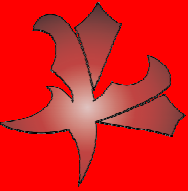
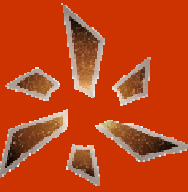
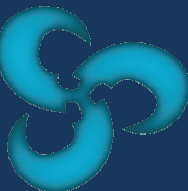
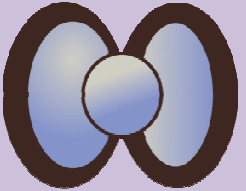
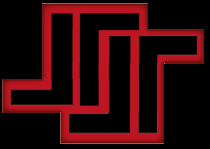
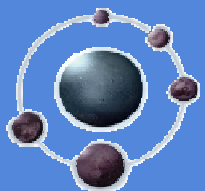
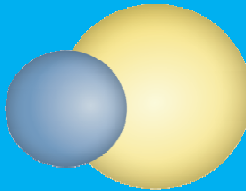
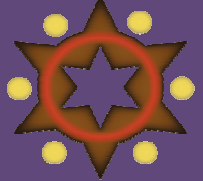
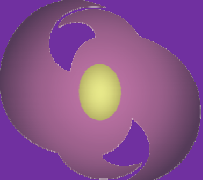


The Nekro Virus

Faction Technologies 	Valefactor Assimilator X/Y (-): When you gain another player's technology using 1 of your faction abilities, you may place the X/Y assimilator token on a faction technology owned by that player instead. While that token is on a technology, this card gains that technology's text. You cannot place an assimilator token on technology that already has an assimilator token.
Faction Technologies 	Bioplasmosis - (GG): At the end of the status phase, you may remove any number of infantry from planets you control and place them planets you control in the same or adjacent systems. Letani Warrior II - (GG): Cost: 1(2) - Combat: 7 - Production 2 After this unit is destroyed, roll a die. If the result is 6 or greater, place the unit on this card. At the start of your next turn, place each unit that is on this card on a planet you control in your home system.
Faction Technologies 	Aerie Hololattice - (Y): Other player cannot move ships through systems that contain your structures. Each planet that contains 1 or more of your structures gain the Production 1 ability as if it were a unit. Strike Wing Alpha II - (RR): Cost 1 - Combat: 7 - Move: 2 - Capacity: 1 Anti-Fighter Barrage 6 (x3). When this unit uses Anti-Fighter Barrage, each result of a 9 or 10 also destroys 1 of your opponent's infantry in the space area of the active system.
Faction Technologies 	Voidwatch - (G): After a player moves ships into a system that contains 1 or more of your units, they must give you 1 promissory note from their hand, if able. Aetherstream - (BB): After you or one of your neighbors activates a system that is adjacent to an anomaly, you may apply +1 to the move value of all of that player's ships during this tactical action.
Faction Technologies 	Dimensional Splicer - (R): At the start of a space combat in a system that contains a wormhole and 1 or more of your ships, you may produce 1 hit and assign it to 1 of your opponent's ships. Wormhole Generator - (BB): At the start of the status phase, place or move a Creuss wormhole token into either a system that contains a planet you control or a non-home system that does not contain another player's ships. Wormhole Generator Ω- (BB): <u>Action</u>: Exhaust this card to place or move a Creuss Wormhole token into either a system that contains a planet you control or a non-home system that does not contain another player's ships.
Faction Technologies 	Production Biomes - (GG): <u>Action</u>: Exhaust this card and spend 1 token from your strategy pool to gain 4 trade goods and choose one other player to gain 2 trade goods. Quantum Datahub Node - (YYY): At the end of the strategy phase, you may spend 1 token from your strategy pool and give another player 3 of your trade goods. If you do, give 1 of your strategy cards to that player and take 1 of their strategy cards.

Faction Technologies 	Spatial Conduit Cylinder - (BB): You may exhaust this card after you activate a system that contains 1 or more of your units; that system is adjacent to all other systems that contain 1 or more of your units during this activation. E-Res Siphons - (YY): After another player activates a system that contains 1 or more of your ships, gain 4 trade goods.
Faction Technologies 	Inheritance Systems - (YY): You may exhaust this card and spend 2 resources when you research a technology; ignore all of that technology's prerequisites. Super Dreadnought II - (BBY): Cost: 4 - Combat: 4 - Move: 2 - Capacity: 2 Bombardment 4, Sustain Damage, This unit cannot be destroyed by Direct Hit action cards.
Faction Technologies 	L4 Disruptors - (Y): During an invasion, units cannot use Space Cannon against your units. Non-Euclidian Shielding - (RR): When one of your units uses sustain damage, cancel 2 hits instead of 1.
Faction Technologies 	Genetic Recombination - (G): You may exhaust this card before a player casts votes; that player must cast at least 1 vote for an outcome of your choice or remove 1 token from their fleet pool and return it to their reinforcements. Crimson Legionnaire II - (GG): Cost 1 (2) - Combat: 7 After this unit is destroyed, gain 1 commodity or convert 1 of your commodities to a trade good. Then, place the unit on this card. At the start of your next turn, place each unit that is on this card on a planet you control in your home system.
Faction Technologies 	Salvage Operations - (YY): After you win or lose a space combat, gain 1 trade good; if you won the combat, you may also produce 1 ship in that system of any ship type that was destroyed during the combat. Mirror Computing - (YYY): When you spend trade goods, each trade good is worth 2 resources or influence instead of 1.
Faction Technologies 	Magnus Reactor - (RR): Your ships can move into supernovas. After 1 or more of your units use production in a system that either contains a warsun or is adjacent to a supernova, gain 1 trade good. Magnus Reactor Ω - (RR): Your ships can move into supernovas. Each supernova that contains 1 or more of your units gains the production 5 ability as if it were 1 of your units. Prototype War Sun II - (RRRY): Cost: 10 - Combat: 3(x3) - Move: 3 - Capacity: 6 Bombardment 3(x3), Sustain Damage, Other player's units in this system lose Planetary Shield.

Faction Technologies 	Neuroglaiive - (GGG): After another player activates a system that contains 1 or more of your ships, that player removes 1 token from his fleet pool and returns it to his reinforcements. Hybrid Crystal Fighter II - (GB): Cost: 1(2) - Combat: 7 - Move: 2 This unit may move without being transported. Each fighter in excess of your ships' capacity counts as 1/2 of a ship against your fleet pool.
Faction Technologies 	Supercharge - (R): At the start of a combat round, you may exhaust this card to apply +1 to the result of each of your unit's combat rolls during this combat round. Pre-Fab Arcologies - (GGG): After you explore a planet, ready that planet.
Faction Technologies 	Temporal Command Suite - (Y): After any player's agent becomes exhausted, you may exhaust this card to ready that agent; if you ready another player's agent, you may perform a transaction with that player. Memoria II - (GBY): Cost: 8 - Combat: 5 (x2) - Move: 2 - Capacity: 6 Sustain Damage, Anti-Fighter Barrage: 5 (x3) You may treat this unit as if it were adjacent to systems that contain 1 or more of your mechs.
Faction Technologies 	Chaos Mapping - (B): Other players cannot activate asteroid fields that contain 1 or more of your ships. At the start of your turn during the action phase, you may produce 1 unit in a system that contains at least 1 of your units that has production. Floating Factory II - (YY): Move: 2 - Capacity: 5 - Production 7 This unit is placed in a space area instead of on a planet. This unit can move and retreat as if it were a ship. If this unit is blockaded, it is destroyed.
Faction Technologies 	Valkyrie Particle Weave - (RR): After making combat rolls during a round of ground combat, if your opponent produced 1 or more hits, you produce 1 additional hit. Exotrireme II - (BBY) : Cost: 4 - Combat: 5 - Move: 2 - Capacity: 1 Bombard 4 (x2), Sustain Damage, This unit cannot be destroyed by Direct Hit action cards. After a round of space combat you may destroy this unit to destroy up to 2 ships in this system.
Faction Technologies 	Advanced Carrier II - (BB): Cost: 3 - Combat: 9 - Move: 2 - Capacity: 8, Sustain Damage Spec Ops II - (GG): Cost 1(2) - Combat: 6 After this unit is destroyed, roll 1 die. If the result is 5 or greater, place the unit on this card. At the start of your next turn, place each unit that is on this card on a planet you control in your home system.

Faction Technologies 	Saturn Engine II - (GYR): Cost: 2 - Combat: 6 - Move: 3 - Capacity: 2 Sustain Damage Hel-Titan II - (YR): Combat: 6 Planetary Shield, Space Cannon: 5, Sustain Damage, Production: 1 This unit is treated as both a structure and a ground force. It cannot be transported. You use this unit's Space Cannon against ships that are adjacent to this unit's system.
Faction Technologies 	Vortex - (R): <u>Action</u>: Exhaust this card to choose another player's non-structure unit in a system that is adjacent to 1 or more of your space docks. Capture 1 unit of that type from that player's reinforcements. Dimensional Tear II - (YY): Production 7 This system is a gravity rift; your ships do not roll for this gravity rift. Place a dimensional tear token beneath this unit as a reminder. Up to 12 fighters in this system do not count against your ships's capacity.
Faction Technologies 	Lazax Gate Folding - (BB): During your tactical actions, if you do not control Mecatol Rex, treat its system as if it contains both an alpha and beta wormhole. <u>Action</u>: If you control Mecatol Rex, exhaust this card to place 1 infantry from your reinforcements on Mecatol Rex. Hegemonic Trade Policy* - (YY): Exhaust this card when 1 or more of your units use "Production"; swap the resource and influence values of 1 planet you control during that use of "Production."
Faction Technologies 	Instinct Training - (G): You may exhaust this card and spend 1 token from your strategy pool when another player plays an action card; cancel that action card. Nullification Field - (YY): After another player activates a system that contains 1 or more of your ships, you may exhaust this card and spend 1 token from your strategy pool; immediately end that player's turn.
Faction Technologies 	Yin Spinner - (GG): After one or more of your units use Production, place 1 infantry from your reinforcements on a planet you control in that system. Yin Spinner Ω - (GG): After you produce units, place up to 2 infantry from your reinforcements on any planet you control or in any space area that contains 1 or more of your ships. Impulse Core - (YY): At the start of a space combat, you may destroy 1 of your cruisers or destroyers in the active system to produce 1 hit against your opponent's ships; that hit must be assigned by your opponent to 1 of his non-fighter ships if able.
Faction Technologies 	Transparasteel Plating - (G): During your turn of the action phase, players that have passed cannot play action cards. Mageon Implants - (GGG): <u>Action</u>: Exhaust this card to look at another player's hand of action cards. Choose 1 of those cards and add it to your hand.