend 1 energy and 2 titanium to gain an industry module from the board.



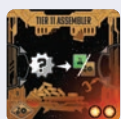
RESEARCH ARCHIVE: spend 1 credit and 1 nanocarbon to gain a science module from the board.



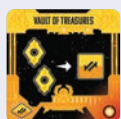
SOL BRINGER'S SHRINE: spend 3 tactics cards to gain any module of your choice from the board.



TECH ARCHIVE: spend 1 credit and 1 titanium to gain an industry module from the board.



TIER 11 ASSEMBLER: spend 1 of any resource to gain either a science or an industry module from the board.



VAULT OF TREASURES: spend 2 credits to gain a commerce module from the board.

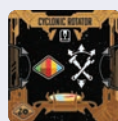
MODULES THAT PROGRESS TRACKS



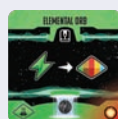
COURT OF THE PEOPLE: spend 1 of any resource to advance on the civilization progress track 1 space.



CUSTOMS OFFICE: spend 1 of any resource to advance on the commerce progress track 1 space.



CYCLONIC ROTATOR: advance on any progress of your choice and all players gain 1 repair.



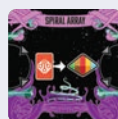
ELEMENTAL ORB: spend 1 energy to advance on the progress track of your choice 1 space.



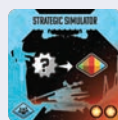
INTERGALACTIC EMBASSY: spend 1 tactics card to advance on the progress track of your choice 1 space.



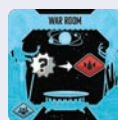
SCIENCE FOUNDATION: spend 1 of any resource to advance on the science progress track 1 space.



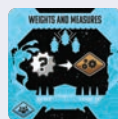
SPIRAL ARRAY: spend 1 tactics card to advance on the progress track of your choice 1 space.



STRATEGIC SIMULATOR: spend 1 of any resource to advance on the progress track of your choice 1 space.

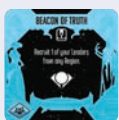


WAR ROOM: spend 1 of any resource to advance on the supremacy progress track 1 space.



WEIGHTS AND MEASURES: spend 1 of any resource to advance on the industry progress track 1 space.

MODULES WITH UNIQUE EFFECTS



BEACON OF TRUTH: Recruit a leader from any region, including nebula regions. You do not need to have a ship present in this region to take this action.



CARBONITE FIBER: Spend 2 energy to choose 1 discovery token from a stack of your choice. This can include the Observatories Discovery stack.

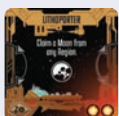


CHANGELING PODS: exchange 1 of your other modules with 1 on the board of the same type.

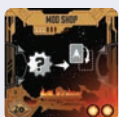
- ◆ You do not gain any advancement on progress tracks for this swap.
- ◆ If there is a ship or energy on the module you are switching, it moves to the new module swapped, maintaining that the module has been activated.
- ◆ If the module you are exchanging has damage markers on it, these are removed from the module as the module enters the field. If the incoming module has damage, this is marked as normal when gained in your station.



DARK MATTER DEVICE: each opponent damages 1 ship or module immediately.



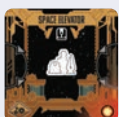
LITHOPORTER: claim a moon from any region, including the nebula.



MOD SHOP: spend 1 of any resource to gain an upgrade tile. If you have already placed maximum 4 upgrade tiles, nothing happens. *(Do not activate this module and pay this cost).*



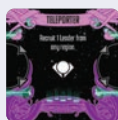
RECYCLER: gain a moon of your choice from the discard pile.



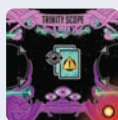
SPACE ELEVATOR: take a development action when you activate this module. As with your core Architect civilization module, you must have all the requirements to build a development when you activate this module.



TECHVAULT KEY: spend 2 credits to gain an upgrade tile. If you have already placed the maximum of 4 upgrade tiles, nothing happens. *(Do not activate this module and pay this cost).*



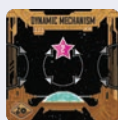
TELEPORTER: recruit a leader from any region, including nebula regions. You do not need to have a ship present in this region to take this action.



TRINITY SCOPE: this module behaves like the action of a nebula space. Look at the next 2 event cards and put 1 on the top and 1 on the bottom.

SLOTTED OUTPUT

- ◆ Slot a moon token to gain the resources or effect shown when you activate the module.
- ◆ A module with an empty slot is considered incomplete and cannot be activated.



EXAMPLE: Dynamic Mechanism cannot be activated until a moon is placed on this module

INDUSTRY/METAMORPHOSIS CONNECTIONS

When you connect 2 industry modules in the industry row *(or 2 metamorphosis modules in any row)*, you may slot a moon token to gain resources after both connecting modules have been activated.

If there are any VP depicted on the borders of the half moon circles, gain these VP only the first time a moon is slotted into the full circle.

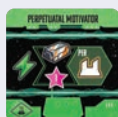


DEVELOPMENT BONUS MODULES

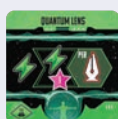
NOTE: If any of your developments are affected by the Catastrophic Collapse event *(Cosmic Twilight Deck)*, then these modules do not count those developments for purposes of rewards.



OXYGEN VENTS: gain 1 energy and gain 1 VP and 1 ice per city you have developed.



PERPETUAL MOTIVATOR: gain 1 energy and gain 1 VP and 1 titanium per factory you have developed.



QUANTUM LENS: gain 1 energy and gain 1 VP and 1 energy per obelisk you have developed.



REFUELING APPARATUS: gain 1 energy and gain 1 credit per spaceport you have developed.



SOLAR FIELD: gain 1 energy and gain 2 VP per observatory you have developed.



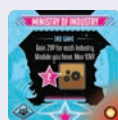
MACHINISTS GUILD: gain 3 VP and also 3 VP per factory you have developed.



MAYORAL CONFERENCE: gain 4 VP and also 4 VP per city you have developed.



MINISTRY OF COMMERCE: gain 2 VP for each commerce module you have (*including your core industry module, Treasury*) to a max of 10 VP. The Ministry of Commerce must be non-damaged to score, but the commerce modules counted in this score may be damaged.



MINISTRY OF INDUSTRY: gain 2 VP for each industry module you have (*including your core industry module, Shipwright*) to a max of 10 VP. The Ministry of Industry must be non-damaged to score, but the industry modules counted in this score may be damaged.



MINISTRY OF PUBLIC WELFARE: gain 2 VP for each civilization module you have (*including your core civilization module, Architect*) to a max of 10 VP. The Ministry of Public Welfare must be non-damaged to score, but the civilization modules counted in this score may be damaged.



MINISTRY OF SCIENCE: gain 2 VP for each science module you have (*including your core science module, Primary Reactor*) to a max of 10 VP. The Ministry of Science must be non-damaged to score, but the science modules counted in this score may be damaged.



OFFICE OF LUNAR PROPERTY: gain 2 VP per moon token on your Station (*slotted or unslotted*) up to a max of 10 VP.



PATENT OFFICE: gain 4 VP and also 2 VP per ship upgrade tile you have added to your Launch Bay.



TOWER KEEPERS GUILD: gain 3 VP and also 3 VP per obelisk you have developed.



TRADE GUILD: gain 3 VP and also 3 VP per spaceport you have developed.

GAME END MODULES

Game end civilization modules are characterized by a pink title and an area at the bottom that is not open for activation by a ship or energy. Each game end module is unique and detailed out below:



ASTRONOMERS GUILD: gain 3 VP and also 3 VP per observatory you have developed.



BATTLEWORN BULKHEADS: gain 2 VP for each damage icon depicted on your modules. (*including 4 VP for the 2 icons on this module*), up to a maximum of 12 VP. The Battleworn Bulkheads must be fully repaired to score, but the damaged modules it is scoring may still be damaged.



COGNITION COLLECTIVE: gain 3 VP and also 1 VP per tactics card you have in hand at the end of the game (*may not count cards beyond your hand limit*).



COMMUNICATIONS INTERFACE: gain 3 VP and also 1 VP per leader you have in developments at the end of the game (*standard edition of the game – this is the number of leaders printed on the development that you spent when constructing the development*).



FONT OF GIVING: gain 3 VP and also 3 VP per module depicting the “all players receive” icon, up to a maximum of 12 VP.



HALL OF GLORY: gain 3 VP for each of your game end scoring modules (*including this one*) to a max of 12 VP. The Hall of Glory must be non-damaged to score, but the modules counted in this score may be damaged.



LAND MINISTRY: gain 4 VP and also 2 VP for each of your developments.

TACTICS/CONFLICT CARDS

Navigating the Edge requires not just superior strategies, but also brilliant tactical maneuvers. What your fleet needs most is the flexibility to adapt to an ever changing cosmos before you. With a handful of key moves, you can decide events, turn the tide of battle or negotiate peace, as well control the key moments necessary for your very survival.

ACTION CARDS (WHITE BORDER)



ACE PILOT

- ◆ If you use this card to grant a ship Voyage, it is allowed to remain in the nebula it Launched to even after the effect of this card is resolved, but it does not have Voyage for Escalation.



ALTERNATE REALITY

- ◆ Other players still score the indicated progress track on the event as normal.



ASSUME COMMAND (2)

- ◆ There must be raiders on the board to use this card effect.
- ◆ You must be able to legally move a raider to an unoccupied Alliance Base to use this card.
- ◆ An S-Class raider cannot join another S-Class raider to use this card effect.
- ◆ You cannot pick up a raider on an Alliance Base and "move" it to that same region to trigger this action.
- ◆ Raiders do not collect your leaders as a free action for you.
- ◆ If a raider performs the action of the Maximus Field or Odessa Field, the event marker advances.



DEFLECTOR SHIELD

- ◆ This card prevents module and ship damage alike for the entire turn it is played.
- ◆ If you play this card when you have lost a battle, you still gain the Tactical Operations reward from the loss, but don't take the damage.



DEJA VU

- ◆ Do not include Deja Vu in the discard pile when shuffling to draw 2 discarded cards. Add Deja Vu to the discard pile after this action.



GRAVITY WELL

- ◆ The ship you grant Voyage to is allowed to remain in a nebula it moves to even after the effect of this card is resolved, but it does not have Voyage for Escalation.



HARMFUL NANITES

- ◆ This card **does not** affect raiders.
- ◆ **SOLO:** This card **does** affect Unity.



HAZARDOUS MODIFICATIONS

- ◆ If Arkanoan Shipwrights gain a ship via the ship upgrade, they may Embark to have the new ship begin in the Repair Barge instead of the Launch Bay. They also trigger their Spacefaring Culture ability with the upgrade.
- ◆ If Krawl'n gain a ship via the ship upgrade, they may use Hatch to immediately put it in any region that contains at least 1 of their ships.



HOLOGRAPH

- ◆ You may swap ships from any in play locations - the board, your Launch Bay or the Scrapyard. You may not swap a ship with one not yet built.
- ◆ You may switch a ship into the nebula that otherwise does not have Voyage. That ship does not have Voyage for Escalation.



HUNTER

- ◆ If there is already an S-Class raider in the region, this card may target an S-Class raider of the same type to perform a strike on the active region due to the swarm ability.
- ◆ Hunter may trigger a battle, if opponents are still in the active region during the battle step of the Launch action.



INDUSTRIAL ESPIONAGE

- ◆ You must choose an opponent's module (including their core industry module), and it must be undamaged.
- ◆ **SOLO:** You may target Unity's undamaged industry modules.



JUMP DRIVE

- ◆ While the ship you target has infinite range, it may not enter the nebula without Voyage.



OUTSTANDING PLAY

- ◆ If a player has reached the top of a progress track, choosing to advance on that track would have no effect.



POWER PLAY

- ◆ This card can be played at any time, on any turn.



PRECOGNITION

- ◆ Unlike most of the effects that look at the event deck, note that this event puts all cards back on the top of the deck.



PRESCIENCE

- ◆ This card resolves just like the effect of the nebula actions.



QUANTUM CONGRUENCY

- ◆ If using another player's Primary Reactor, you may not use your own Primary Reactor for your entire Return to Station turn.



SEISMIC WAVE

- ◆ Replenish the modules before selecting a module to buy.
- ◆ The modules you discard do not need to match the module type you buy.



STEALTH MANEUVER (2)

- ◆ This card does not require you to be within range like subsequent placement of a Launch turn (*because you can play this second after Launching*).
- ◆ This is not a Launch, so it does not create an active region or trigger any Launch effects.
- ◆ Can be used at the end of a Return to Station turn.



STRATEGIC SHIFT (2)

- ◆ Strategic Shift does not count as 1 of the discarded cards. Max discard is 3 cards.



SUPERPOSITION

- ◆ This card does not grant a bonus Launch, it describes more conditions/options for a Launch.



TIMELY SALVAGE

- ◆ You do not move up a progress track for activating a module with Timely Salvage.



TRACKING DEVICE

- ◆ Must be played after there is progression on any track on opponent's turn (*if they rapidly progress several*).



UNWELCOME VISITOR

- ◆ You may activate core modules.



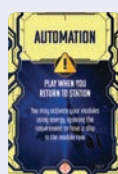
WEIRD ALCHEMY

- ◆ Resources discarded or gained do not need to match.
- ◆ Reminder, tactics cards are resources.

EVENT CARDS [YELLOW BORDER]



Don't forget that each of the yellow-bordered event tactics cards advance the event marker and may trigger an event. If an event is triggered during the play of this card, resolve the planet reveal immediately before finishing the card.



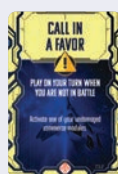
AUTOMATION

- ◆ You must have or create the energy to use this card.
- ◆ All energy used in this way is discarded at the end of the Return to Station turn as normal.



BLACK MARKET (2)

- ◆ Pay the appropriate cost for the module shown on the field. Replenish the module field after you complete the action.



CALL IN A FAVOR

- ◆ You must choose your own module (*including your core Commerce module*), and it must be undamaged.



DASTARDLY PLOY

- ◆ 'Each player' includes Unity.
- ◆ 'Each player' includes the player who plays this card.



DESPERATE REPAIRS

- ◆ The VP check is for module damage (*not ships*) but the repair performed does not have to be a module repair.



FORGOTTEN MOON

- ◆ You may view all the moons in the discard pile before making your selection.



FRANTIC REPAIRS

- ◆ Perform each repair separately. For each repair that you do not have another ship, module or shield to repair, you may gain a VP per the main rulebook.



FULLY OPERATIONAL

- ◆ Arkanoan Shipwrights may use Embark to have the new ship begin in the Repair Barge instead of the Launch Bay.
- ◆ KrawlIn may use Hatch to immediately put the new ship in any region that contains at least 1 of their ships.



LUNAR ECLIPSE

- ◆ You may not target a planet with no moons.



MISSION CATASTROPHE

- ◆ Players may damage available ships in their Launch Bay.



ON RESERVE POWER

- ◆ All your ships in the Scrapyard move to the Repair Barge and may be used in your Return to Station turn.



SCATTER

- ◆ Players cannot use this card to move ships into a nebula that do not have Voyage.
- ◆ Ships can be moved into multiple regions. Ships moved do not trigger effects or battle.
- ◆ Raiders cannot be moved into other raiders (*exception, S-Class raiders can move together*).



SECRET MEETING

- ◆ You must choose your own module (*including your core civilization module*), and it must be undamaged.



SYSTEM OVERLOAD

- ◆ This action is only used on your station.
- ◆ You may activate your Primary Reactor with this card, or you may target an individual science module with either selection.



SYSTEMS CHECK

- ◆ You must choose your own module (*including your core industry module*) and it must be undamaged.

SUSTAIN CARDS [GREEN INTERIOR]

- ◆ Sustain cards remain in effect until the next time that player Returns to Station, at the end of that turn.
- ◆ Sustain cards played during a Return to Station will also end at the end of that turn.
- ◆ Sustain cards may be played before or after battle, but not during the battle steps.



BROKER OF SECRETS

- ◆ You may still freely use tactics cards as tactics cards or as credits without limitation.



CLOUD BEACON

- ◆ Your ships gain Voyage for Launch or Escalation movement.



DAMCON ACCELERATION

- ◆ If you are playing the Weldon Forgefolk, this may trigger a first repair action and activation of a module.
- ◆ If you are playing the Jelluloid Technoblorps, this sustain effect would still allow you to gain a tactics card per damaged module acquired in addition to the sustain effect.



ENHANCED LASERS

- ◆ A player may not roll more than 6d6 in a battle.



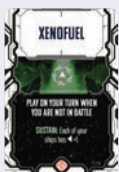
GATHERING INTEL

- Players do not have to discard down to their tactics card hand limit until the end of their turn.



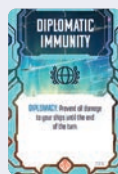
TARGETING COMPUTERS

- Targeting reminder - there is a max of 5 targeting.



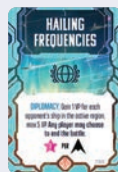
XENOFUEL

- Each ship gains the added range.



DIPLOMATIC IMMUNITY

- If you lose the battle, you still gain the Tactical Operations reward from the loss, but don't take the damage.



HAILING FREQUENCIES

- Raiders count as opponents, and S-Class raiders are individual opponent ships.



IT'S A TRAP

- If you damage all player opponents and none remain, battle does not occur. You have not defeated them in battle, and you do not collect any rewards for winning the battle.
- If you are at the limit of tactics cards, you still gain 1, as you do not need to discard down to your tactics card hand limit until the end of your turn.



OUTNUMBERED OUTGUNNED

- 'Outnumbered' is determined from a single opponent, not from all opponent ships.
- Ties do not count for 'outnumbered'.



PURE INTENTIONS

- Resources given to a raider go to the supply.
- Resources given to Unity are given in the form of a tactics card, regardless of what you pay.



RISKY GAMBIT

- If a player has reached the top of the supremacy track, choosing to advance on that track would have no effect.



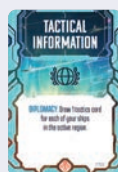
SIZING THEM UP

- Draw the tactics cards immediately.



SURRENDER

- If the player has reached the top of the civilization track and this would advance them further than the top space, there is no further effect. The battle still ends.



TACTICAL INFORMATION

- The player does not have to discard down to their tactics card hand limit until the end of their turn.

DIPLOMACY CARDS (BLUE BORDER)



ABANDON POST

- If you choose a ship with damaged shields, do not remove the damage when you return to your Launch Bay.



BARGAIN FOR SAFE PASSAGE

- This card cannot be used to move ships into the nebula.



CEASE FIRE

- If a player has reached the top of the supremacy track and this would advance them further than the top space, there is no further effect. The battle still ends.



CLEVER POSITIONING

- The player gets to make a choice twice for Tactical Operations, between the slotted moon reward and the tactics card. A moon may even displace the slotted moon between choices, as it is a free action to slot.



COSTLY MISTAKE

- If Unity is in the battle, you may draw a tactics card for this opponent.
- If raiders are in the battle, you may draw a tactics card for this opponent.

BATTLE CARDS (RED BORDER)



ACCEPTABLE LOSS

- ◆ The timing of this card is after the winner of the battle has gained their advancement on the supremacy track.



ANTIMATTER RAY

- ◆ This card does affect raiders.
- ◆ If an opponent is reduced to no dice, then they do not have any dice to win the battle, although they may play other cards to add die results.



DARK ALLIANCE

- ◆ If a player has reached the top of the supremacy track and this would advance them further than the top space, there is no effect.



JUMP THE FLEET

- ◆ You may not move to nebula regions with this action. If there are no opponents in the active region after you move out, the battle does not continue, and nobody has lost or won the battle.



LASER SNIPER

- ◆ Targeting reminder – there is a max of 5 targeting.



PAID TO LOSE

- ◆ A player does not need to discard credits in excess of their resource limit until the end of their turn.



PERFECT SHOT (2)

- ◆ This card does not count as part of your die roll and limit.



PLAYING DEAD

- ◆ The Ice Pirates prevents players from joining during Escalation, including from the Scrapyard.
- ◆ After the turn, if you have won, your ships stay in the region



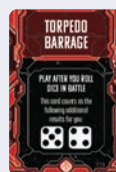
RAILGUN

- ◆ A player may not roll more than 6d6 in a battle.



SECRET WEAPON

- ◆ A player may not roll more than 6d6 in a battle.
- ◆ For timing, since Secret Weapon is on any player's turn, you may activate it outside of when you activate any other of your cards in Battle Preparations.



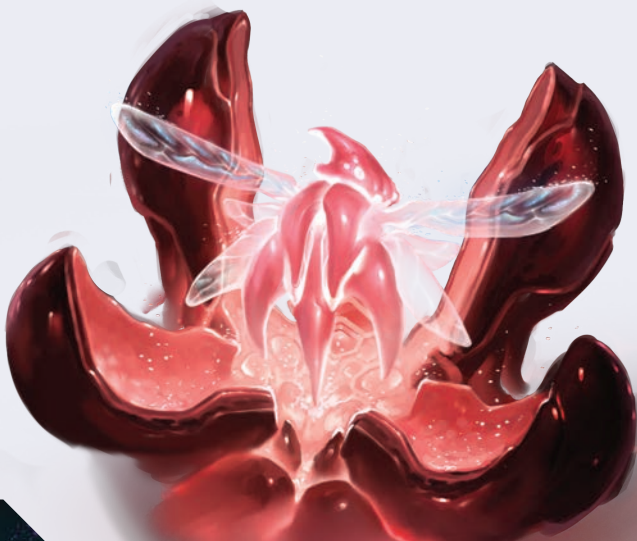
TORPEDO BARRAGE

- ◆ This card does not count as part of your die roll and limit.



UNSEEN ALLY (2)

- ◆ This card does not count as part of your die roll and limit.



CONFLICT CARDS

[SOLO, UNITY'S BATTLE CARDS, BLACK BORDER]



A CLEARED PATH

- ◆ This is not a Launch for Unity, it does not create a new battle or active region.



ATTACK ON THE STATION

- ◆ If a player cannot place further damage on their modules (including core modules) then there is no effect to that player.



DEMONSTRATION OF SUPERIORITY

- ◆ If Unity reaches the top of the supremacy track and this would advance them further than the top space, there is no effect.



EXPLOSIVE MINES

- ◆ This may end the battle, if only Unity remains in the active region.



EXPOSED WEAKNESS (2)

- ◆ This card does not count as part of Unity's die roll and limit.



HOMING TORPEDOES (2)

- ◆ Unity may not roll more than 6d6 in a battle.



OVERWHELMING PRESENCE

- ◆ If Unity reaches the top of the supremacy track and this would advance them further than the top space, there is no further effect. The battle still ends.



READY FOR BATTLE (3)

- ◆ Unity proceeds to battle.



RELENTLESS BARRAGE (2)

- ◆ Unity may not roll more than 6d6 in a battle.



RESTORATION

- ◆ The order in which Unity will repair items is: modules, then ships.



RETURN TO ACTIVE DUTY

- ◆ Count all ships in the Scrapyard, including those in the Repair Barge.



STAND DOWN

- ◆ Players do not have to discard down to their tactics card hand limit until the end of their turn.



WARPED SPACE

- ◆ This is not a Launch for Unity, it does not create a new battle or active region.



GENERAL FAQ

These are miscellaneous frequently asked questions, without a specific section – no doubt the beginning of many interesting discoveries about the rules. For more gameplay discussion, please find us at:

BoardGameGeek ♦ Facebook ♦ www.CardboardAlchemy.com

FREE ACTIONS

- ♦ If you gain a discovery token after you already had your last turn of the game, you cannot discard it as a free action off turn for any benefit.
- ♦ You cannot discard a supremacy or discovery token when it's not your turn. See Free Actions, page 14 of main book.
- ♦ You can only recruit unclaimed leaders on your own turn as a free action. However this can be done for any region[s] where you have ship[s] present, not just the active region.
- ♦ When you **slot a moon** in an empty input slot with VP, you gain the VP once, when you slot the moon and cover the VP icon. If you replace a slotted moon (*discarding it without gaining any benefit*), you may gain the VP for slotting a new moon in the empty input slot again.

REGIONS AND DEVELOPMENT

- ♦ Players can go to an Alliance Base as long as they can resolve the region's action by the end of their turn.
- ♦ If you do not have enough leaders but the last leader you need could be recruited at the Development Office, you can go there and perform this action. Since you can recruit a leader at anytime during your turn, you can Launch to the Alliance Base, take your free action, and then complete the development.

REPAIR

- ♦ If you have ships or modules to repair, you **MUST** repair them all first before being able to gain VP.
- ♦ If a damaged heavy cruiser is upgraded, the damage does not transfer to the upgrade tile.

BATTLE

- ♦ You only get your Tactical Operation bonus once regardless of how many ships you've lost in the battle.
- ♦ If you have a repair moon slotted into your Tactical Operations, you cannot use it to repair ships sent to the Scrapyard as they lose in battle. This is because you receive the benefit from Tactical Operations before ships are damaged and sent to the Scrapyard in battle.
- ♦ If you played a diplomacy card that ends the battle, subsequent opponents (*in turn order*) cannot play their diplomacy cards as the battle has ended after you've resolved yours.
- ♦ Sustain cards end at the end of your turn when you Return to Station. So if you play a Sustain card during a Return to Station turn, it would end at the end of that turn.

NEUTRAL SHIP UPGRADES

TORPEDO HAULER

- ♦ To use Torpedoes, you must have at least 1 ship in the battle, and the Torpedo Hauler must not be in the active region.
- ♦ Unless otherwise stated each opponent cannot have more than 6d6 dice in a battle.

TRANSFORMER

- ♦ Transform is a free action on anyone's turn, so you can use it flexibly.
- ♦ If the Transformer is in the nebula, you may use its power to swap with a ship that does not have Voyage. That ship does not have Voyage for Escalation on subsequent turns.

ROGUE TRANSPORTS

- ♦ Each Rogue Transport adds an additional +1 targeting. Max targeting is 5 total.