



Introduction

Space Opera is a game of galactic politics for 2 to 4 players. Each player assumes the role of a different power bloc striving to come out on top of the new galactic order.

Background

Recently, in a near-by galaxy, the Empress Kalestra died unexpectedly at the age of 167. By the traditional rules of succession, her son, Prince Kalban, *should* have been made emperor. But no one much cared for Kalban; the galaxy was ready for change.

Six major power blocs controlled the civil, political, and religious life of the empire; the royal family, the Imperial Navy, the Senate, the One Church, the Free Worlds Movement, and the People’s Forum. Each bloc believed the galaxy would be better off under its sole authority.

A “Great Referendum” was proposed where the government of each planet would vote for the power bloc of its choice. After several years of political wrangling and a few thrilling space battles the referendum was held and it yielded a clear favorite.

Naturally the losers were unhappy with this result and 200-odd years of bloody civil war ensued. But through it all the Referendum’s winner was able to claim a degree of legitimacy and eventually came to rule, and continues to rule, to this day.

Space Opera is a re-creation of this pre-civil war era and its key planets and personalities.

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Definitions

Power Blocs

The 6 power blocs are;

1. The One Church
2. The Imperial Navy
3. The People's Forum (PF)
4. The Royal Family
5. The Senate
6. The Free Worlds Movement (FWM)

The One Church: The Church's mission is to shepherd the people of the galaxy toward a higher moral plane. Church leaders feel an absolute theocracy would be the ideal environment for this to take place.



The Imperial Navy: The men and women of the Navy wish only to bring law and order to a chaotic galaxy (whether the galaxy wants it or not.)



The People's Forum (PF): The PF has the radical and much maligned idea that everyone should be represented equally in planetary and galactic government.



The Royal Family: The traditional, dynastic rulers of the galaxy who want to keep it that way.



The Senate: Once a representative body, the Senate now represents only its own interests and those of its wealthy friends.



The Free Worlds Movement (FWM): The FWM believes each planet should be left to pursue its own culture and destiny, free from meddling, galaxy-wide institutions (see all of the above.)



Future Expansion

The standard game is played with Church, PF, Royal, and Senate citizens. An expansion for *Space Opera* is planned that will include FWM and Navy citizens as well as military units and combat. For now, please ignore references to military units or actions.

The Galaxy

The galaxy is divided into 5 sectors;

1. Core Worlds
2. Perseus Arm
3. Sagittarius Arm
4. Orloon Frontier
5. T'tan Border

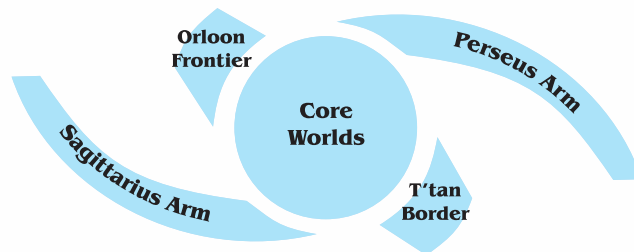
Core Worlds: The most populous sector of the galaxy contains the headquarters of the Royals, Navy, Church, and Senate.

Perseus Arm: The Perseus Arm is the birthplace of the Free Worlds Movement (FWM).

Sagittarius Arm: The People's Forum (PF) originated in the Sagittarius Arm.

Orloon Frontier: This sector borders a mysterious region of space dominated by the Orloon hyper-beings. Very little is known about the Orloon and their proximity can have strange effects on neighboring systems.

T'tan Border: This sector is near an area of space controlled by a militant, alien species called the T'tan. The T'tan are similar to the empire in physiology, technology, and temperament. So naturally they are hated by all.



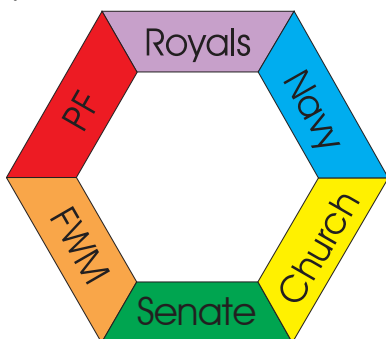
Galactic Map

Space Opera

Alignment

The power bloc favored by a government or population is called its alignment. Some actions call for changing an alignment by 1 or more steps as shown on the Alignment Wheel.

For example, if you're changing a Royal government 1 step, you would change it to either PF or Navy.



Alignment Wheel

Skills

Each citizen has one or more of these skills;



Guile: The ability to employ subterfuge and trickery can come in handy for those not-entirely-legal activities.



Intelligence: Brains can help a citizen pull whole planets into the political fray.



Negotiation: A citizen can turn on the charm to recruit new friends or even an entire population for the cause.



Opportunity: Connections with those in places high and low are very useful.



Rank: The authority a citizen holds in his power bloc can open many doors.



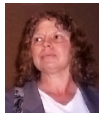


Wealth: Money talks and a citizen can use her wealth to help or hinder most actions.

Standard Rules

Equipment




Cards

Citizen: Each citizen has a card listing his power bloc, rank, home planet, home sector, and skills. The text on the card describes the citizen's special characteristics and background.

Citizen Name Power Bloc & Role	Kata PF - Former Senator	VI	Rank
		Solne 	Home World & Sector
			Skills
Special Rule	Activism Action: Roll 6 dice and change population alignments 1 step toward PF for each VI icon rolled. <i>Kata left the senate in disgust and now works tirelessly to create a new organization based on ideals the Senate once embodied.</i>		Flavor Text

Citizen Card

Planet: Each card shows the planet's name and sector. The box in the center of the planet's picture shows the starting alignment of its government. Each box to the sides represents roughly 1 billion inhabitants and that population's starting alignment. Unit silhouettes indicate military units that start on the planet—ignore these in the standard game. An asterisk after the planet's name means its home to 1 or more citizens.

Planet Name Flavor Text	Bactine Prime Teaching Hospitals		Sector
PF and Royal Aligned Populations			Church Aligned Populations and Government
Special Rule	 NO INJURIES Remove ○ tokens and ignore injury results.		

Planet Card

Space Opera

Adversity: A citizen may be required to draw an Adversity card when an action fails.

Opportunity: Each card represents a special opportunity your citizens may take advantage of. Everything about the opportunity is explained on the card.

Stations: The station cards define the location of the 5 sectors on your table top. See the illustration on the next page.

Citizen Figures

A citizen's figure indicates her location on the map. The icons at the bottom indicates what skills the citizen has, but not the degree. These icons are useful for locating helpers and hinderers when rolling dice. See page 9.

You'll need 24 game stands to standup your citizen figures. You can buy these from The Game Crafter or other game part stores.

Custom Dice

Space Opera is played with 6 custom dice. You can make your own *Space Opera* dice by



applying to blank dice the stickers found later in this PDF Or, if you don't mind spending a little money, you can buy a set of dice from The Game Crafter. Visit interformic.com for the link. And finally, you can roll regular dice and consult this table;

Die Roll	Bloc	Skill	Icon
1	Senate	Guile	
2	Church	Negotiation	
3	Navy	Intelligence	
4	Royal	Rank or Wealth	VI/
5	FWM	Opportunity	
6	PF	Adversity	

Custom Dice

Standard Rules

Alignment Markers

Use the colored markers to keep track of the changes to the alignment of governments and population. Or better yet, use 8mm cubes.



8mm Cube Alignment Markers

Tokens

Ready **Activation:** Flip a citizen's marker to "Done" after activation.

Clock: These represent rising political tension and are used to trigger the Great Referendum and end the game.

Injury: An injury token on a Citizen's card indicates he's been harmed physically and needs medical care.

Wealth: Wealth tokens are placed on a Citizen's card and may be used to modify die rolls.



Citizen Figure

Getting Started

Setup Card Decks

Create Decks: Shuffle the Adversity and Opportunity cards and place them facedown in their own decks. Keep the Citizen and Planet cards faceup for now.

Place Stations: Place the 4 stations on the table as shown below.

Determine Power Blocs

Choose Leader: Create a deck consisting of only the 4 rank VI Citizen cards. Randomly deal 1 faceup to each player and *remove from the game* any remainders. Your leader determines the power bloc you control. For example, if you're dealt Gremelec you control The One Church.

Remaining Citizens: Take the 5 remaining citizen who belong to your power bloc and shuffle them facedown into a deck next to you. Then draw the top 2 and put them faceup in front of you.

Home Planets: Find each of your citizens' home planets and place that Planet's card faceup on the table in its sector. Place your citizen's token on his home planet.

No Home: If your citizen doesn't have a home planet, place her on the station of your choice.

Shuffle: Shuffle the unused planets facedown into 5 separate decks; one for each sector.

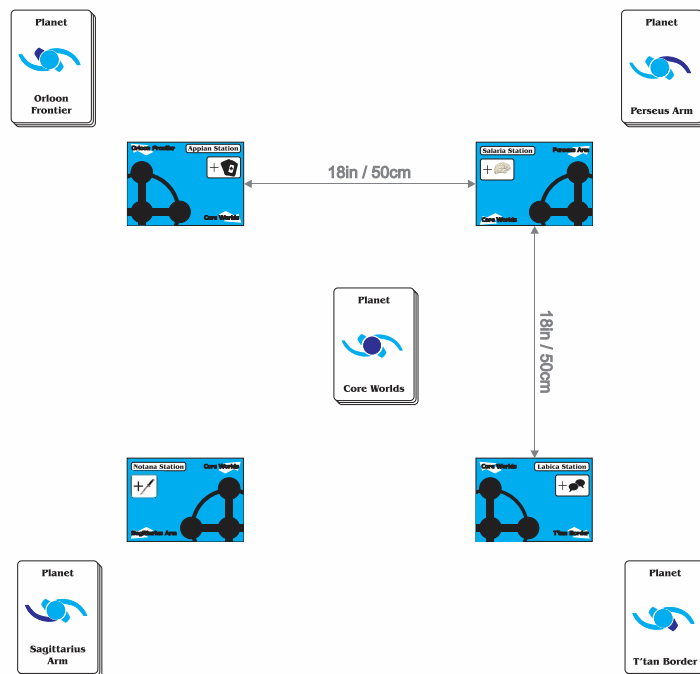
Deal Opportunity Cards

Six Cards: Deal 6 cards to each player.

Senate: The Senate player may discard as many cards as he likes and draw back up to 6 cards.

Setup Clock Pool

Place 3 clock tokens into a pool for each player. For example, for a 3 player game, place 9 tokens into the pool.



Station and Planet Card Placement

How to Play

Game Turn

Space Opera is played in a series of game turns. Each game turn players take turns activating their citizens. After all citizens have been activated, remove 1 clock token from the pool. If you remove the last clock, or there are no more clocks to remove, the Great Referendum is triggered. Otherwise, start a new game turn.

Player Turn

On your turn, you may activate one of your citizens. You may activate a citizen only once per game turn. Indicate a citizen has been activated by flipping her activation token to “Done”. Flip all activation tokens to “Ready” at the beginning of each game turn.

Activation

Ready

Done

When activated, a citizen may perform 2 *different* actions. For example, a citizen could Travel and then Play Opportunity. He can't Play Opportunity twice in the same turn.

Wealth: When activated, if your citizen has fewer wealth tokens than her wealth skill, take tokens from the bank until the number is equal.

The Great Referendum

The game ends when the last clock token is drawn at the end of a game turn. Determine the winner as follows.

Count Governments: Take the *government* alignment markers from each planet and place them in a pile where everyone can see them. Discard all population alignment markers. No one cares what they think.

Victory: You win if your power bloc has the most government alignment markers. Ties are possible.

Actions

There are 6 actions your citizen may take. In addition, your citizen's card may list an action or actions only that citizen can take. In either case, a citizen may take 2 different actions each time he is activated.

General Actions

The 6 actions are;

- Activate Planet
- No Confidence
- Play Opportunity
- Recruit Population or Citizen
- Seek Opportunity
- Travel

Activate Planet

Activate a planet in your citizen's sector. If on a station, announce an adjacent sector you will activate a planet in.

Check: You may look through the planet cards before deciding to perform an Activate Planet action.

Intelligence Roll: Make an intelligence roll then draw from the sector deck a number of cards equal to the number of successes. See page 9.



Success: You must place 1 planet card on the table then shuffle the rest back into the deck.

Initial Alignments: Place alignment markers in the government and population boxes as indicated. If a box contains a **?**, you decide the alignment. If a box contains a die (🎲), determine the alignment randomly. If the box contains a lock (🔒), choose the same alignment for all 🔒 boxes.

Military Units: Ignore the military unit silhouettes on the card.

Free Travel: Your citizen may immediately take a free Travel action to the newly activated planet.




Space Opera


No Confidence

With your encouragement, the local population rejects its current government and installs a new one.

Required: No population has the same alignment as the government.


Guile Roll: Make an guile roll looking for at least one success. See page 9. 

Success: Replace the government's alignment with one of your choosing. However, at least 1 population must have the alignment chosen.

Clock: If no confidence succeeds, remove 1 clock token from the pool. 

Play Opportunity

Take advantage of an opportunity.

Perform: Follow the instructions on the Opportunity card. 


Discard: Pass or fail, discard the Opportunity card when you're finished.

Free Actions: Cards with a ⊖ icon are free actions and don't count against the 2 action limit or repeated action restriction.

Modifiers: Cards with a + icon modify another action. Playing one these cards doesn't count as an action by itself.

Reactions: You may play cards with a ⚡ icon during another player's turn. This doesn't use an action.


Law: Opportunity cards with a law (📜) icon may be made into law by a Senate Vote. See page 10.

Clock: If you play a card successfully, and it has one or more clock icons, remove that many clock tokens from the pool. 

Standard Rules

Recruit Population or Citizen

Recruit to your cause either the local population or a new citizen.

Negotiation Roll: First declare whether you're recruiting the local population or a new citizen. Then make a negotiation roll. See page 9. 

Population: You may change a *single* population's alignment 1 step for each success.

New Citizen: Draw from your Citizen deck cards equal to the number of successes. You must play 1 then shuffle the rest back into the deck. *Place the new citizen at the recruiting citizen's location.* The new citizen may be activated this turn. Don't activate the new citizen's home planet.

Power Bloc: You can recruit citizens only from your own power bloc. For example, a Church citizen may recruit only another Church citizen.

Once New Citizen Per Game Turn: You may successfully recruit only 1 new citizen per game turn.



Setup

Space Opera

Seek Opportunity

Use your connections to seek new opportunities.

Opportunity Roll: Make an opportunity roll then draw from the Opportunity deck a number of cards equal to the number of successes. See page 9.



Hand Limit: After drawing, you must discard down to 6 cards. Note that cards are held by players, not citizens.

Travel

Move to another planet or station.



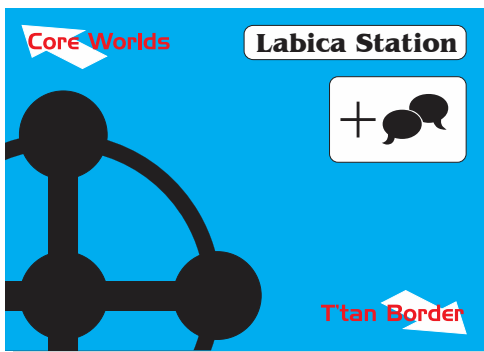
Planet: If your citizen starts on a planet, she may move to any other planet or station in same sector.

Station: If your citizen starts on a station, he may move to any planet in either, adjacent sector or to any other station.

Travelling Companions: Your citizen may take along any number of other citizens. This includes opposing citizens if you offer and they accept. Note that each turn a citizen may move multiple times as a companion but only once on her own.

Pass

Your citizen may pass on one or both of his actions. If passing *both* actions, your citizen may remove an injury token *or* take 1 wealth token *or* take 1 Opportunity card. Ignore hand limits at this time.



Labica Station With Negotiation (🗨️) Bonus

Standard Rules

Location, Location, Location

Local: Unless otherwise specified, an action affects only the acting citizen's location. In addition, only citizens at that location may help or hinder the action. See page 9.

For example, a No Confidence action performed on Dunst affects only Dunst's government. Likewise, a Spy Opportunity can be played only if another player has a citizen at your spying citizen's location.

Planet: An action that affects or requires a government or population may be performed only on a planet.

For example, you can't perform a No Confidence action on Notana Station because the station has no government.

Station Bonus

An activated citizen on a station receives 1 extra icon in the skill shown on the station card. Even a citizen with no natural skill in this area receives the bonus.

For example, Chekart on Labica Station may perform a Recruit Citizen action with a level 1 negotiation (🗨️) skill. Since he has no natural negotiation skill, Chekart cannot normally recruit.

Free Actions



Some Citizen, Planet, and Opportunity cards allow *free* actions. A free action doesn't count against the 2 action limit or repeated action restriction.

For example, a citizen may perform a generic Travel action and then play the Fast Transport Opportunity card to move a second time during the same activation.

Space Opera

Die Rolls

Most actions call for rolling a number of dice and looking for 1 or more target icons.

Planet Effects or Station Bonus: Take note of your citizen's location and apply any planet effects or station bonus. A station bonus benefits *only* the active citizen.

Number of Dice: Start with a number of dice equal to your citizen's skill level. If she doesn't have the target skill she can't make the roll.

For example, Kalban wants to recruit a population on Cristal. Since he has a negotiation (🗨️) skill level of 2 he starts with 2 dice.

Help or Hinder: Each citizen present may add or subtract a single die if they also have the target skill. Helpers go first. At no point can the number of dice be increased to more than 6 or reduced to less than 1.

Continuing the example, Renard (Royal), Svelk (Church), and Trevin (Royal) are also on Cristal and want to help. Renard can't help because he has no 🗨️ skill. But Svelk and Trevin have 🗨️ skills so they each add 1 die bringing the total to 4. Then Xuan (PF), also on Cristal and also with 🗨️ skill, hinders the action by reducing the number of dice to 3.

Roll: Roll the dice looking for target, guile (🔪), and wealth (💰) icons.

Guile Icons: Treat 🔪 icons as target icons.

Wealth Icons: Each citizen present may spend *one* wealth token to change a single die from the 💰 icon to any other icon. Helpers go first. Sand can help or hinder from any location.

Continuing the example, Kalban rolls 3 dice and gets 1 🔪 and 2 💰 icons. The 🔪 icon counts as a 🗨️ icon. Trevin spends 1 wealth token to convert 1 of the 💰 icons into a second 🗨️ icon. He can only spend 1 wealth token per action so the other 💰 icon is left as it is. If Xuan had any wealth tokens, she could convert the remaining 💰 to adversity (⚠️). But fortunately for Kalban, Xuan is broke.

Standard Rules

Re-Roll: You may re-roll some (but not all) of the dice. First set aside all target, guile (🔪), and adversity (⚠️) icons; these can't be re-rolled. If none of these icons came up, set aside any 1 die. Then re-roll the remaining dice, if any.

Continuing the example, Kalban isn't satisfied with just 2 🗨️ icons. So he re-rolls the remaining die and gets an ⚠️ icon.

Adversity: If 1 or more ⚠️ icons come up *on a re-roll*, draw an Adversity card and follow its instructions. If it allows you to continue your action, you may stop now with what success you've achieved or re-roll again. Draw another Adversity card if you roll an ⚠️ icon on a subsequent re-roll.

Continuing the example, Kalban draws an Adversity card and gets "Wildlife". Fortunately for Kalban, Trevin is from Cristal and knows how to avoid the local fauna. The action is saved and no one is injured. Kalban may move the alignment of 1 population either 1 or 2 steps.

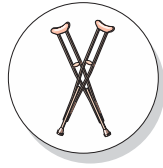
Rank Rolls: If you're looking for rank (VI) icons, dice can't be added or subtracted, wealth tokens can't be spent to change results, and you don't take Adversity cards. Rank rolls fail automatically if an ⚠️ icon is rolled *on a re-roll*.

Continuing the example, Kalban's second action is the special Bread & Circuses action on his Citizen card. Since it requires a VI roll, no one can add or subtract dice. He rolls 6 dice and gets 2 ⚠️, 2 🧠, and 2 🗨️ icons; a complete wash. He sets aside the ⚠️ icons and then re-rolls the remaining 4 dice. This time he gets 1 ⚠️, 1 🔪, and 2 VI icons. The action fails automatically and he doesn't draw an Adversity card.

Other Rules

Injury

An Adversity card may call for one of your citizens to be injured. Place an injury token on the citizen.



Second Injury: If a citizen with an injury token receives a second injury, remove her permanently from the game.

Actions: *Before* performing each action, an injured citizen must roll 6 dice and count the number of adversity icons;

0 – Remove the injury token and continue normally (it was only a flesh wound).

1 – Continue normally but keep the injury token.


2 – Skip this action. This doesn't count as part of a Pass.

3-4 – Shuffle your citizen into the deck to convalesce. You may recruit him during or after the next *game* turn.

5-6 – Remove your citizen permanently from the game.

Senate Vote

Enact Law Action

Wallak may attempt to pass a law based on an Opportunity card in hand. The card must have a  icon.

Specify: Specify *exactly* how the card will be used. For example, if you propose *Diplomacy*, name the target planet and what type of government you want there.

Location: The target planet or citizen may be anywhere in the galaxy.

Vote: All senators in play except Wallack may vote regardless of their locations. Each senator's vote is equal to his rank.

Wallak Can't Vote: The Presiding Magistrate is not allowed to vote.

Influence: Any citizen with senate influence may also vote regardless of location. These are Anilay (3 votes), Hyrala (5 votes), and Zaria (4 votes).

Enalda: Each non-senator on Enalda may cast a number of votes equal to her negotiation skill plus 1 for each wealth token spent. Senators are greedy so there's no limit to the number of wealth tokens that may be spent.

Passed: Perform the action specified. If a die roll is required, roll all 6 dice *once*. The number of dice can't be changed, re-rolls aren't allowed, and wealth icons can't be converted.

Discard: Pass or fail, discard the Opportunity card used.

Credits

Designer: Greg Turner

Playtesters: David Allen, Roger Allen, David Crockett, Nancy Crockett, Trueson Daugherty, Zia Daugherty, John Davidson, Thad Le-Vasicek, John Parham, Brad Turner, Megan Turner, Micah Workman

Special Thanks: Shuffles Board Game Design Group

Citizen Art: *Ahambra* is played by Barbara Faran. *Angel* is M.I. Lopukhina by Vladimir Borovikovsky accessed from www.wikiart.org. *Anilay* is Rafaela Flores Calderon by Antonio Maria Esquivel accessed from iama-child.wordpress.com. *Baluvula* is Aechje Claesdr by Rembrandt accessed from commons.wikimedia.org. *Caan* is P.I. Sapozhnikova by Vasily Tropinin accessed from www.wikiart.org. *Chekart* is SCOTUS Associate Justice Byron Raymond White. *Fula* is SCOTUS Associate Justice Sonia Sotomayor. *Gremelec* is Pope Julius II by Rafael accessed from en.wikipedia.org. *Hyrala* is by an unknown artist accessed from www.nationalgallery.org.uk. *Kalban* is Grigory Potemkin by an unknown artist accessed from commons.wikimedia.org. *Kalestra* (on the back of the Citizen cards) is Catherine the Great by Alexander Roslin accessed from hermitagemuseum.org. *Kata* is played by K.D. Wentworth. *Kelling* is Archbishop Fernando de Valdés by Diego Rodríguez accessed from commons.wikimedia.org. *Krelane* is SCOTUS Associate Justice Ruth Bader Ginsburg. *Lak Vu* is Georgia State Court Judge Alvin T. Wong. *Madalla* is SCOTUS Associate Justice Sandra Day O'Conner. *Michael* is by Bronzino accessed from www.nationalgallery.org.uk.

Renard is Pavel Vasilyev by Vasily Tropinin accessed from www.wikiart.org. *Sand* (pronounced "Saand") is played by Greg Turner. *Svelk* is Cardinal Carlo Cerri by Jakob Ferdinand Voet accessed from www.nationalgallery.org.uk. *Trevin* is the Husar Mosolova by Vasily Tropinin accessed from gallerix.org. *Waal* is played by Roger Allen. *Wallack* is Indiana Supreme Court Justice Robert D. Rucker. *Xuan* is played by Thao Le-Vasicek. *Zaria* is played by Jennifer Jones.

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Actions

Activate Planet

Roll dice equal to intelligence and draw Planet cards equal to icons rolled. Then place 1.

No Confidence -

If the government's alignment doesn't match any population, roll dice equal to guile. If you roll a guile icon, change government's alignment to match any population's alignment and remove 1 clock token.

Play Opportunity

Follow the instructions on the Opportunity card.

Recruit Population or Citizen

Roll dice equal to negotiation and either change 1 population's alignment 1 step for each icon rolled or draw Citizen cards equal to icons rolled and play 1.

Seek Opportunity

Roll dice equal to opportunity skill and take Opportunity cards equal to icons rolled. Then discard down to 6 cards.

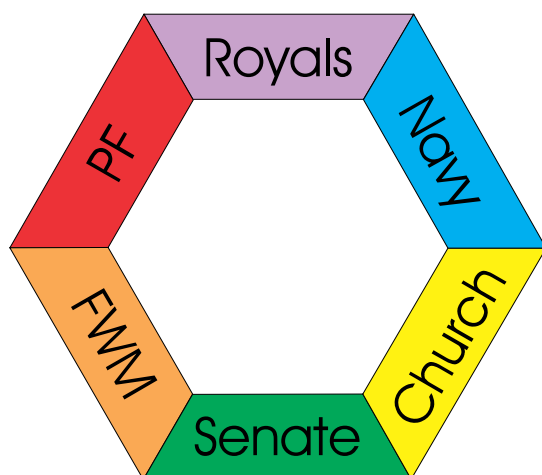
Travel

Move acting citizen and any companions to a planet or station in the same sector.

Die Rolls

- Note any planet effect or station bonus.
- Roll dice equal to the target skill looking for the target icon.
- Other citizens with the target skill may add or subtract 1 die each. Helpers go first.
- Treat guile icons as the target icon.
- Each citizen may spend 1 wealth token to change a wealth icon. Helpers go first.
- Re-roll as many times as you like after setting aside all target, guile, and adversity icons but set aside at least 1 die each re-roll.
- If a *re-roll* results in 1 or more adversity icons draw an Adversity card.
- For rank (VI) rolls, never add or subtract dice or play wealth tokens. An adversity icon on a re-roll causes failure instead of card draw.

Alliance Wheel



Injured Citizen

Before performing any action an injured citizen must roll 6 dice and count the number of adversity icons...

- 0** – Remove the injury token and continue the action normally.
- 1** – Continue the action normally but keep the injury token.
- 2** – Skip this action. This doesn't count as part of a Pass.
- 3-4** – Remove the injury token and shuffle your citizen back into the deck.
- 5-6** – Remove your citizen permanently from the game.

Actions

Activate Planet

Roll dice equal to intelligence and draw Planet cards equal to icons rolled. Then place 1.

No Confidence -

If the government's alignment doesn't match any population, roll dice equal to guile. If you roll a guile icon, change government's alignment to match any population's alignment and remove 1 clock token.

Play Opportunity

Follow the instructions on the Opportunity card.

Recruit Population or Citizen

Roll dice equal to negotiation and either change 1 population's alignment 1 step for each icon rolled or draw Citizen cards equal to icons rolled and play 1.

Seek Opportunity

Roll dice equal to opportunity skill and take Opportunity cards equal to icons rolled. Then discard down to 6 cards.

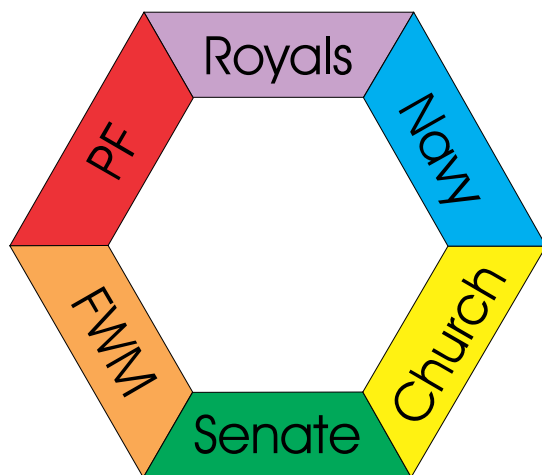
Travel

Move acting citizen and any companions to a planet or station in the same sector.







Die Rolls

- Note any planet effect or station bonus.
- Roll dice equal to the target skill looking for the target icon.
- Other citizens with the target skill may add or subtract 1 die each. Helpers go first.
- Treat guile icons as the target icon.
- Each citizen may spend 1 wealth token to change a wealth icon. Helpers go first.
- Re-roll as many times as you like after setting aside all target, guile, and adversity icons but set aside at least 1 die each re-roll.
- If a *re-roll* results in 1 or more adversity icons draw an Adversity card.
- For rank (**VI**) rolls, never add or subtract dice or play wealth tokens. An adversity icon on a re-roll causes failure instead of card draw.

Alliance Wheel



Custom Dice

Roll	Bloc	Skill	Icon
1	Senate	Guile	
2	Church	Negotiation	
3	Navy	Intelligence	
4	Royal	Rank or Wealth	VI / 
5	FWM	Opportunity	
6	PF	Adversity	

Kalban

Royal - Crown Prince

VI

Altal



Bread & Circuses Action: Roll 6 dice and change population alignments 1 step toward Royals for each **VI** icon rolled.

Foot dragging by reluctant bishops and senators keeps Kalban from being coronated Emperor following the death of his mother, Kalestra.

Senita Caan

Royal - Duchess of Barla

V

Barla



Obstructionist: Non-royal citizens who are present may perform only a single action.

Preferring to work in the background, Caan has more than once thwarted an enemy's power play with a well placed word or misplaced communication.

Renard

Royal - Bastard

IV

Kor



Guile: When making a skill check for guile, treat opportunity icons as guile icons.

Because there's always one.

Anilay

Royal - Princess of Altal

III

Altal

3x **S**

Snoop Action: If opposing citizen present, draw 3 random Opp. cards from that player, keep 1 & return the rest. Then discard down to 6 cards.

Blackmailed Senators: Anilay receives 3 votes in the Senate.

While her hosts fawn over the royal grand-daughter, Anilay's guardians dig for dirt.

Angel

Royal - a.k.a. Caslita Caan

II

Home: none



Opportunist Free Action: May perform 1 free Seek Opportunity action each turn. ⊖

Angel shuns her royal family and travels under many guises and assumed names.

Trevin

Royal - Archduke of Cristal

I

Cristal



Etheric Drifter Free Action: May perform 1 free Travel action each turn. ⊖

The Etheric Drifter, wins the Galactic Cup every time Trevin bothers to enter her in the race.

Gremelec

Church - Pontifex Maximus

VI

Barla



Proselytize Action: Roll 6 dice and change population alignments 1 step toward Church for each **VI** icon rolled.

Gremelec has fought long and hard to make sure nothing interesting ever happens within the One Church.

Hyrala

Church - Arch-Bishop

V

Solne

5x **S**

Fanatic: Once per activation, if an action fails, Hyrala may perform a free action. ⊖

Religious Senators: Hyrala receives 5 votes in the Senate.

Fervently believes the galaxy is on a downward moral spiral for which theocracy is the only cure.

Baluvula

Church - Cardinal

IV

Zoroven



Tithing Action: Roll 4 dice and receive 1 wealth token for each **VI** icon rolled. Distribute the tokens among *any* citizens as you choose.

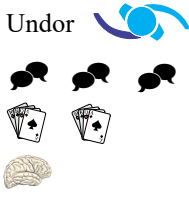
Baluvula spends most of her time investigating members of the Church hierarchy. Her faith is pure and so should yours.

Svelk

Church - Bishop

III

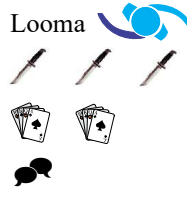
Undor

**Calming Effect:** May block any action that requires guile.*Admired by all, Svelk is often called upon to bring disparate parties to the negotiating table.***Kelling**

Church - Priest

II

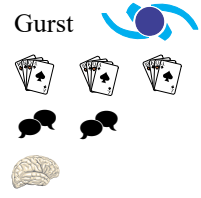
Looma

**Moving Sermon Action:** May change 1 population's alignment to Church.*Branded a heretic by his detractors, Father Kelling's unorthodox teachings have kept him from rising in the Church Hierarchy.***Michael**

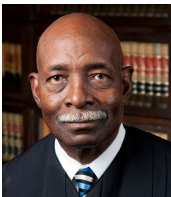
Church - Brother

I

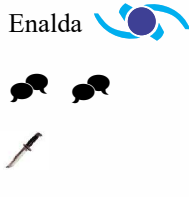
Gurst

**Brotherhood:** If activated on a planet with at least 1 Church population, Michael may perform 3 different actions.*Soft spoken but quick to anger, Brother Mike knows evil when he sees it and will bluntly point it out to all those who care, or don't care, to listen.***Wallak**

Senate - Presiding Magistrate

VI

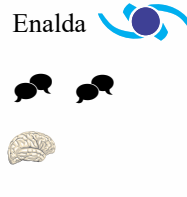
Enalda

**Enact Law Action:** Choose an Opportunity card from your hand to become law and call a Senate vote. See page 10.**No Senate Vote:** The Presiding Magistrate is not allowed to vote.*Wallak was born to the Senate. It happened when his mother refused to miss a critical vote.***Madalla**

Senate - Senator for Life

V

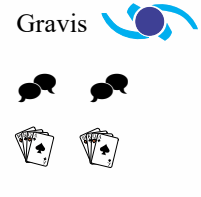
Enalda

**Great Referendum Action:** Call a Senate vote to add to or subtract from the pool 1 clock token. Tokens can't exceed the number at the start of the game. See page 10.*Unusual for a Senator, Madalla believes the Senate should fight society's ills rather than contribute to them.***Fula**

Senate - Hereditary Peer

IV

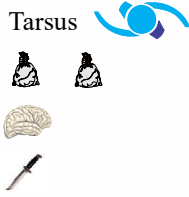
Gravis

**Activist Action:** Roll 4 dice and change population alignments 1 step toward Senate for each VI icon rolled.**Populist Action:** Roll 4 dice. If you roll a VI icon, and a majority or plurality of the population is Senate, change government to Senate.**Krelane**

Senate - Tribune

III

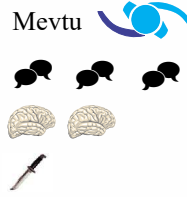
Tarsus

**Veto:** May cancel any law that passes by 3 or fewer votes.**Ties:** Krelane must decide ties.*This position is appointed by the emperor to enforce the imperial will on the Senate. Of course, it doesn't always work out that way.***Lak Vu**

Senate - Parliamentarian

II

Mevtu

**Provincial Support:** If on a non-Core World, add to Vu's vote the number of Senate aligned population boxes at his location.**Free Travel Action:** Immediately before a Senate vote, Vu may perform a free Travel action. ☹**Chekart**

Senate - Junior Senator

I

Jangor

**Research Action:** Roll 3 dice and take a number of Opportunity cards equal to the number of opportunity icons rolled. Discard non Opportunity cards as they're drawn.*Chekart works hard to impress the other senators.*

Kata

PF - Former Senator



Solne



Activism Action: Roll 6 dice and change population alignments 1 step toward PF for each **VI** icon rolled.

Kata left the senate in disgust and now works tirelessly to create a new organization based on ideals the Senate once embodied.

Waal

PF - Former Marine



Westafal



Populist Action: Roll 5 dice. If you roll a **VI** icon, and a majority or plurality of the population is PF, change the government to PF.

Waal knows exactly what it takes to motivate others using charm, threats, manipulation, or a combination of all three.

Zaria

PF - Hologrid Diva



Mevtu



4x

Diverse Friends Action: Take from the discards the first "Friend" Opportunity card. Then discard down to 6 cards.

Famous: When Zaria succeeds at a Recruit Citizen action, she can take any citizen from the deck.

Senator Fans: Zaria receives 4 votes in the Senate.

Xuan

PF - Investigative Journalist



Kor



Confidential Sources: When performing Seek Opportunity, Xuan may draw from either the deck, the discards, or both.

Xuan's exposés of Church and Senate corruption have earned her the fear and respect of many.

Ahnad Sand

PF - CEO Interocorp



Itaria



Well Connected: May spend wealth tokens as if he were present at any location.

Sick of Imperial red tape, Sand believes interplanetary conglomerates such as his should have a free hand. And it's pronounced "Saand"!

Ahambra

PF - Spiritual Leader



River



Metaphysical Teachings Action: Change a population's alignment to one chosen at random.

Activate Planet: When Ahambra activates a planet, determine "?" alignments randomly.

No one knows how she does it, or why.



Space Opera



Citizen

Space Opera



Citizen

Space Opera



Citizen

Space Opera



Citizen

Space Opera



Citizen

Space Opera



Citizen

Space Opera



Citizen

Space Opera



Citizen

Space Opera



Citizen

Raise Funds

Opportunity



Roll dice equal to your citizen's opportunity plus negotiation skill.

Receive 1 wealth token for each icon rolled. Distribute the tokens among *any* citizens as you choose.

Enact Law: Before voting, chose who will distributed the wealth tokens. See page 10.

**Activism**

Opportunity



Engage in grass roots activism.

Roll dice equal to your citizen's negotiation skill plus intelligence. Change population alignments 1 step for each icon rolled

For example, if you roll 2 icons you may change 1 population 2 steps or 2 populations 1 step each.

**Coup!**

Opportunity



Replace the planet's government with one more to your own liking.

Roll dice equal to your citizen's guile. If you roll 1 or more icons, change the government's alignment to whatever you wish and remove 2 clock tokens from the pool.

Intrigue

Opportunity



Manipulate the governing elite. Be creative!

Roll dice equal to your citizen's intelligence. Change the government's alignment 1 step for each icon rolled.

If you rolled at least at least 1 icon, remove 1 clock token from the pool.

**Diplomacy**

Opportunity



Convince the planet's government to change allegiance.

Roll dice equal to your citizen's negotiation skill. Change the government's alignment 1 step for each icon rolled.

If you rolled at least at least 1 icon, remove 1 clock token from the pool.

**Medkit**

Opportunity



It's a good idea to keep one handy.

Remove injury token from any 1 citizen.

Contribute

Opportunity



Contribute some of your personal fortune to the cause.

Take a number of wealth tokens from the bank equal to your citizen's wealth skill and distribute them to *other* citizens as you choose. The other citizens may belong to your opponents.

Fast Transport

Opportunity



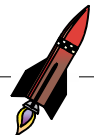
Catch a ride on a fast ship.

Travel: Your citizen may perform a free *Travel* action.

Free Action: Playing this card doesn't use an action.

**Fast Transport**

Opportunity



Catch a ride on a fast ship.

Your citizen may perform a free *Travel* action.

Free Action: Playing this card doesn't use an action.



Assassinate

Opportunity



Roll dice equal to your citizen's guile. You fail immediately if you roll *any* icons.

If you roll 1 or more icons, remove the targeted citizen from the game and remove 1 clock token from the pool.

If you fail, give your citizen an injury token then roll immediately on the injury table. See page 10.

Mass Media

Opportunity



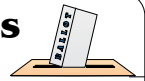
Use mass marketing to influence the population.

Roll dice equal to your citizen's opportunity skill plus intelligence. Change population alignments 1 step for each icon rolled

For example, if you roll 2 icons you may change 1 population 2 steps or 2 populations 1 step each.

**Local Elections**

Opportunity



Organize a local referendum.

Roll dice equal to your citizen's opportunity skill.

If you roll 1 or more icons, remove 1 clock token from the pool and change the planet's government to that of the majority of its population. If there's no majority, use a plurality. You decide ties.

**Spy**

Opportunity



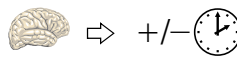
Spy on an opposing citizen at your location.

Roll dice equal to your citizen's guile.

Randomly draw a number of cards from your opponent's hand equal to the number of icons rolled. Look at the cards, keep 1, and return the rest.

Thought Leader

Opportunity



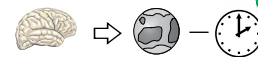
Move the galactic zeitgeist in the direction of your choice.

Roll dice equal to your citizen's intelligence.

If you roll 1 or more icons, add to or subtract from the pool 1 clock token.

Political Intel

Opportunity



Key information allows you to bring another planet into the political fray.

Roll dice equal to your citizen's intelligence. If you roll 1 or more icons, activate any planet of your choice in any sector and remove 1 clock icon from the pool.

**A Cunning Plan**

Opportunity



A good plan can make all the difference.

When you roll the dice, treat icons as target icons in addition to the actual target icons.

Enact Law: You can't play this card when performing a Law action.

**Obstruct**

Opportunity



Obstruct another citizen's action.

Immediately *after* another citizen rolls the dice, play this card to treat all icons rolled as blanks.

Enact Law: You can't obstruct an Enact Law action.

**Thwart**

Opportunity



Thwart another citizen's action.

Immediately *after* another citizen rolls the dice, play this card to treat all icons rolled as blanks.

Enact Law: You can't thwart an Enact Law action.



Clergy Friend*Opportunity*

Do one of the following.

Proselytize: Roll 3 dice and change population alignments 1 step toward *Church* for each **VI** icon rolled.

Tithings: Roll 3 dice and receive 1 wealth token for each **VI** icon rolled. Distribute the tokens among *any* citizens as you choose.

Royal Friend*Opportunity*

Take advantage of your influence with the Royal court.

Roll 3 dice and change population alignments 1 step toward *Royals* for each **VI** icon rolled.

Senator Friend*Opportunity*

Put your Senator to good use.

Senate Vote: Discard this card during a Senate vote to receive 3 votes. The location of your citizens doesn't matter.

Smart Friend*Opportunity*

Add 3 to your citizen's intelligence for one action.

Enact Law: Wallack may instead play this card to enact an *Activate Planet* law. See page 5.

If passed, draw 6 planets from any sector deck and play one. Wallack doesn't receive a free move to the new planet.

**Attractive Friend***Opportunity*

Add 3 to your citizen's negotiation skill for one action.

Rich Friend*Opportunity*

Add 3 to your citizen's wealth for one *action*.

You *can't* use this card to draw extra wealth tokens when your citizen is activated. Your friend doesn't like you that much.

**PF Friend***Opportunity*

Call in a favor from your good buddy in the People's Forum.

Activism: Roll 3 dice and change population alignments 1 step toward *PF* for each **VI** icon rolled.

Populist Action: Roll 3 dice. If you roll a **VI** icon, and a majority or plurality of the population is *PF*, change the government to *PF*.

Sneaky Friend*Opportunity*

Add 3 to your citizen's guile skill for one action.

Enact Law: Wallack may instead play this card to enact a *No Confidence* law. See page 7.

**A Friend in Need***Opportunity*

Come to the aide of your fellow citizen.

Play this card to prevent *another player's* citizen from drawing an Adversity card. The other citizen's action fails automatically.



Space Opera



Space Opera



Space Opera



Opportunity

Opportunity

Opportunity

Space Opera

Space Opera

Space Opera



Opportunity

Opportunity

Opportunity

Space Opera

Space Opera

Space Opera



Opportunity

Opportunity

Opportunity

Red Shirt*Adversity*

Your friend steps in to take the fall. What a guy! We're sure going to miss him.

Discard a "Friend" card to continue your action.

Otherwise your action ends in failure.

A "Friend" card is any card with this icon...

**Too Big to Fail***Adversity*

It's good to be King.

Continue your action if any of your citizens present have a rank of V or VI.

Otherwise your action ends in failure.

Poison Pen*Adversity*

Your opponents spread malicious stories about your activities.

If an opposing citizen with a negotiation skill of 2 or higher is present, the opposing player *may* cause your action to fail.

Otherwise, continue your action.

Constabulary*Adversity*

The local constabulary comes to your aide.

Continue your action if you're on a station or if any of your citizens present is from this planet.

Otherwise your action ends in failure.

Popular Support*Adversity*

Local citizens lend a hand.

Continue your action if any of your citizens present have the same alignment as the majority or plurality of the population.

Otherwise your action ends in failure.

Your action always ends in failure if you're on a station.

Silver Tongue*Adversity*

Smooth talk will take you everywhere.

Continue your action if any of your citizens present have a negotiation skill of 2 or higher.

Otherwise your action ends in failure.

High Roller*Adversity*

You money's no good here.

Continue your action if any of your citizens present have a wealth skill.

Otherwise your action ends in failure.

Plan B*Adversity*

Always have an exit strategy.

Continue your action if any of your citizens present have an intelligence skill of 2 or higher.

Otherwise your action ends in failure.

Improvise*Adversity*

It pays to be quick on your feet.

Continue your action if any of your citizens present have an guile skill of 2 or higher.

Otherwise your action ends in failure.

Faux Pas*Adversity**Violate local sensibilities.*

Continue your action if you're on a station or if any of your citizens present is from this planet.

Otherwise, your action ends in failure and you must discard 1 Opportunity card, chosen at random.

Exotic Food*Adversity**You really shouldn't have eaten that.*

Continue your action if you're on a station or if any of your citizens present is from this planet.

Otherwise, your action ends in failure and you must discard 1 Opportunity card, chosen at random.

Backfire*Adversity**Well that didn't go as planned.*

Your action ends in failure.

If you were attempting to change the government's alignment, the player to your *left* may change the government's alignment 1 step.

Blow Back*Adversity**You only made things worse!*

Your action ends in failure.

If you were attempting to change population alignments, the player to your *left* may change population alignments 3 steps.

Blow Back*Adversity**You only made things worse!*

Your action ends in failure.

If you were attempting to change population alignments, the player to your *right* may change population alignments 3 steps.

Backfire*Adversity**Well that didn't go as planned.*

Your action ends in failure.

If you were attempting to change the government's alignment, the player to your *right* may change the government's alignment 1 step.

Wildlife*Adversity**The locals really should have warned you.*

Continue your action if you're on a station or if any of your citizens present is from this planet.

Otherwise, your action ends in failure and 1 of your citizens present receives an injury token. Choose randomly.

Hostile Locals*Adversity**A riot is an ugly thing.*

Your action ends in failure.

Unless 1 of your citizens present has the same alignment as a population, 1 of your citizens receives an injury token. Choose randomly.

If you're on a station, 1 of your citizen's always receives an injury.

Banished*Adversity**You are no longer welcome here.*

Your action ends in failure.

You must immediately move one of your citizens present to a station in the same sector. If you're already on a station, move to another station.

Accident*Adversity*

They should put a sign up.

Your action ends in failure.

One of your citizens present receives an injury token. Choose randomly.

Taken Hostage*Adversity*

It's only business.

Your action ends in failure.

Set aside one of your citizens present, chosen at random.

The citizen may not be activated until you discard a number of wealth tokens equal to his or her rank.

The wealth tokens can come from one or several citizens all at once or over time. Opposing citizens may contribute.

Fined or Jailed*Adversity*

We have a law against that.

Continue your action if you're on a station or if any of your citizens present is from this planet.

Otherwise, your action ends in failure. You must return one of your citizens present to the deck unless any citizen present (or Sand) spends a wealth token.

If you must return a citizen to the deck, choose randomly.

Venal Official*Adversity*

Palms must be greased.

Continue your action if one of your citizens present (or Sand) discards a wealth token.

Otherwise your action ends in failure.

Papers Please*Adversity*

Let's hope they're in order.

Your action ends in failure.

Reshuffle the Adversity deck.

It's a Trap!*Adversity*

An enemy agent springs a trap.

If an opposing citizen is present and has an intelligence skill of 2 or higher, the opposing player *may* cause your action to fail.

Otherwise, continue your action.

Extreme Weather*Adversity*

No one could have prepared for this.

Continue your action if you're on a station or if any of your citizens present is from this planet.

Otherwise, your action ends in failure and you must discard 1 Opportunity card, chosen at random.

Close Call*Adversity*

If this were a movie, no one would believe it.

Continue your action.

One Step Ahead*Adversity*

You've been played.

An unactivated, opposing citizen with guile 2 or higher *may* take control of your action. Choose randomly if multiple opponents qualify.

The opposing citizen may continue your action as if it were his or her own. If continuing your action, the opposing citizen is activated.

Continue your action if no one takes control of it.

Space Opera

Space Opera

Space Opera



Adversity

Adversity

Adversity

Space Opera

Space Opera

Space Opera



Adversity

Adversity

Adversity

Space Opera

Space Opera

Space Opera

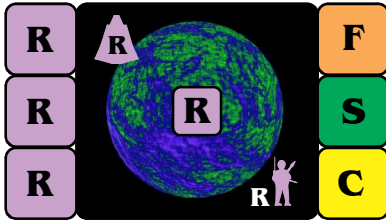


Adversity

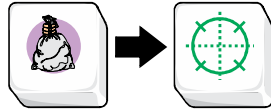
Adversity

Adversity

Altal*
Royal Seat

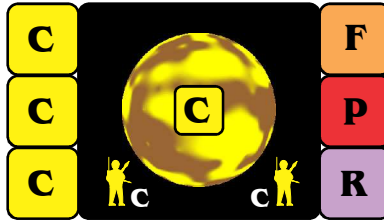


FREE WILD



When rolling dice, convert icons to the target icon without paying for them.

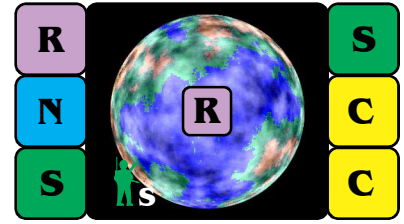
Barla*
Cathedral of the One Church



AUTOMATIC FAIL

Don't draw Adversity card when required. Instead, the action fails automatically.

Gravis*
High Gravity



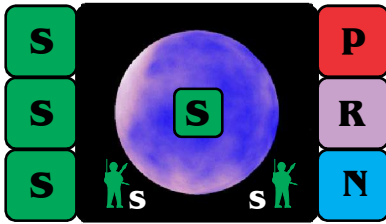
On arrival...if any...take 1



IMMUNE

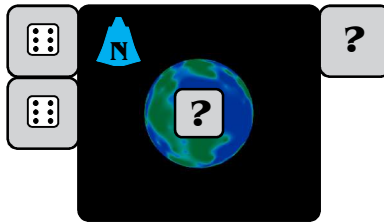
On arrival roll 3 dice and take 1 token if any s rolled. Fula and Kartis are immune.

Enalda*
Galactic Senate



Senate Vote: Each non-senator receives votes equal to skill plus 1 for each spent.

HypH*
Transport Hub

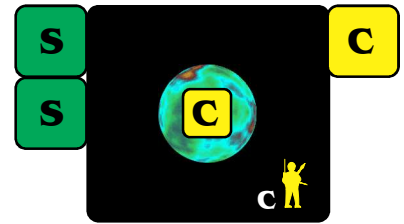


LEAVE FREE

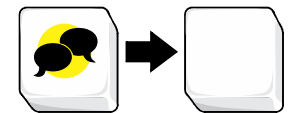


Leaving HypH is a free Travel action.

Morial*
Isolationists

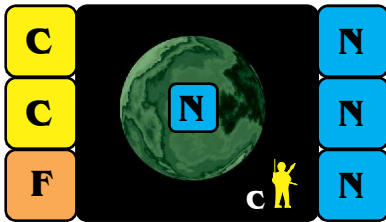


IGNORE



When rolling dice, ignore icons.

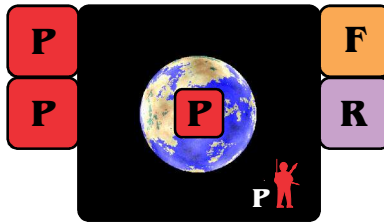
Gurst*
Sanctuary



NO GUILÉ ACTIONS

Actions that require guile are forbidden.

Solne*
Land of Opportunity



Seek Opportunity:

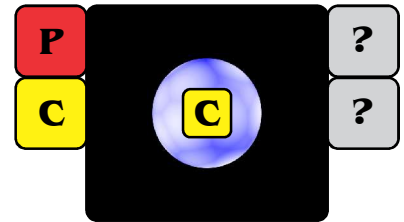


and/or



Seek Opportunity Action may draw cards from the discards, starting from the top.

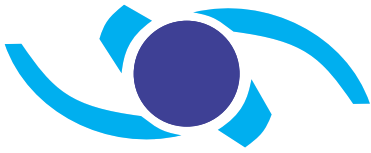
Bactine Prime*
Teaching Hospitals



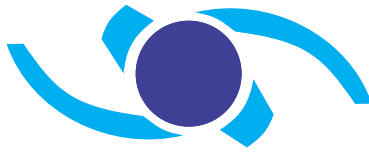
NO INJURIES

Remove tokens and ignore injury results.

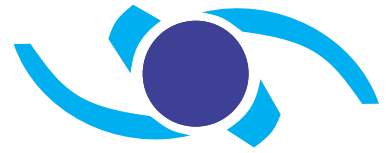
Planet



Planet



Planet

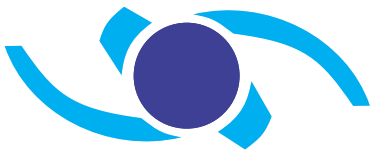


Core Worlds

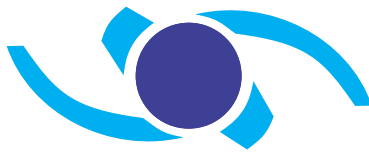
Core Worlds

Core Worlds

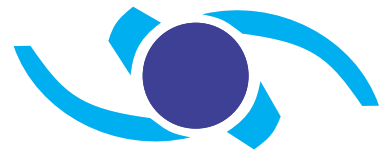
Planet



Planet



Planet

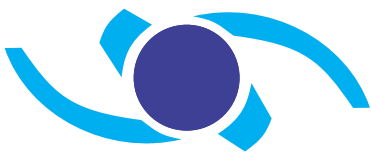


Core Worlds

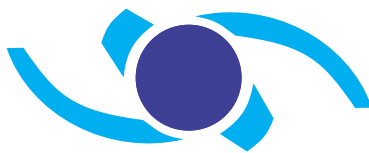
Core Worlds

Core Worlds

Planet



Planet



Planet



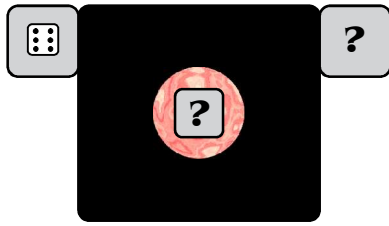
Core Worlds

Core Worlds

Core Worlds

Dunst

A boring little planet



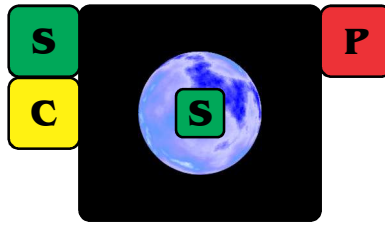
**NO
OPP
CARDS**



Opp. cards cannot be drawn or played.

Jangor*

Stable

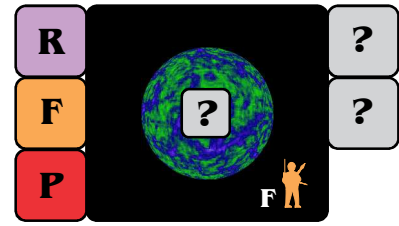


**ONE
STEP
ONLY**

Pop. or gov. alignments may be shifted only 1 step per action.

Qui

Narcotic Plantlife



On arrival...

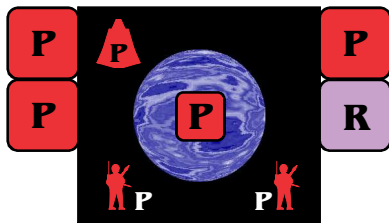
**LOSE
ONE**



Upon arrival, discard a random Opp. card.

River*

Birthplace of the PF

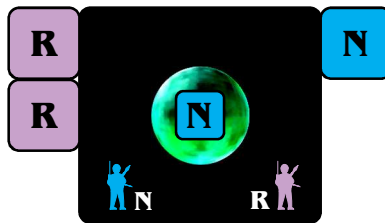


**PF ONLY:
FREE
RECRUIT
ACTION**

A PF citizen may perform a free Recruit.

Westafal*

Boot Camp



NOT WILD



When rolling dice, /s are not wild.

Cristal*

Pacifists



No **Civil War!**, **Coup!**, **Raise Militia!**, or **Uprising!**

Looma*

Heavy Metals



End of activation...

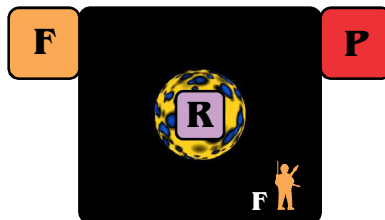


IMMUNE

After each activation, roll 1 die and take 1 token if Δ rolled. Kelling is immune.

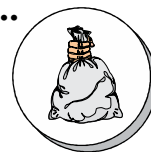
Mevtu*

Thieve's World



On arrival...

**LOSE
ALL**



Citizens lose all wealth tokens and may not gain wealth tokens.

Nautal

Consensus Government



LOCK STEP

When activated, choose same alignment for the gov. & pops. If any changes, all change.

Planet



Planet



Planet



Perseus Arm

Perseus Arm

Perseus Arm

Planet



Planet



Planet



Perseus Arm

Perseus Arm

Perseus Arm

Planet



Planet



Planet



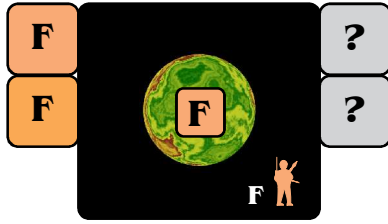
**Sagittarius
Arm**

**Sagittarius
Arm**

**Sagittarius
Arm**

Kor*

Helpful Locals



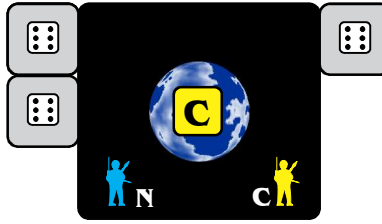
If activated here...

3 ACTIONS
(INCLUDING FREE)

A citizen activated here may perform up to 3 *different* actions. Free actions count against the 3.

Plith

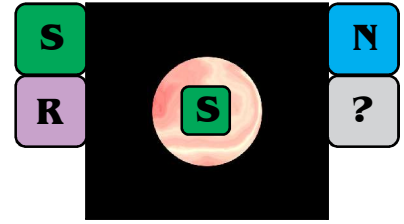
Volatile Populace



Civil War!, Coup!, Raise Militia!, and Uprising! succeed automatically.

Undor*

Free Society



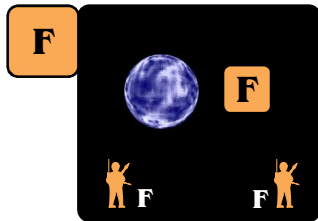
IGNORE



Wealth skills and tokens cannot be used on Undor.

Volar*

Precious Metals



End of activation...

GAIN ONE



A citizen who ends their activation here may take 1 wealth token.

Orth

Psychic Disturbances

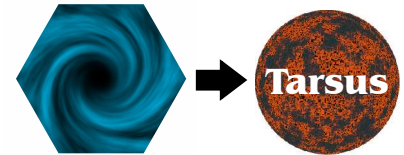


On arrival...
RANDOM POP.

Each time a citizen arrives, randomize all population alignments.

Itaria*

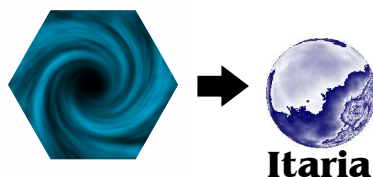
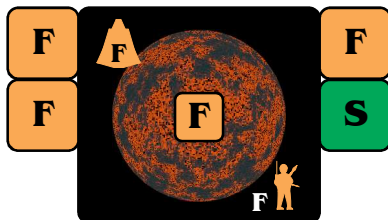
Wormhole to Tarsus



Citizens and military units may travel directly to Tarsus if it is activated.

Tarsus*

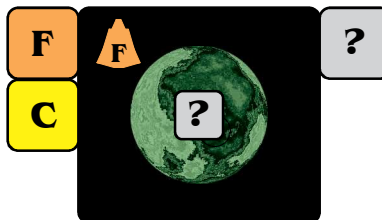
Wormhole to Itaria



Citizens and military units may travel directly to Itaria if it is activated.

Tzarin

Dense Jungles

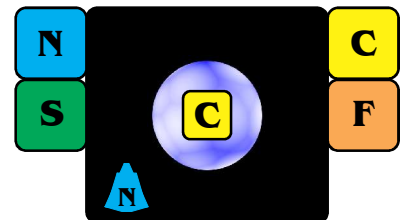


If activated here...
1 ACTION
NO FREE ACTIONS

A citizen activated here may perform only 1 action and no free actions.

Zoroven*

Dangerous Fauna



AUTOMATIC

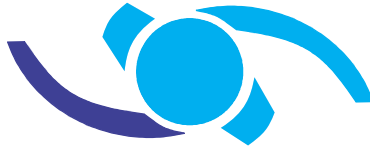


Don't draw Adversity card when required. Instead, the citizen is injured and the action fails.

Planet



Planet



Planet



**Sagittarius
Arm**

**Sagittarius
Arm**

**Sagittarius
Arm**

Planet



Planet



Planet



**Orloon
Frontier**

**Orloon
Frontier**

**Orloon
Frontier**

Planet



Planet



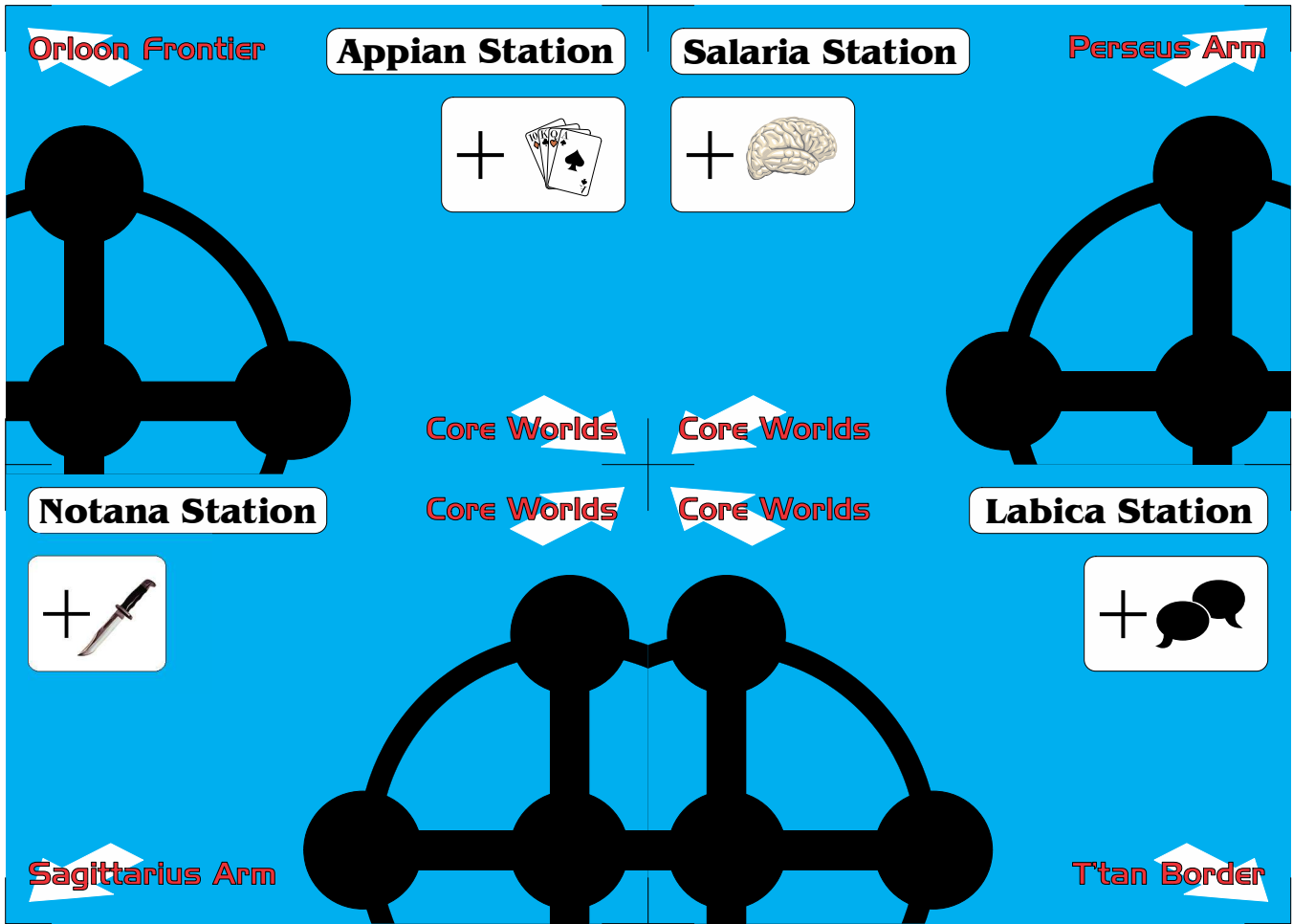
Planet






T'tan Border




T'tan Border

T'tan Border








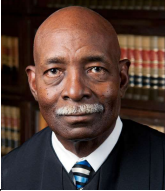










Kalban  Royal VI 🗡️ 🔪	Caan  Royal V 🗡️ 🧠 🗡️	Renard  Royal IV 🗡️ 🃏	Anilay  Royal III 🗡️ 🧠 🗡️
Angel  Royal II 🗡️ 🧠 🗡️	Trevin  Royal I 🗡️ 🗡️	Gremelec  Church VI 🗡️ 🧠	Hyrala  Church V 🗡️ 🗡️
Baluvula  Church IV 🗡️ 🧠	Svelk  Church III 🗡️ 🃏 🧠	Kelling  Church II 🗡️ 🃏 🗡️	Michael  Church I 🗡️ 🗡️ 🧠











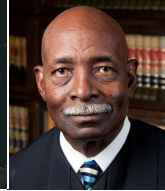





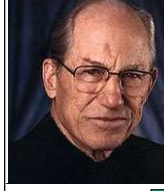







Front

Anilay  Royal III 🗡️ 🧠 🗡️	Renard  Royal IV 🗡️ 🃏	Caan  Royal V 🗡️ 🧠 🗡️	Kalban  Royal VI 🗡️ 🔪
Hyrala  Church V 🗡️ 🗡️	Gremelec  Church VI 🗡️ 🧠	Trevin  Royal I 🗡️ 🗡️	Angel  Royal II 🗡️ 🧠 🗡️
Michael  Church I 🗡️ 🗡️ 🧠	Kelling  Church II 🗡️ 🃏 🗡️	Svelk  Church III 🗡️ 🃏 🧠	Baluvula  Church IV 🗡️ 🧠

Back

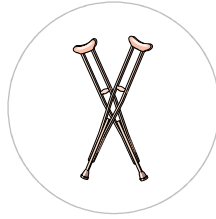
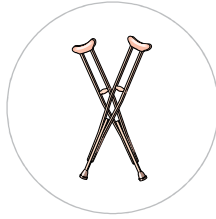
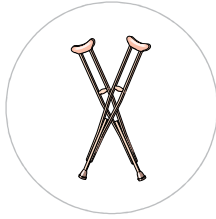
Kata  PF VI 	Waal  PF V 	Zaria  PF IV 	Xuan  PF III 
Sand  PF II 	Ahambra  PF I 	Wallak  Senate VI 	Madalla  Senate V 
Fula  Senate IV 	Krelain  Senate III 	Vu  Senate II 	Chekart  Senate I 

Front

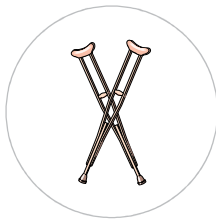
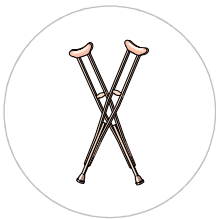
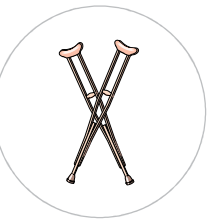
Xuan  PF III 	Zaria  PF IV 	Waal  PF V 	Kata  PF VI 
Madalla  Senate V 	Wallak  Senate VI 	Ahambra  PF I 	Sand  PF II 
Chekart  Senate I 	Vu  Senate II 	Krelain  Senate III 	Fula  Senate IV 

Back

Front



Back



Front



Back



Activation - Front

Activation - Back

Ready	Ready	Ready
Ready	Ready	Ready
Ready	Ready	Ready
Ready	Ready	Ready
Ready	Ready	Ready
Ready	Ready	Ready
Ready	Ready	Ready
Ready	Ready	Ready

Done	Done	Done
Done	Done	Done
Done	Done	Done
Done	Done	Done
Done	Done	Done
Done	Done	Done
Done	Done	Done
Done	Done	Done

Alignment - Front

Alignment - Back

