

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



Discard a Military Crisis



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
-  Gain amount
-  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
-  Shipyards
-  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)