



Faction Strategy Guides

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The Nikro Virus



ARBOREC



Overview

Difficulty: **High**

Starting Units: **Weak**

Home System: **Very Weak**

Starting Tech: **Weak**

Racial Ability: **Very Powerful**

Racial Tech: **Average**

Racial Promissory Note: **Weak**

Flagship: **Average**

Commodities: **Average**

Strengths:

It is all about your racial ability. Some of the benefits include: Flexible production via infantry, holding planets very well, snowballing into the late game, and rebounding quickly with unit production.

Game Plan:

Expand quickly and obtain Sarween Tools turn 1 or 2.

Snow ball by getting a second carrier and taking multiple systems. When moving, produce ground forces to increase production. Dominate the board and continue expansion. Set yourself up to score stage two and secret objectives. Do not rush to Mecatol but holding it is relatively easy if you take it. After Sarween tools you don't really need any tech, but you may want to focus on green tech and obtain your racial tech.

1st Round strategy card rank:

Technology, Warfare, Trade, Leadership, Diplomacy, Politics, Construction, Imperial

Favorite Tech: Sarween Tools, Neural Motivator, Gravity Drive, Letani Warrior 2, Cruiser 2, Carrier 2, Hyper Metabolism, Bioplasmosis, PDS 2, Fleet Logistics, Light Wave Deflector.

Best Tech Skips: Blue, Green

Fears/Counters: Bombardment, Barony, Sol, N'orr, **Embers**, **L1z1x**

of players preferred: 4, 6, 3, 5

Overall Rating: Average

Magen Defense Grid
 You may exhaust this card at the start of a round of ground combat on a Planet that contains one or more of your units that have Planetary Shield; your opponent cannot make combat rolls during this combat round.
 Requires:



MITOSIS
 Your space docks cannot produce infantry. At the start of the status phase, place 1 Infantry from your reinforcements on any planet you control.

DUHA MENAIMON
 ARBOREC FLAGSHIP

After you activate this system, you may produce up to 5 units in this system.

+ SUSTAIN DAMAGE

8 **7** **1** **5**
 COST COMBAT MOVE CAPACITY

BIOPLASMOSIS
 THE ARBOREC

At the end of the status phase, you may remove any number of infantry from planets you control and place them on 1 or more planets you control in the same or adjacent systems.

LETANI WARRIOR II
 ARBOREC INFANTRY

After this unit is destroyed, roll 1 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.

+ PRODUCTION 2

1 **7**
 COST COMBAT

STYMIÉ

ACTION: Place this card faceup in your play area.

While this card is in your play area, the Arborec player cannot produce units in or adjacent to non-home systems that contain 1 or more of your units.

If you activate a system that contains 1 or more of the Arborec player's units, return this card to the Arborec player.



BARONY OF LETNEV



MUNITIONS RESERVES

At the start of each round of space combat, you may spend 2 trade goods; you may reroll any number of your dice during that combat round.

ARMADA

The maximum number of non-fighter ships you can have in each system is equal to 2 more than the number of tokens in your fleet pool.

ARC SECUNDUS

LETNEV FLAGSHIP

Other players' units in this system lose PLANETARY SHIELD. At the start of each space combat round, repair this ship.

◆ SUSTAIN DAMAGE ◆ BOMBARDMENT 5 (X3)

8

COST

5

COMBAT

1

MOVE

3

CAPACITY

L4 DISRUPTORS

THE BARONY OF LETNEV

During an invasion, units cannot use SPACE CANNON against your units.

NON-EUCLIDEAN SHIELDING

THE BARONY OF LETNEV

When 1 of your units uses SUSTAIN DAMAGE cancel 2 hits instead of 1.

Overview

Difficulty: **Low**

Starting Units: **Weak**

Home System: **Extremely Strong**

Starting Tech: **Strong**

Racial Ability: **Average**

Racial Tech: **Strong**

Racial Promissory Note: **Weak**

Flagship: **Strong**

Commodities: **Weak**



Plasma Scoring

When one or more of your units use Bombardment or Space Cannon, 1 of those units may roll 1 additional die.

Antimass Deflectors

Your ships can move into and through asteroid fields.

When other players' units use Space Cannon against your units, apply -1 to the result of each die roll.

Strengths:

With very few weaknesses and lots of options, this race is able to adapt and take on many challenges. The best home system in the game and 2 starting tech goes a long way toward establishing a strong pie slice. Non-Euclidian shielding can be very powerful. Extra fleet supply helps with your command counter economy.

Game Plan:

Leverage a strong start and rich home system to dominate the board and score objectives. Expand quickly and go for valuable systems. You can take on the role of bully if needed. With a VP lead and a commanding fleet you are difficult to take down in many games. Dreadnaught fleets are good, but your game plan should be open.

1st Round strategy card rank:

Technology, Leadership, Warfare, Trade, Politics, Diplomacy, Construction, Imperial

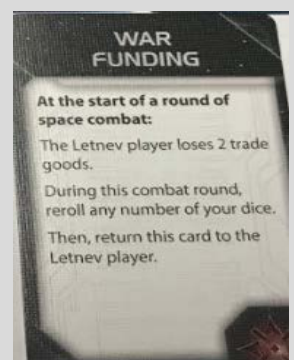
Favorite Tech: Gravity Drive, Dreadnaught 2, Non-Euclidian Shielding, Duranium Armor, Fleet Logistics, Light Wave Deflector, Assault Cannon, War Sun, Fighter 2

Best Tech Skips: Yellow, Red, Blue

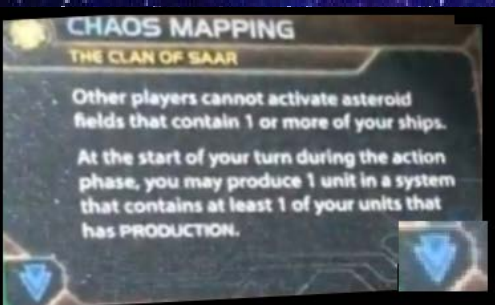
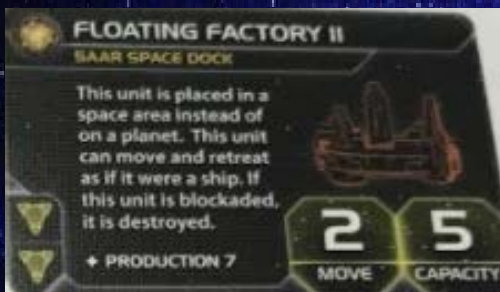
Fears/Counters: N'orr, Xxcha, Yin

of players preferred: 6,5,3,4

Overall Rating: Average



CLAN OF SAAR



Antimass Deflectors

Your ships can move into and through asteroid fields.

When other players' units use Space Cannon against your units, apply -1 to the result of each die roll.



Overview

Difficulty: **High**

Starting Units: **Very Strong**

Home System: **Very Weak**

Starting Tech: **Weak**

Racial Ability: **Strong**

Racial Tech: **Average**

Racial Promissory Note: **Average**

Flagship: **Situational**

Commodities: **Average**

SCAVENGE

After you gain control of a planet, gain 1 trade good.

NOMADIC

You can score objectives even if you do not control the planets in your home system.

Strengths:

Mobility, flexibility, do not need to defend home system, can hide in asteroid fields.

Game Plan:

Saar ball, chase VPs fast and loose, keep moving and getting trade goods on the move. Use Chaos mapping to set up asteroid fields as a safe spot to hide. Going for Mecatol can work nicely in some games.

1st Round strategy card rank:

Warfare, Technology, Leadership, Trade, Politics, Construction, Diplomacy, Imperial

Favorite Tech: Sarween Tools, Chaos Mapping, Gravity Drive, Carrier 2, Floating Factory 2, Dreadnaught 2, Fleet Logistics, Light Wave Deflector, Fighter 2.

Best Tech Skips: Yellow, Blue, Green

Fears/Counters: Infantry Clusters, PDS, Very Large Fleets, Arborec, Sol, Xxcha

of players preferred: 3,4,5,6

Overall Rating: **Average**

THE EMBERS OF MUAAT



THE INFERNO
MUAAT FLAGSHIP

ACTION: Spend 1 token from your strategy pool to place 1 cruiser in this unit's system.

+ SUSTAIN DAMAGE

8	5	1	3
COST	COMBAT	MOVE	CAPACITY

MAGMUS REACTOR
THE EMBERS OF MUAAT

Your ships can move into supernovas.

After 1 or more of your units use PRODUCTION in a system that either contains a war sun or is adjacent to a supernova, gain 1 trade good.

PROTOTYPE WAR SUN II
MUAAT WAR SUN

Other players' units in this system lose PLANETARY SHIELD.

+ SUSTAIN DAMAGE + BOMBARDMENT 3 (x3)

10	3	3	6
COST	COMBAT	MOVE	CAPACITY

FIRES OF THE GASHLAI

ACTION: Remove 1 token from the Muaat player's fleet pool and return it to his reinforcements. Then, gain your war sun unit upgrade technology card.

Then, return this card to the Muaat player.

Overview

Difficulty: **High**

Starting Units: Average

Home System: Average

Starting Tech: Average

Racial Ability: Average

Racial Tech: **Weak**

Racial Promissory Note: **Very Strong**

Flagship: Average

Commodities: **Strong**

Plasma Scoring

When one or more of your units use Bombardment or Space Cannon, 1 of those units may roll 1 additional die.



STAR FORGE

ACTION: Spend 1 token from your strategy pool to place either 2 fighters or 1 destroyer from your reinforcements in a system that contains 1 or more of your war suns.

GASHLAI PHYSIOLOGY

Your ships can move through supernovas.

Strengths:

Starts with War Sun, can stall by producing fighters, very valuable promissory note, has a lot to trade and can threaten very well.

Game Plan:

Bully via war sun, focus on command counters, sell war sun tech across the table for a hefty reward.

1st Round strategy card rank:

Leadership, Technology, Trade, Politics, Construction, Warfare, Imperial, Diplomacy.

Favorite Tech: Gravity Drive, Fighter 2, Hyper Metabolism, Prototype War Sun 2, Destroyer 2, Cruiser 2, Transit Diodes.

Best Tech Skips: Blue, Green, Red.

Fears/Counters: Mobile Opponents, Assign to Non-Fighter Ship abilities, Direct Hit on the War Sun, Lack of Influence, Mentak, N'orr, Xxcha, Yssaril.

of players preferred: 6,5,4,3

Overall Rating: **Weak**



THE EMIRATES OF HACAN



MASTERS OF TRADE
You do not have to spend a command token to resolve the secondary ability of the "Trade" strategy card.

GUILD SHIPS
You can negotiate transactions with players who are not your neighbor.

ARBITERS
When you are negotiating a transaction, action cards can be exchanged as part of that transaction.

WRATH OF KENARA
HACAN FLAGSHIP

After you roll a die during a space combat in this system, you may spend 1 trade good to apply +1 to the result.

◆ SUSTAIN DAMAGE

8	7	1	3
COST	COMBAT	MOVE	CAPACITY

QUANTUM DATAHUB NODE
THE EMIRATES OF HACAN

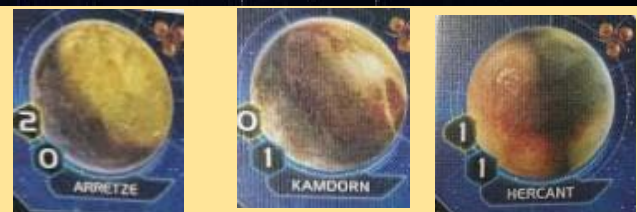
At the end of the strategy phase, you may spend 1 token from your strategy pool and give another player 3 of your trade goods. If you do, give 1 of your strategy cards to that player and take 1 of his strategy cards.

PRODUCTION BIOMES
THE EMIRATES OF HACAN

ACTION: Exhaust this card and spend 1 token from your strategy pool to gain 4 trade goods and choose 1 other player; that player gains 2 trade goods.

Overview

Difficulty: Average
Starting Units: **Strong**
Home System: **Very Weak**
Starting Tech: **Strong**
Racial Ability: **Strong**
Racial Tech: **Strong**
Racial Promissory Note: Average
Flagship: **Weak**
Commodities: **Very Strong**



Antimass Deflectors
Your ships can move into and through asteroid fields.
When other players' units use Space Cannon against your units, apply -1 to the result of each die roll.

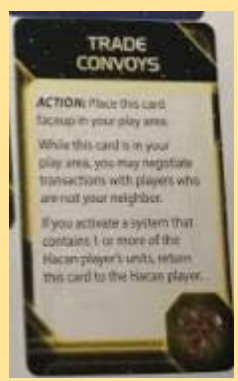
Sarween Tools
When one or more of your units uses Production, reduce the combined cost of the produced units by 1.

Strengths:

Highest commodity number, can trade with anyone, Very good at making friends, adaptable to the Objectives, able to trade action cards, Quantum Data Hub node can steal a win during the final turns

Game Plan:

Pick trade early and often, buy up valuable promissory Notes, tax people for refreshing trade goods, maintain A well defended pie slice and chase objectives. Obtain Neural motivator and pursue your racial techs. Look For opportunities to make a profit and try not to be Seen as a major threat.



1st Round strategy card rank:

Trade, Leadership, Technology, Warfare, Politics, Construction, Imperial, Diplomacy

Favorite Tech: Neural Motivator, Quantum Data Hub Node, Production Biomes, Gravity Drive, Dreadnaught 2

Best Tech Skips: Yellow, Green, Red.

Fears/Counters: No trade, collusion against you, Mentak

of players preferred: 6,5,4,3

Overall Rating: **Strong**



THE FEDERATION OF SOL



GENESIS
SOL FLAGSHIP

At the end of the status phase, place 1 infantry from your reinforcements in this system's space area.

→ SUSTAIN DAMAGE

8	5	1	12
COST	COMBAT	MOVE	CAPACITY

SPEC OPS II
SOL INFANTRY

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.

1	6
COST	COMBAT

ADVANCED CARRIER II
SOL CARRIER

→ SUSTAIN DAMAGE

3	9	2	8
COST	COMBAT	MOVE	CAPACITY



Overview

Difficulty: **Low**

Starting Units: **Strong**

Home System: **Average**

Starting Tech: **Strong**

Racial Ability: **Strong**

Racial Tech: **Average**

Racial Promissory Note: **Average**

Flagship: **Strong**

Commodities: **Strong**

Antimass Deflectors

Your ships can move into and through asteroid fields.

When other players' units use Space Cannon against your units, apply -1 to the result of each die roll.



Neural Motivator

During the Status Phase, draw 2 Action Cards instead of 1.

ORBITAL DROP

ACTION: Spend 1 token from your strategy pool to place 2 infantry from your reinforcements on 1 planet you control.

VERSATILE

When you gain command tokens during the status phase, gain 1 additional command token.

Strengths:

Mobility, reinforcing, and holding systems

Game Plan:

Take planets aggressively over the first 2 rounds. Upgrade to Gravity Drive, Carrier 2, and Spec Ops 2 as quickly as possible. Focus on high influence planets, especially Mecatol Rex. Reinforce key planets with Orbital Drop. Small mobile fleets and lots of ground forces allow you to spread out and make it very difficult for others to uproot you.

1st Round strategy card rank:

Technology, Leadership, Warfare, Trade, Politics, Construction, Imperial, Diplomacy.

Favorite Tech: Gravity Drive, Spec Ops 2, Advanced Carrier 2, Hyper Metabolism, Advanced Fighter, Fleet Logistics, Light Wave Deflector, Transit Diodes.

Best Tech Skips: Green, Blue.

Fears/Counters: Bombardment, Lack of Influence, Losing Carriers early, Barony, Mentak, Nekro, N'orr, L1z1x, Embers

of players preferred: 4, 5, 6, 3

Overall Rating: **Very Strong**

MILITARY SUPPORT

At the start of the Sol player's turn:

Remove 1 token from the Sol player's strategy pool, if able, and return it to his reinforcements. Then, you may place 2 infantry from your reinforcements on any planet you control.

Then, return this card to the Sol player.

THE LIZIX MINDNET



Overview

Difficulty: **Low**
 Starting Units: **Very Strong**
 Home System: **Very Strong**
 Starting Tech: **Strong**
 Racial Ability: **Average**
 Racial Tech: **Average**
 Racial Promissory Note: **Weak**
 Flagship: **Strong**
 Commodities: **Weak**

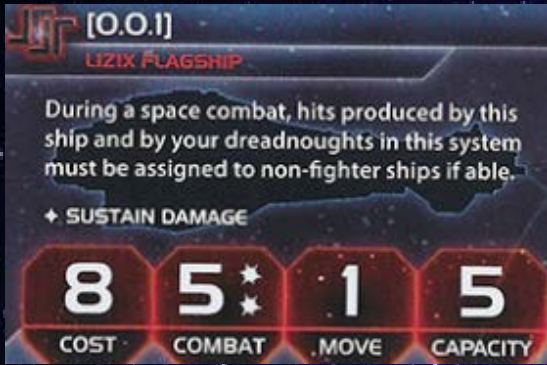


Neural Motivator
 During the Status Phase, draw 2 Action Cards instead of 1.

Plasma Scoring
 When one or more of your units use Bombardment or Space Cannon, 1 of those units may roll 1 additional die.

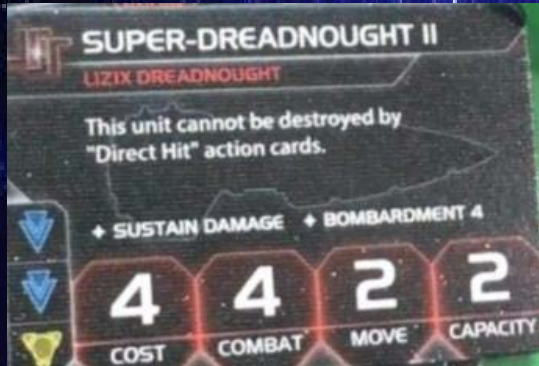
ASSIMILATE
 When you gain control of a planet, replace each PDS and space dock that is on that planet with a matching unit from your reinforcements.

HARROW
 After each round of ground combat, your ships in the active system may use their BOMBARDMENT abilities against your opponent's ground forces on the planet.



Strengths:

You have the best start in the game outside of Jol-Naar. Harrow allows you to uproot ground forces very well and your ability to take a space dock, then produce units makes you very scary. A Winnu player taking Mecatol is a golden opportunity for you. Having 2 capacity dreadnaughts that hit on a 4 is the best reason to pick this race.

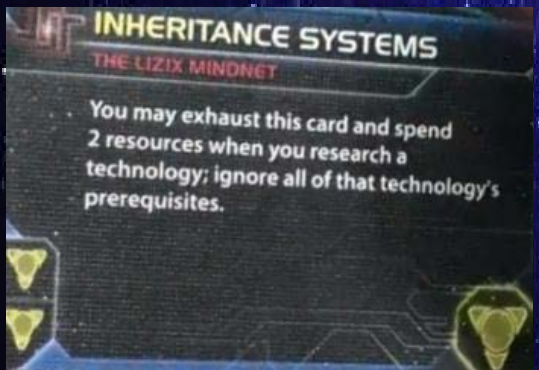


Game Plan:

Start by taking 2 systems, build dreadnaughts and have a game plan to obtain the Super-Dreadnaught 2 tech quickly. A blue tech skip allows you to skip anti-mass deflectors. Keep taking planets and focus on objectives, influence, and tech skips. Inheritance systems is only an option if you get a yellow tech skip and Sarween Tools.

1st Round strategy card rank:

Technology, Leadership, Warfare, Trade, Politics, Construction, Imperial, Diplomacy.



Favorite Tech: Gravity Drive, Super Dreadnaught 2, Duranium Armor, Light/Wave Deflector, War Sun, Assault cannon, Fighter 2, Infantry 2.

Best Tech Skips: Blue, Yellow, Red.

Fears/Counters: PDS, N'orr, Xxcha, Yin

of players preferred: 6,5,4,3

Overall Rating: **Strong**



THE GHOSTS OF CREUSS



HIL COLISH
CREUSS FLAGSHIP

This ship's system contains a delta wormhole. During movement, this ship may move before or after your other ships.

+ SUSTAIN DAMAGE

8	5	1	3
COST	COMBAT	MOVE	CAPACITY

DIMENSIONAL SPLICER
THE GHOSTS OF CREUSS

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
THE GHOSTS OF CREUSS

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.

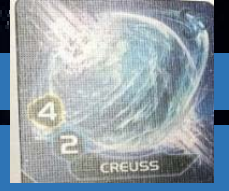
CREUSS IFF

At the start of your turn during the action 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.
Then, return this card to the Creuss player.



Gravity Drive

After you activate a system, apply +1 to the move value of one of your ships during this tactical action. Requires



Overview

Difficulty: **High**

Starting Units: **Very Weak**

Home System: **Strong**

Starting Tech: **Strong**

Racial Ability: **Average**

Racial Tech: **Weak**

Racial Promissory Note: **Average**

Flagship: **Strong**

Commodities: **Strong**

- QUANTUM ENTANGLEMENT**
You treat all systems that contain either an alpha or beta wormhole as adjacent to each other. Game effects cannot prevent you from using this ability.
- SUPSTREAM**
During your tactical actions, apply +1 to the move value of each of your ships that starts its movement in your home system or in a system that contains either an alpha or beta wormhole.
- CREUSS GATE**
When you create the game board, place the Creuss Gate (tile 17) where your home system would normally be placed. The Creuss Gate system is not a home system. Then, place your home system (tile 51) in your play area.

Strengths:

Insane Mobility, High Commodity Count, Home System is 1 extra move for other players.

Game Plan:

Use your mobility to chase VPs and go for big point swings when the stage 2 objectives start coming.

1st Round strategy card rank:

Technology, Leadership, Trade, Politics, Warfare, Imperial, Construction, Diplomacy.

Favorite Tech: Neural Motivator, Sarween Tools, Carrier 2, Dreadnaught 2, Fighter 2.

Best Tech Skips: Blue, Green, Yellow

Fears/Counters: Being perceived as a threat or nuisance, Early aggression, Mentak.

of players preferred: 3,4,5,6

Overall Rating: Average



THE MENTAK COALITION



FOURTH MOON
MENTAK FLAGSHIP

Other players' ships in this system cannot use SUSTAIN DAMAGE.

→ SUSTAIN DAMAGE

8	7*	1	3
COST	COMBAT	MOVE	CAPACITY

SALVAGE OPERATIONS
THE MENTAK COALITION

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
THE MENTAK COALITION

When you spend trade goods, each trade good is worth 2 resources or influence instead of 1.

PROMISE OF PROTECTION

ACTION: Place this card faceup in your play area.

While this card is in your play area, the Mentak player cannot use his **PILLAGE** faction ability against you.

If you activate a system that contains 1 or more of the Mentak player's units, return this card to the Mentak player.

Overview

Difficulty: Average

Starting Units: Average

Home System: Average

Starting Tech: **Strong**

Racial Ability: Average

Racial Tech: **Very Strong**

Racial Promissory Note: Average

Flagship: **Situational**

Commodities: **Weak**

Plasma Scoring

When one or more of your units use Bombardment or Space Cannon, 1 of those units may roll 1 additional die.

Sarween Tools

When one or more of your units uses Production, reduce the combined cost of the Produced units by 1.



AMBUSH

At the start of a space combat, you may roll 1 die for each of up to 2 of your cruisers or destroyers in the system. For each result equal to or greater than that ship's combat value, produce 1 hit; your opponent must assign it to 1 of his ships.

PILLAGE

After 1 of your neighbors gains trade goods or resolves a transaction, if he has 3 or more trade goods, you may take 1 of his trade goods or commodities.

Strengths:

Racial combat ability, fast route to desired tech, trade good stealing, excellent racial tech and overall synergy between tech/abilities.

Game Plan:

Rush to cruiser 2 turn 1 or 2. Use your mobility to take powerful systems. Based on the other races play either defensive or aggressively. Defensively you are strong as PDS 2 is on your menu for tech and cruiser pre-fire is an additional threat. The aggressive route goes through salvage operations. All roads lead to mirror computing, perhaps the most powerful racial tech in the game. Use promise of protection to gain at least 1 ally in a 5-6 player game.

1st Round strategy card rank:

Tech, Diplomacy, Leadership, Warfare, Politics, Trade, Construction, Imperial.

Favorite Tech:

Cruiser 2, Salvage Operations, Mirror Computing, PDS 2, War Sun

Best Tech Skips:

Yellow, Green, Red

Fears:

PDS, Nekro, Xxcha

of players preferred:

6,5,4,3

Overall Rating:

Average



NAALU COLLECTIVE



Overview

Difficulty: Average
 Starting Units: **Weak**
 Home System: **Weak**
 Starting Tech: **Very Strong**
 Racial Ability: **Strong**
 Racial Tech: **Very Strong**
 Racial Promissory Note: Average
 Flagship: **Strong**
 Commodities: Average



Neural Motivator
 During the Status Phase, draw 2 Action Cards instead of 1.

Sarween Tools
 When one or more of your units uses Production, reduce the combined cost of the Produced units by 1.

TELEPATHIC
 At the end of the strategy phase, place the Naalu "0" token on your strategy card; you are first in initiative order.

FORESIGHT
 After another player moves ships into a system that contains 1 or more of your ships, you may place 1 token from your strategy pool in an adjacent system that does not contain another player's ships; move your ships from the active system into that system.

Strengths:

Crystal Fighters are powerful. Scoring first is amazing. Playing first can be good. Free retreats are great.

Game Plan:

Rush for crystal fighter 2. Develop a fighter screen network, making it very difficult to invade your space. Build a forward space dock or 2 to help with fighter production. Focus on influence over resources since fighters are cheap. If facing big fleets neuroglave is very powerful. The blue tech tree and carrier 2 are all great tech for you. A yellow tech skip makes space dock 2 an option.

1st Round strategy card rank:

Leadership, Tech, Trade, Construction, Politics, Diplomacy, Imperial, Warfare.

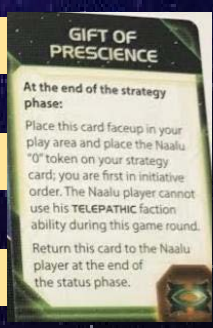
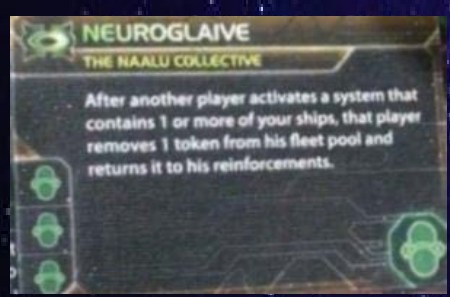
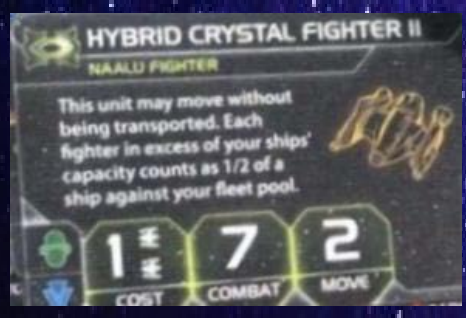
Favorite Tech: Crystal Fighter 2, Gravity Drive, Neuroglave, Carrier 2, Space Dock 2, Fleet Logistics, Light/Wave Deflector, Infantry 2, Hyper Metabolism, Integrated Economy.

Best Tech Skips: Blue, Green, Yellow.

Fears: Graviton Laser System, Aborec, Sol

of players preferred: 6,5,4,3

Overall Rating: Average



NEKRO VIRUS



THE ALASTOR
NEKRO FLAGSHIP

At the start of a space combat, choose any number of your ground forces in this system to participate in that combat as if they were ships.

◆ SUSTAIN DAMAGE

8	9*	1	3
COST	COMBAT	MOVE	CAPACITY

VALEFAR ASSIMILATOR X
THE NEKRO VIRUS

When you would gain another player's technology using 1 of your faction abilities, you may place the "X" 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.

VALEFAR ASSIMILATOR Y
THE NEKRO VIRUS

When you would gain another player's technology using 1 of your faction abilities, you may place the "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.

ANTIVIRUS

At the start of a combat:
Place this card faceup in your play area. While this card is in your play area, the Nekro player cannot use his TECHNOLOGICAL SINGULARITY faction ability against you.

If you activate a system that contains 1 or more of the Nekro player's units, return this card to the Nekro player.

Overview

Difficulty: **High**

Starting Units: **Weak**

Home System: **Average**

Starting Tech: **Weak**

Racial Ability: **Strong**

Racial Tech: **Situational**

Racial Promissory Note: **Average**

Flagship: **Very Strong**

Commodities: **Average**

Strengths:

Gains technology through combat, very command counter rich, able to get any secondary you need. Powerful in the late game due to command counter wealth and the ability to steal racial tech and/or unit upgrades.

Game Plan:

Expand aggressively and be opportunistic. Strive to dominate the board, but make sure you have at least 1 ally in a 4-6 player game. Your racial promissory note is a great way to assure an ally (for a price). Embrace the role of bully/villain, but avoid all-out war on multiple fronts. At some point it will probably make sense to take Mecatol Rex. Your flagship with a stack of ground forces is one of the best defensive set ups in the game, so use it on your home system or on Mecatol. Build your economy with trade, leadership, or tech early, and get rich enough from the secondaries over time.

1st Round strategy card rank:

Trade, Leadership, Technology, Politics, Warfare, Construction, Imperial, Diplomacy

Favorite Tech: Gravity Drive, Neural Motivator, Unit Upgrades, Powerful Racial Tech.

Best Tech Skips: N/A

Fears/Counters: Haters, races with better starts, races with powerful abilities you cannot steal. Barony, embers, sardakk.

of players preferred: 4,6,3,5

Overall Rating: Average (AKA Best Race Ever)

Daxivie Animators

After you win a ground combat, you may place 1 Infantry from your reinforcements on that Planet. Requires: 1



GALACTIC THREAT

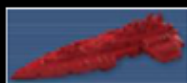
You cannot vote on agendas. Once per agenda phase, after an agenda is revealed, you may predict aloud the outcome of that agenda. If your prediction is correct, gain 1 technology that is owned by a player who voted how you predicted.

TECHNOLOGICAL SINGULARITY

Once per combat, after 1 of your opponent's units is destroyed, you may gain 1 technology that is owned by that player.

PROPAGATION

You cannot research technology. When you would research a technology, gain 3 command tokens instead.



SARDAKK N'ORR



C'MORRAN N'ORR
N'ORR FLAGSHIP

Apply +1 to the result of each of your other ship's combat rolls in this system.

→ SUSTAIN DAMAGE

8	6*	1	3
COST	COMBAT	MOVE	CAPACITY

+ (Green)

EXOTRIREME II
N'ORR DREADNOUGHT

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.

→ SUSTAIN DAMAGE → BOMBARDMENT 4 (x2)

4	5	2	1
COST	COMBAT	MOVE	CAPACITY

Blue, Green, Yellow

VALKYRIE PARTICLE WEAVE
SARDAKK N'ORR

After making combat rolls during a round of ground combat, if your opponent produced 1 or more hits, you produce 1 additional hit.

Red, Green, Yellow

TEKKLAR LEGION

At the start of an invasion combat:

Apply +1 to the result of each of your unit's combat rolls during this combat. If your opponent is the N'orr player, apply -1 to the result of each of his unit's combat rolls during this combat.

Then, return this card to the N'orr player.

Overview

Difficulty: **Average**

Starting Units: **Very Strong**

Home System: **Average**

Starting Tech: **Very Weak**

Racial Ability: **Strong**

Racial Tech: **Average**

Racial Promissory Note: **Average**

Flagship: **Strong**

Commodities: **Average**

Strengths:

+1 to all combat roles, +1 to all rolls when flagship is present

Game Plan:

Build fighters, take planets and work toward Exotrireme 2 technology. Focus on building your economy as you start from behind. Convince the table you are weak and plan for a come from behind win. Sell your promissory note across the table as much as possible. You don't need a lot for it, but it is quite valuable in some spots. Your strength is best realized with fighters and infantry, so mobility is very useful. Your flagship with a fighter screen is very strong. It might make sense to ignore tech in some games and just focus on other objectives and building your fleet. Tech skips are very valuable for you.

1st Round strategy card rank:

Technology, Warfare, Leadership, Trade, Politics, Construction, Imperial, Diplomacy

Favorite Tech: Gravity Drive, Exotrireme 2, Carrier 2, Fighter 2, Neural Motivator, Sarween Tools, Infantry 2

Best Tech Skips: Blue, Green, Yellow

Fears: Rich and powerful races, lots of tech objectives, Yin.

of players preferred: 6,5,4,3

Overall Rating: **Weak**



UNRELENTING +

Apply +1 to the result of each of your unit's combat rolls.



UNIVERSITIES OF JOL-NAR



- FRAGILE**
Apply -1 to the result of each of your unit's combat rolls.
- BRILLIANT**
When you spend a command token to resolve the secondary ability of the "Technology" strategy card, you may resolve the primary ability instead.
- ANALYTICAL**
When you research a technology that is not a unit upgrade technology, you may ignore 1 prerequisite.

J.N.S. HYLARIM
JOL-NAR FLAGSHIP

When making a combat roll for this ship, each result of 9 or 10, before applying modifiers, produces 2 additional hits.

◆ SUSTAIN DAMAGE

8	6★	1	3
COST	COMBAT	MOVE	CAPACITY

SPACIAL CONDUIT CYLINDER
UNIVERSITIES OF JOL-NAR

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
UNIVERSITIES OF JOL-NAR

After another player activates a system that contains 1 or more of your ships, gain 4 trade goods.

Overview

- Difficulty: **Low**
- Starting Units: **Average**
- Home System: **Strong**
- Starting Tech: **Extremely Strong**
- Racial Ability: **Strong**
- Racial Tech: **Strong**
- Racial Promissory Note: **Strong**
- Flagship: **Average**
- Commodities: **Strong**



Antimass Deflectors
Your ships can move into and through asteroid fields.
When other Players' units use Space Cannon against your units, apply -1 to the result of each die roll.

Sarween Tools
When one or more of your units uses Production, reduce the combined cost of the Produced units by 1.

Strengths:

You start with the most tech and can get whatever tech you want over the course of several turns.

Neural Motivator
During the Status Phase, draw 2 Action Cards instead of 1.

Game Plan:

Get the tech, build the defense, score objectives, sell your promissory note every turn.

Plasma Scoring
When one or more of your units use Bombardment or Space Cannon, 1 of those units may roll 1 additional die.

1st Round strategy card rank:

Leadership, Trade, Construction, Politics, Technology, Imperial, Warfare, Diplomacy.

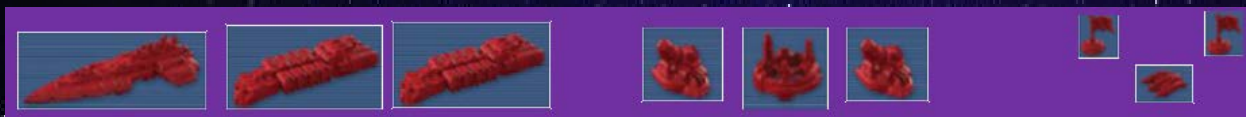
Favorite Tech: PDS 2, E-Res Siphons, Hyper Metabolism, War Sun, Infantry 2, Fighter 2, Dreadnaught 2.

Best Tech Skips: Red, Green, Blue

Fears: Early Aggression, The Meta Game, Mentak, N'orr, Nekro

of players preferred: 4,3,6,5

Overall Rating: Very Strong



THE WINNU



SALAI SAI CORIAN
WINNU FLAGSHIP

When this unit makes a combat roll, it rolls a number of dice equal to the number of your opponent's non-fighter ships in this system.

→ SUSTAIN DAMAGE

8	7	1	3
COST	COMBAT	MOVE	CAPACITY

LAZAX GATE FOLDING
THE WINNU

During your tactical actions, if you do not control Mecatol Rex, treat its system as if it contains both an alpha and beta wormhole.

ACTION: If you control Mecatol Rex, exhaust this card to place 1 Infantry from your reinforcements on Mecatol Rex.

HEGEMONIC TRADE POLICY
THE WINNU

Exhaust this card when 1 or more of your units use PRODUCTION; swap the resource and influence values of 1 planet you control until the end of your turn.

ACQUIESCENCE

At the end of the strategy phase:

Exchange 1 of your strategy cards with a strategy card that was chosen by the Winnu player.

Then, return this card to the Winnu player.

Overview

Difficulty: **Low**

Starting Units: **Very Weak**

Home System: **Weak**

Starting Tech: **Average**

Racial Ability: **Average**

Racial Tech: **Average**

Racial Promissory Note: **Weak**

Flagship: **Average**

Commodities: **Average**

Strengths:

Taking Mecatol with no influence and building a space dock/PDS for free is nice. It is also nice to pick your starting tech, but you only get one. Other than that, this race is super weak.

Game Plan:

Convince the board that you are a weak race. Take Mecatol first and score a few points. Defend your home system as it will be easy for people to crush you as you tend to over extend. After you are inevitably kicked off Mecatol, sit back and score objectives while playing the victim and assuring everyone that you can't win.

1st Round strategy card rank:

Warfare, Technology, Leadership, Trade, Politics, Construction, Diplomacy, Imperial

Favorite Tech: Gravity Drive, Infantry 2, Dreadnaught 2, PDS 2

Best Tech Skips: Depends on what tech you start with.

Fears: Aggression at any time, Clan of Saar, Sol, Ghosts, L1z1x

of players preferred: 3,4,5,6

Overall Rating: **Weak**



BLOOD TIES

You do not have to spend influence to remove the custodians token from Mecatol Rex.

RECLAMATION

After you resolve a tactical action during which you gained control of Mecatol Rex, you may place 1 PDS and 1 space dock from your reinforcements on Mecatol Rex.



XXCHA KINGDOM



Graviton Laser System
 You may exhaust this card before one or more of your units use Space Cannon; hits produced by those units must be assigned to non-Fighter ships if able. Requires:

LONCARA SSODU
 XXCHA FLAGSHIP

You may use this unit's SPACE CANNON against ships that are in adjacent systems.

◆ SUSTAIN DAMAGE ◆ SPACE CANNON 5 (X3)

8	7*	1	3
COST	COMBAT	MOVE	CAPACITY

INSTINCT TRAINING
 THE XXCHA KINGDOM

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
 THE XXCHA KINGDOM

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.

POLITICAL FAVOR

After an agenda is revealed: Remove 1 token from the Xxcha player's strategy pool and return it to his reinforcements. Then, discard the revealed agenda and reveal 1 agenda from the top of the deck. Players vote on this agenda instead. Then, return this card to the Xxcha player.



Overview

Difficulty: **Average**
 Starting Units: **Average**
 Home System: **Average**
 Starting Tech: **Average**
 Racial Ability: **Average**
 Racial Tech: **Strong**
 Racial Promissory Note: **Weak**
 Flagship: **Very Strong**
 Commodities: **Strong**



PEACE ACCORDS

After you resolve the primary or secondary ability of the "Diplomacy" strategy card, you may gain control of 1 planet other than Mecatol Rex that does not contain any units and is in a system that is adjacent to a planet you control.

QUASH

When an agenda is revealed, you may spend 1 token from your strategy pool to discard that agenda and reveal 1 agenda from the top of the deck. Players vote on this agenda instead.

Strengths:

Trade, Negotiation, Difficult to attack. The Diplomacy strategy card is similar to warfare for you. People must respect you and they are better off being your friend than your enemy. You have valuable services that people will pay for at certain points in the game.

Game Plan:

Build a large PDS network, upgrade to PDS 2, and use it to expand your control while also defending your pie slice. Build your flagship and shift to aggression after your PDS network is established. Sell your ability to quash or use your racial tech if the price is right.

1st Round strategy card rank:

Leadership, Diplomacy, Technology, Construction, Trade, Politics, Warfare, Imperial

Favorite Tech: Plasma Scoring, PDS 2, Instinct Training, Nullification Field, Cruiser 2, Gravity Drive, Infantry 2.

Best Tech Skips: yellow, green

Fears/Counters: Ground force clusters Sol, Arborec

of players preferred: 4,6,3,5

Overall Rating: **Average**



YIN BROTHERHOOD



VAN HAUGE
YIN FLAGSHIP

When this ship is destroyed, destroy all ships in this system.

↪ SUSTAIN DAMAGE

8	9 ★★	1	3
COST	COMBAT	MOVE	CAPACITY

YIN SPINNER
THE YIN BROTHERHOOD

After 1 or more of your units use PRODUCTION, place 1 infantry from your reinforcements on a planet you control in that system.

IMPULSE CORE
THE YIN BROTHERHOOD

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.

GREYFIRE MUTAGEN

After a system is activated:
The Yin player cannot use faction abilities or faction technology during this tactical action.
Then, return this card to the Yin player.

Overview

Difficulty: **Average**
Starting Units: **Strong**
Home System: **Strong**
Starting Tech: **Average**
Racial Ability: **Average**
Racial Tech: **Weak**
Racial Promissory Note: **Weak**
Flagship: **Strong**
Commodities: **Weak**

Sarween Tools
When one or more of your units uses PRODUCTION, reduce the combined cost of the produced units by 1.



INDOCTRINATION
At the start of a ground combat, you may spend 2 influence to replace 1 of your opponent's participating infantry with 1 infantry from your reinforcements.

DEVOTION
After each space battle round, you may destroy 1 of your cruisers or destroyers to produce 1 hit and assign it to 1 of your opponent's ships.

Strengths:

Solid Racial abilities and a great starting fleet. You are very good at winning ground combat. 0/2 or 1/2 planets are great in your hands due to your racial ability. You are usually awkward to attack and most people will prefer to not mess with you.

Game Plan:

Plan to threaten everyone without actually having to follow through. You have the ability to cause significant damage for a very low cost, so that makes you dangerous. Target infantry 2 and build up your infantry. Be opportunistic when picking planets to invade. A planet with 1-2 ground forces will be easy to take. Daxcive animators is very nice when employing this strategy.

1st Round strategy card rank:

Leadership, Warfare, Trade, Politics, Technology, Diplomacy, Construction, Imperial

Favorite Tech: Infantry 2, Gravity Drive, Space Dock 2, Carrier 2, Cruiser 2, Destroyer 2

Best Tech Skips: **Blue, Red, Green**

Fears: **not being seen as dangerous, arborec, sol**

of players preferred: **N/A**

Overall Rating: **Average**



YSSARIL TRIBES



STALL TACTICS
ACTION: Discard 1 action card from your hand.

SCHEMING
 When you draw 1 or more action cards, draw 1 additional action card. Then, choose and discard 1 action card from your hand.

CRAFTY
 You can have any number of action cards in your hand. Game effects cannot prevent you from using this ability.



Overview

Difficulty: Average
 Starting Units: Very Strong
 Home System: Strong
 Starting Tech: Average
 Racial Ability: Very Strong
 Racial Tech: Average
 Racial Promissory Note: Average
 Flagship: Strong
 Commodities: Average



Strengths:

A hand full of useful action cards late game makes this a scary race to attack. Starting with 5 influence in your home system gives you some flexibility. A great start combined with an insane flagship makes the goblins a contender in most games of TI4.

Game Plan:

Get out quickly and score objectives. Get the secondary of political as often as possible. Craft a powerful hand of action cards and craft a game plan around them and the objectives. Focus on influence as you will want the secondary of imperial as well. This race is very good at scoring secret objectives. Consider stalling warfare turn 1 and stalling leadership turns 2 or 3 if you have the opportunity. This can greatly hinder the other players. You don't have to take Mecatol to win, but it might make sense at certain points. Your flagship has built in light/wave deflector and movement 2, so it can be used to take a neighboring home system if the opportunity arises.

1st Round strategy card rank:

Warfare, Leadership, Technology, Trade, Politics, Construction, Imperial, Diplomacy

Favorite Tech: Mageon Implants, Infantry 2, Gravity Drive, Hyper metabolism, Carrier 2, Fighter 2.

Best Tech Skips: Green, Blue

Fears: drawing the wrong action cards

of players preferred: 6,5,4,3

Overall Rating: Strong

