VOIDBORN FLEETS

Voidborn Fleet Power

Place Voidborn Fleet Power

Place Voidborn Fleet Power on Voidborn sector

Place Voidborn Fleet Power on adjacent Voidborn sector

Remove Voidborn Fleet Power

Remove Voidborn Fleet Power from adjacent Voidborn sector

Voidborn Fleet limit is 2

Voidborn Fleet limit is 3

Place Voidborn Fleet Power on all Rift sectors

TOKENS

Bounty token

Gain Bounty token

Place Bounty token on sector

Discard Bounty token

Reclaim token

Gain Reclaim token

Place Reclaim token on sector

Discard Reclaim token

Trade token

Gain Trade token

Discard Trade token

Glory token (any value)

Gain a Glory token (any value)

Upgrade a Glory token

Discard a Glory token (any value)

Place a Glory token of value 1 on a sector

All Glory tokens

Score total Glory value

COMBAT

Invader

Defender

Initiative

Approach Damage

Salvo Damage

Approach Absorption

Salvo Absorption

Successfully defended Combat

CRISIS

Resolve the Crisis board

Place a starting Military Crisis

Place a starting Economic Crisis

Discard a Crisis

Discard an Economic or General Crisis

Discard a General Crisis

Discard a Military or General Crisis

Consume a Technology

Catastrophe

Place a Catastrophe to the Crisis board

Icon reference sheet

GENERAL

- Influence
- House mat
- Galactic Event
- Look at
- Discard Galactic Event to bottom
- Upkeep
- Upkeep satisfied
- Invade
- Invade Corrupted sector
- Skirmish
- Defend Skirmish
- **+2** Gain amount
- **-2** Spend amount
- Highest valued
- Lowest valued
- Substitute resource (one way)
- Substitute resource (both ways)
- Fallen House
- Flip Fallen House card for additional Technology slot

- Build a Safe Haven level
- Trade resource
- Tutorial component
- Tutorial game: skip these rules
- Tutorial: learn this rule before playing Cycle 2

CORRUPTION

- Corruption
- Place/Gain Corruption
- Remove Corruption
- Move Corruption
- Pure
- Cannot be Corrupted
- Corruption on sector
- Corruption on House mat
- Corruption on Civilization track
- Corruption on Agenda slot
- Place Corruption on Agenda offer

CIVILIZATION TRACKS

- Civilization track
- Society track

- Economy track
- Statecraft track
- Advance on a Civilization track
- Advance on lowest Civilization track
- Tier of a track
- Pure Civilization track

FOCUS CARDS

- Focus card
- Conquest Focus
- Development Focus
- Innovation Focus
- Politics Focus
- Production Focus
- Progress Focus
- Prosperity Focus
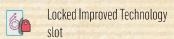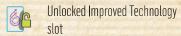- Reinforcements Focus
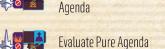- Temptation Focus
- Crusade Focus
- Dispersal Focus

Raid Focus

Scheme Focus

Uplift Focus

Preferred Focus

Take a Focus Action

Copy 1 Action from preferred Focus

Take additional different Action

Take 2 different Actions

All Preferred Focus cards in hand

TECHNOLOGY CARDS

Basic Technology

Improved Technology

Gain Technology

Technology in House mat slot

Locked Improved Technology slot

Unlocked Improved Technology slot

AGENDA CARDS

Starting Agenda

Non-starting Agenda

Dominance Agenda

Might Agenda

Support Agenda

Wealth Agenda

Gain Agenda

Discard Agenda

Agenda in hand

Play Agenda from hand

Non-starting Agenda in play

Starting Agenda in play

Pure non-starting Agenda in play

Discard non-starting Agenda from play

Evaluate Pure non-starting Agenda

Evaluate Pure Agenda

SECTORS

Sector

Pure sector

Pure non-Home sector

Voidborn sector

Sector with a Fleet type

Sector with Fleet power

Sector with Guild

Sector with different Guilds

Sector with no available Guild space

Sector with Installation

Sector with Upkeep

Sector with exact Population

Sector with Population value or higher

Not four sectors

Resolve after successful Invasion

Stays yours even without your Fleet Power

Cannot be invaded

Do in the same sector

Voidborn Fleets cannot be placed

POPULATION

Population

Population value

Increase Population

Decrease Population

Pure Population

Population in Home sector

Population in non-Home sector

Score total Population

GUILDS

- Guild (any type)
- Bankers' Guild
- Engineers' Guild
- Farmers' Guild
- Miners' Guild
- Scientists' Guild
- Engineers'/Farmers'/Miners' Guild
- Pure Guild
- Establish a Guild
- Remove Guild from non-Home sector
- Empty Guild space
- Empty Pure Guild space

INSTALLATIONS

- Installation
- Sector Defense
- Shipyard
- Starbase
- Build Installation
- Remove Installation from non-Home sector
- Pure Installation
- Build Sector Defense on a Voidborn sector
- Build Sector Defense on adjacent Voidborn sectors

PRODUCTION

- Stockpile/any resource
- Food
- Energy
- Materials
- Science
- Credits
- Food/Energy/Materials
- Same Stockpile
- Different Stockpile
- Production Level
- Production Yield
- Produce a resource type
- Overproduce
- Overproduce without Influence bonus
- Produce the same resource type
- Produce different resource types

FLEETS

- Deployed Fleet Power
- Active Fleet Power
- Inactive Fleet Power
- Corvette Fleet Power
- Carrier Fleet Power
- Destroyer Fleet Power
- Dreadnought Fleet Power
- Sentry Fleet Power
- Deploy Fleet Power (from Active area to sector)
- Deploy Fleet Power to Home sector
- Recall Fleet Power (from sector to Active area)
- Active area
- Inactive area
- Activate Fleet power (from Inactive to Active area)
- Deactivate Fleet power (from Active to Inactive area)
- Same Fleet type
- Different Fleet types
- Regroup (move from sector to sector)