

The Ancients

K
C

Setup

Draw a space station at E5, surrounded by a three-health defence system on each side of the space

Generate six random coordinates and draw an artifact at each of them



Goal

Force: Destroy all six defence systems
You may create jumps to the space station as if it were a planet. Attacks can use jumps that pass through a side of E5 to target that side's defence system. After attacking a defence system, destroy one prosperity on the attacking planet

Or

Understanding: Claim all six artifacts
Artifacts may be claimed by spending 5 research points. There must be a planet within X spaces of the artifact to claim it, where X is the prosperity of the planet

The Pirate King

H
J

Extra Rules

Whenever you add pirates to the map, generate one random coordinate. Add an additional pirate at that coordinate

Attacks defeat one fewer pirate during Acts Two and Three. Whenever you attack pirates during Act Three, destroy one prosperity on the attacking planet after completing the attack

Goal

Domination: Defeat 15 Pirate Ships

Or

Appeasement: Donate 15 Prosperity
At the beginning of each Exploit phase, players may select one planet to donate their resources towards addressing inequality.

You may donate N prosperity from this one planet by destroying N prosperity on it. You may also remove N-1 pirates from the map (this does not count as defeating them).

Intergalactic Highway

E
I

Goal

Relocation: Create a Hyperloop containing at least 16 planets
During the Experiment phase, you may spend X science points to upgrade a (non-blockaded) jump of X length. A Hyperloop is a closed loop of upgraded jumps.

A planet is contained by the Hyperloop if you cannot draw a path from it to any edge of the map without crossing an upgraded jump. Planets joined by the upgraded jumps that form the Hyperloop are contained by the Hyperloop.

Or

Heritage: Create a Grand Capital with 25 prosperity

When claiming a planet, you may set its focus to be a Grand Capital rather than the usual options.

The Grand Capital can be advanced beyond the number of prosperity pips on the planet. After advancing the Grand capital, destroy one prosperity on the source planet.

Act One

8
4

Comets

G 3
I 6

Setup

Generate three random coordinates and draw a comet at each of them



Extra Rules

Comets may be claimed by creating a jump that passes through the space containing the comet.

Once a comet has been claimed, it may be used a single time: either during the Experiment Phase for an additional research point, or during the Exploit Phase to advance any one planet. After using a comet, cross it out to show it has been used.

Act One

Bountiful Trade

J 6
D 1

Setup

Generate three random coordinates and add a pirate to each of them

Choice

Centralization:
Advance any planet

Or

New Trade Partners:
Add a jump of up to two spaces in length ending at an unclaimed planet

Act One

Fuel Reserves

E
C

Choice

Efficiency:
During the Explore phase this round, jumps may be created with one extra range

Or

Expansion:
During the Explore phase this round, create one additional jump

Act One

5
2

Cryosleep

K 1
H 5

Setup

Draw a Z in the first prosperity pip of any unclaimed and undefended planet. During the Expand phase next round, claim it

Act One

Unstable Artifact

B 6
G 7

Choice

Unlock its Secrets:
Declare a coordinate (A-K + 1-8), then reveal a card from the coordinate generation deck.

If either the letter or the number you declared are on the card's coordinates, gain two extra research points during this round's science phase. Otherwise, lose one research point during this round's science phase.

Or

Leave it Alone:
No effect

Act Two

Escaped Bioweapon

A
F

Setup

Draw an escaped bioweapon on each of your planets



Extra Rules

Each turn, after completing the Extermination phase the escaped bioweapons activate.

First they consume, each destroying one prosperity on the planet they are on - if they cannot consume, they are instead destroyed.

Then, they proliferate: add a bioweapon to each planet that is connected via a jump to a planet that has a bioweapon. Each planet can only have a single living bioweapon at a time.

Bioweapons can be destroyed with an attack of 2+ power

Interstellar Highway

Your Chief Scientist informs you that they have uncovered a message in radio waves emitted from beyond the edge of the galaxy:

"We regret to inform any sentient beings receiving this message that this galaxy has been zoned for demolition to construct an interstellar highway. Signed, the Infrastructure Committee of the Intergalactic Federation"

Your legal advisers have combed through the rest of the message and confirmed that the galaxy is scheduled to be demolished in ten generations. However, they also found a loophole: if you claim a planet in the galaxy as a heritage site, you can appeal the decision and try to prevent the demolition

Alternatively, your Chief Scientist has designed something called a Hyperloop that could be used to surround and transport entire planets out of the proposed demolition zone

The Pirate King

A discontent is growing amongst the people of your new empire, and it now takes the form of one calling themselves the Pirate King

The allure of the Pirate King's charismatic espousal of anarchy is tempting, and their followers and resources grow with each passing day. Your advisers estimate a total collapse of society will occur in ten generations

Your War Councillor suggests you crack down on the rampant piracy, taking the fight to this self-proclaimed king

Your Social Adviser recommends you instead address the inequality at the source of the discontent, directing more resources to those in need in order to make the Pirate King's rhetoric less appealing

The Ancients

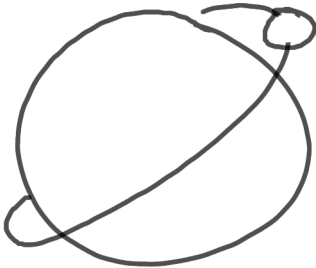
Previously thought to be a moon, a giant space station has been discovered in the middle of the galaxy

Traces of radiation lead your scientists to believe it is a weapon designed by an ancient, now-extinct civilization, designed to destroy all life in the galaxy every ten thousand years. They estimate it will fire again in ten generations

Your War Councillor calls upon you to destroy the weapon, but the station's automated defences mean this will not be a trivial task

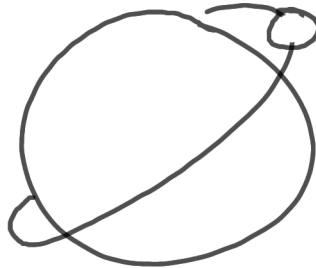
Your Chief Researcher offers an alternative solution: find the artifacts left by the ancients, and unlock their secrets. This should allow us to deactivate the weapon in a less direct manner.

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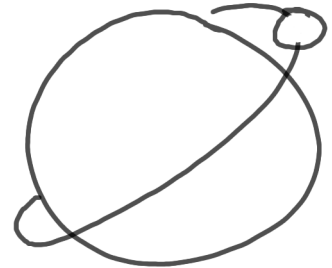
ACT ONE

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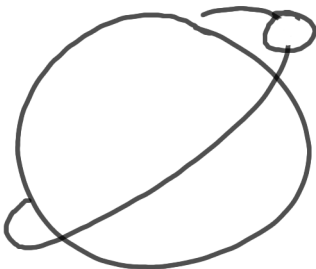
ACT ONE

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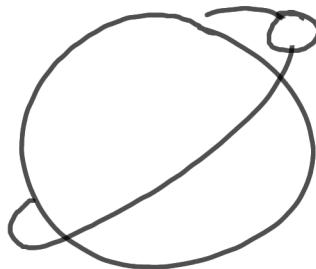
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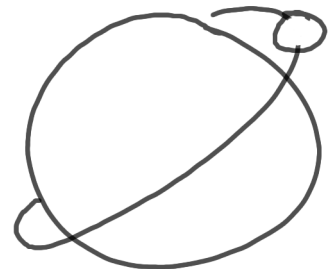
ACT TWO

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ACT ONE

EVENT




ACT ONE

Act Two

2 **Defence Drone** **F 4**

3 **Setup** **B 2**

Generate one coordinate. Draw an ancient automatic defence drone in that space



Extra Rules

The defence drone follows the same rules as the pirates except it blockades all jumps passing within one space of the drone

The defence drone can be destroyed with an attack of 3+ power


Alternatively, you may spend 7 research points in the Experiment phase to hack the defence drone. In this case, remove it from the map and immediately perform an attack of 3 power against any target

Act Two

4 **Black hole** **D 5**

Setup **A 7**

Generate one coordinate - take the first result even if the space contains a planet. Draw a black hole on this space. Anything on the space is destroyed



Extra Rules

You may not use the black hole space for any purpose. If anything would be created in the black hole (eg: pirates), it is instead destroyed


When creating a new jump, spaces adjacent to the black hole do not count towards the jump's length

Act Two

5 **Wormhole** **K 6**

Setup **G 7**

Generate two coordinates. Draw a wormhole with a symbol on each space



Extra Rules

Spaces containing wormholes with the same symbol are considered adjacent to each other

If the wormhole upgrade is researched, ensure those wormholes have a different symbol to those generated by this card

Act Two

4 **Unorthodox Research** **C 2**


8 **Extra Rules** **E 5**

Two new research projects are available. Once you have researched one, you may not research the other.


You may complete the chosen research multiple times, paying 5 research points to gain the benefit each time

Choice **6**

Artificial Moons:
Research this project to draw an additional prosperity pip on a planet. This extra pip may be filled during the exploit phase as normal.



Refueling Stations:
Research this project to draw a refueling station on any space without a planet. Jumps may be created to/from this refueling station as if it were a planet.



Act Three

Time Dilation **H 1**

Choice **K 4**

Choose two of the three effects **J 8**

warp:
During the Explore phase this round, only create a single jump. That jump may be up to 8 spaces in length.

Or

Distort:
During the Exterminate phase this round, only activate one X planet. That X planet may make up to four attacks.

Or

Intertwine:
During the Exploit phase this round, only activate one ● planet. That planet may activate four times.

Act Three

Famine **D 1**

Choice **F 4**

Reduce research budget:
Skip the Experiment phase this turn

Or

Reduce military budget:
Skip the Exterminate phase this turn

Or

Rations:
Skip the Exploit phase this turn

Act Three

8 **World Eater** **I 3**

7 **Choice** **E 1**

3 **Sate the Beast:** **A 5**
Destroy 9 prosperity from planets in your empire

Or

Slay the Beast:
Generate one random coordinate. Draw a world eating monster with seven health in that space

Extra Rules

Each round after the Exterminate phase the beast awakens. If it is not sated or slain, it eats two of your highest prosperity planets (you choose which of your highest-prosperity planets are eaten if there are multiple).

Eaten planets have all their prosperity (including potential prosperity pips) destroyed.

Act Three

Trade Blockade **G 7**

Setup **C 2**

Find the two planets in your empire that are connected to the most jumps. Add a pirate to each space adjacent to them that does not contain a planet.

Choice **H 4**

Act Three


Space-Time Rift **I 1**

Choice **J 4**

Rip:
On the map, draw a rift along the line between the spaces in the F and G rows

Or

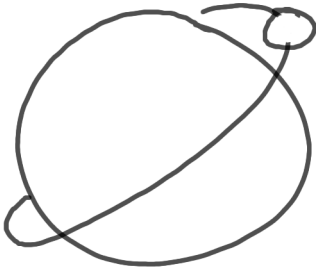
Tear:
On the map, draw a rift between the spaces that are fourth and fifth in their rows



Extra Rules

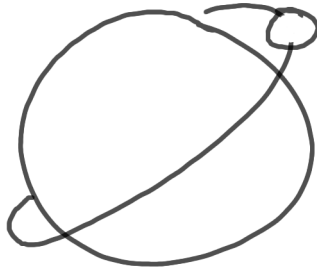
Jumps that cross the rift may no longer be used for any purpose. You cannot create new jumps that cross the rift.

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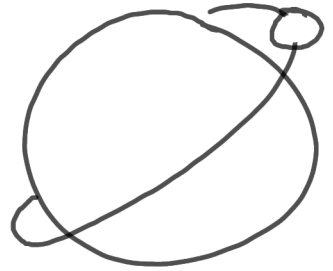
ACT TWO

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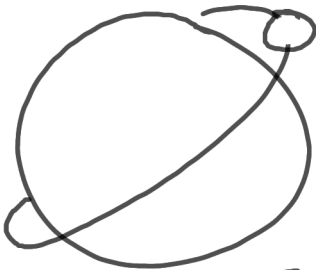
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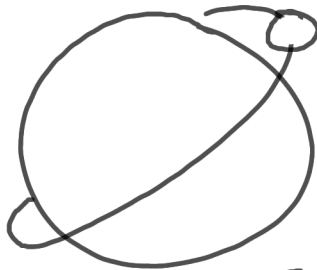
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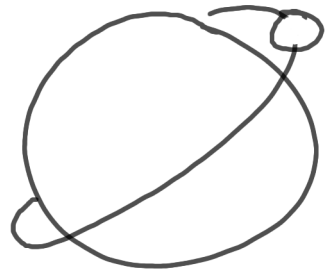
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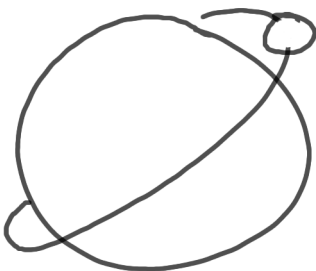
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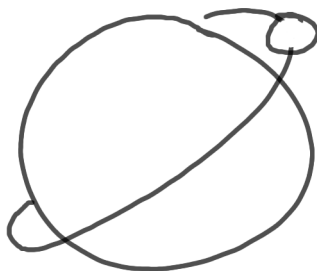
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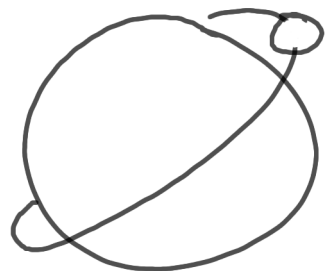
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