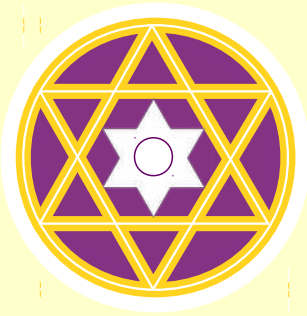


# Alliance of Light

## (STO)



Get 3 VP at the end of an Era of Light.  
Lose 4 (12 5) VP when switching alignment.

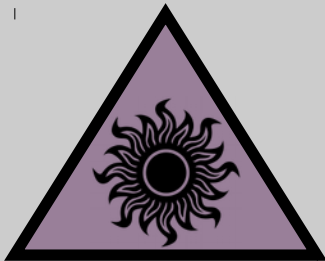
*The Alliance of Light seeks to uphold the light even in the darkest of times in the galaxy.*

Gain Star Options:

<i>option name</i>	<i>targets</i>	<i>#ships needed</i>	<i>result</i>
Colonize	uninhabited stars	1	1 population
Ally	advanced neutrals	1	3 population
Liberate	"at war" STS players	target pop. +1	all population

# Alliance of Darkness

## (STS)



Get 6 VP at the end of an Era of Darkness.  
Lose 4 (12 5) VP when switching alignment.

*The members of the Alliance of Darkness have formed a tactical cooperation to further their dark aims.*

Gain Star Options:

<i>option name</i>	<i>targets</i>	<i>#ships needed</i>	<i>result</i>
Colonize	uninhabited stars	1	1 population
Subjugate	primitive neutrals	1	2 population
Conquer	all players advanced neutrals	target pop. +1	1 population



# Avians

(STO)



Start with Spirituality level 2 and Propulsion level 2.

*Avians are an ancient, spiritually evolved race. They have been roaming the galaxy for eons.*

Gain Star Options:

<i>option name</i>	<i>targets</i>	<i>#ships needed</i>	<i>result</i>
Colonize	uninhabited stars	1	1 population
Ally	advanced neutrals	1	3 population
Liberate	"at war" STS players	target pop. +1	all population



# Avians

(STS)



Start with spirituality level 2 and propulsion level 2.

*Avians are an ancient, spiritually evolved race. They have been roaming the galaxy for eons.*

Gain Star Options:

<i>option name</i>	<i>targets</i>	<i>#ships needed</i>	<i>result</i>
Colonize	uninhabited stars	1	1 population
Subjugate	primitive neutrals	1	2 population
Conquer	all players advanced neutrals	target pop. +1	1 population

# Orion Republic (STO)



Your population counts double for being conquered.

*The people of the Orion Republic fiercely defend their liberty.*

Gain Star Options:

<i>option name</i>	<i>targets</i>	<i>#ships needed</i>	<i>result</i>
Colonize	uninhabited stars	1	1 population
Ally	advanced neutrals	1	3 population
Liberate	"at war" STS players	target pop. +1	all population

# Orion Empire (STS)



Conquer stars with only 1 ship  
(also vs. Defense Grid).

*The Orion Empire insidiously spreads its influence by subverting the minds of planetary inhabitants.*

Gain Star Options:

<i>option name</i>	<i>targets</i>	<i>#ships needed</i>	<i>result</i>
Colonize	uninhabited stars	1	1 population
Subjugate	primitive neutrals	1	2 population
Conquer	all players advanced neutrals	1	1 population



## Annunaki (STO)



Start with Genetics level 2.  
Use a Gain Star growth action to convert up to 2 primitive neutral stars to advanced neutral stars (add 1 white disc each).

*The Annunaki are a reptilian race that improves planetary fauna. They give the spark of civilization to primitive cultures.*

Gain Star Options:

<i>option name</i>	<i>targets</i>	<i>#ships needed</i>	<i>result</i>
Colonize	uninhabited stars	1	1 population
Ally	advanced neutrals	1	3 population
Liberate	"at war" STS players	target pop. +1	all population
Advance	1-2 primitive neutrals	1 per star	1-2 advanced neutrals



## Annunaki (STS)



Start with genetics level 2.  
When subjugating a primitive neutral star add 1 population to that star if within the growth limit (as per Grow Population action).

*The Annunaki are a reptilian race that tinkers with planetary fauna. They enslave primitive people to mine gold for them.*

Gain Star Options:

<i>option name</i>	<i>targets</i>	<i>#ships needed</i>	<i>result</i>
Colonize	uninhabited stars	1	1 population
Subjugate	primitive neutrals	1	2 or 3 population
Conquer	all players advanced neutrals	target pop. +1	1 population



# Yowies

(STO)



Start with Spirituality level 3.  
May not have robotics higher than level 1.

*The Yowi are large apelike people who are deeply connected to nature. This has allowed them to become highly evolved spiritually.*

Gain Star Options:

<i>option name</i>	<i>targets</i>	<i>#ships needed</i>	<i>result</i>
Colonize	uninhabited stars	1	1 population
Ally	advanced neutrals	1	3 population
Liberate	"at war" STS players	target pop. +1	all population



# Yowies

(STS)



Start with spirituality level 3.  
May not have robotics higher than level 1.

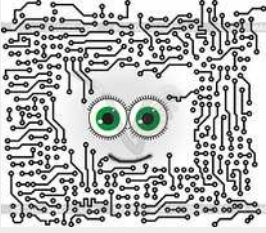
*The Yowi are large apelike people who are deeply connected to nature. This has allowed them to become highly evolved spiritually.*

Gain Star Options:

<i>option name</i>	<i>targets</i>	<i>#ships needed</i>	<i>result</i>
Colonize	uninhabited stars	1	1 population
Subjugate	primitive neutrals	1	2 population
Conquer	all players advanced neutrals	target pop. +1	1 population

# Rogue AI

## (STO)



Start with Robotics level 2.  
When doing Grow Population may convert 1 ship per star into 1 population (limits still apply).

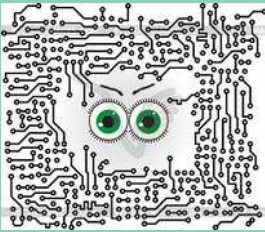
*The people who created this artificial intelligence are long gone, but it continues to spread itself throughout the galaxy using its robot drones.*

Gain Star Options:

<i>option name</i>	<i>targets</i>	<i>#ships needed</i>	<i>result</i>
Colonize	uninhabited stars	1	1 population
Ally	advanced neutrals	1	3 population
Liberate	"at war" STS players	target pop. +1	all population

# Rogue AI

## (STS)



Start with robotics level 2.  
When doing Build Ships may convert any number of population discs into ships getting 2 ships per disc (see rules for further details).

*The people who created this artificial intelligence are long gone, but it continues to plague the galaxy with its robot drones.*

Gain Star Options:

<i>option name</i>	<i>targets</i>	<i>#ships needed</i>	<i>result</i>
Colonize	uninhabited stars	1	1 population
Subjugate	primitive neutrals	1	2 population
Conquer	all players advanced neutrals	target pop. +1	1 population

# Progenitors

## (STO)



Get a free "colonize" growth action each time a Gain Star growth action is done.

*The Progenitors are an old and mysterious race of giants. They first colonized many barren moons and planets. Ruins and artifacts from that time are still found there today.*

Gain Star Options:

<i>option name</i>	<i>targets</i>	<i>#ships needed</i>	<i>result</i>
Colonize	uninhabited stars	1	1 population
Ally	advanced neutrals	1	3 population
Liberate	"at war" STS players	target pop. +1	all population

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*The Progenitors are an old and mysterious race of giants. They first colonized many barren moons and planets. Ruins and artifacts from that time are still found there today.*

Gain Star Options:

<i>option name</i>	<i>targets</i>	<i>#ships needed</i>	<i>result</i>
Colonize	uninhabited stars	1	1 population
Subjugate	primitive neutrals	1	2 population
Conquer	all players advanced neutrals	target pop. +1	1 population

# Dracos

## (STO)



Start with Military level 2.  
Get 3 extra ships at start.

*The Dracos are the oldest reptilian race in the galaxy. They are the ultimate warriors.*

Gain Star Options:

<i>option name</i>	<i>targets</i>	<i>#ships needed</i>	<i>result</i>
Colonize	uninhabited stars	1	1 population
Ally	advanced neutrals	1	3 population
Liberate	"at war" STS players	target pop. +1	all population

# Dracos

## (STS)



Start with military level 2.  
Get 3 extra ships at start.

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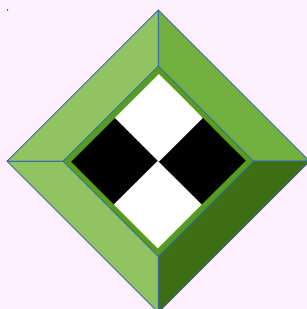
Gain Star Options:

<i>option name</i>	<i>targets</i>	<i>#ships needed</i>	<i>result</i>
Colonize	uninhabited stars	1	1 population
Subjugate	primitive neutrals	1	2 population
Conquer	all players advanced neutrals	target pop. +1	1 population



# Anchara Coalition

## (STO)



If you choose the Switch Alignment growth action then you get an additional (free) growth action counter on your turn.

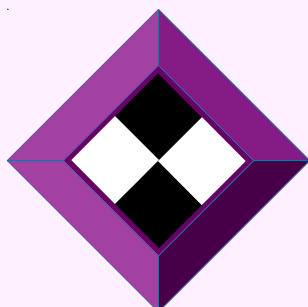
*The Anchara Coalition is notorious for its willingness to switch sides.*

Gain Star Options:

<i>option name</i>	<i>targets</i>	<i>#ships needed</i>	<i>result</i>
Colonize	uninhabited stars	1	1 population
Ally	advanced neutrals	1	3 population
Liberate	"at war" STS players	target pop. +1	all population

# Anchara Coalition

## (STS)



If you choose the Switch Alignment growth action then you get an additional (free) growth action counter on your turn.

*The Anchara Coalition is notorious for its willingness to switch sides.*

Gain Star Options:

<i>option name</i>	<i>targets</i>	<i>#ships needed</i>	<i>result</i>
Colonize	uninhabited stars	1	1 population
Subjugate	primitive neutrals	1	2 population
Conquer	all players advanced neutrals	target pop. +1	1 population

# Galactic Confederation

(STO)



Get a free "ally" growth action each time a Gain Star growth action is done.

*The Galactic Confederation is a voluntary union of STO-oriented peoples in the galaxy. It has great appeal to newly space-faring civilizations.*

Gain Star Options:

<i>option name</i>	<i>targets</i>	<i>#ships needed</i>	<i>result</i>
Colonize	uninhabited stars	1	1 population
Ally	advanced neutrals	1	3 population
Liberate	"at war" STS players	target pop. +1	all population

# Galactic Empire

(STS)



Keep up to 3 population when conquering a star.

*The Galactic Empire seeks to enslave the entire population of the galaxy.*

Gain Star Options:

<i>option name</i>	<i>targets</i>	<i>#ships needed</i>	<i>result</i>
Colonize	uninhabited stars	1	1 population
Subjugate	primitive neutrals	1	2 population
Conquer	all players advanced neutrals	target pop. +1	all population (max. 3)



# Mantids

(STO)



Get 2 population discs per star with a Grow Population growth action (limits still apply).

*Mantids are a very rationally-oriented people who evolved from insects. They thrive everywhere.*

Gain Star Options:

<i>option name</i>	<i>targets</i>	<i>#ships needed</i>	<i>result</i>
Colonize	uninhabited stars	1	1 population
Ally	advanced neutrals	1	3 population
Liberate	"at war" STS players	target pop. +1	all population



# Mantids

(STS)



Get 2 population discs per star with a Grow Population growth action (limits still apply).

*Mantids are a very rationally-oriented people who evolved from insects. They thrive everywhere.*

Gain Star Options:

<i>option name</i>	<i>targets</i>	<i>#ships needed</i>	<i>result</i>
Colonize	uninhabited stars	1	1 population
Subjugate	primitive neutrals	1	2 population
Conquer	all players advanced neutrals	target pop. +1	1 population

# Felines

## (STO)



Once per round when attacked, can force the attacker to "retreat before combat".

Place a white disc on this tile to mark this (& take it off at end of round).

*These felines evolved into a human-like form while retaining most of the other feline characteristics. Their charm can make people helpless.*

Gain Star Options:

<i>option name</i>	<i>targets</i>	<i>#ships needed</i>	<i>result</i>
Colonize	uninhabited stars	1	1 population
Ally	advanced neutrals	1	3 population
Liberate	"at war" STS players	target pop. +1	all population

# Felines

## (STS)



Once per round when attacking, can force a defending player to "retreat before combat".

Place a white disc on this tile to mark this (& take it off at end of round).

*These felines evolved into a human-like form while retaining most of the other feline characteristics. They can make an extremely fierce impression.*

Gain Star Options:

<i>option name</i>	<i>targets</i>	<i>#ships needed</i>	<i>result</i>
Colonize	uninhabited stars	1	1 population
Subjugate	primitive neutrals	1	2 population
Conquer	all players advanced neutrals	target pop. +1	1 population

# ICC (STO)



Start with Propulsion level 2.  
May do one technology trade **per player** every round (instead of just one per round).

"BUILDING YOUR FUTURE"

*The Interplanetary Corporate Conglomerate is a large corporation with many contacts that has the best technology in the galaxy.*

Gain Star Options:

<i>option name</i>	<i>targets</i>	<i>#ships needed</i>	<i>result</i>
Colonize	uninhabited stars	1	1 population
Ally	advanced neutrals	1	3 population
Liberate	"at war" STS players	target pop. +1	all population

# ICC (STS)



"BUILDING YOUR FUTURE"

Start with propulsion level 2.  
May do one technology trade **per player** every round (instead of just one per round).

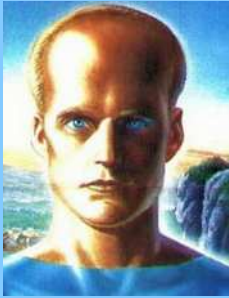
*The Interplanetary Corporate Conglomerate is a large, ruthless corporation that nevertheless has the best technology in the galaxy.*

Gain Star Options:

<i>option name</i>	<i>targets</i>	<i>#ships needed</i>	<i>result</i>
Colonize	uninhabited stars	1	1 population
Subjugate	primitive neutrals	1	2 population
Conquer	all players advanced neutrals	target pop. +1	1 population

# Nordic Humanoids

## (STO)



May declare war on STS players during your movement phase.  
Get 2 VP every time you liberate a star (additionally to other VP gained).

*Nordic humanoids are known as great warriors of the Light.*

Gain Star Options:

<i>option name</i>	<i>targets</i>	<i>#ships needed</i>	<i>result</i>
Colonize	uninhabited stars	1	1 population
Ally	advanced neutrals	1	3 population
Liberate	"at war" STS players	target pop. +1	all population

# Nordic Humanoids

## (STS)



May "ally" with advanced neutrals.

*Nordic humanoids are known to trick advanced civilizations into joining their empire.*

Gain Star Options:

<i>option name</i>	<i>targets</i>	<i>#ships needed</i>	<i>result</i>
Colonize	uninhabited stars	1	1 population
Subjugate	primitive neutrals	1	2 population
Ally	advanced neutrals	1	3 population
Conquer	all players	target pop. +1	1 population

# Greys

## (STO)



Additionally get 1 level in your lowest technology field when doing the Research growth action.  
Lose 1 VP at the end of a round if "at war".

*Greys are great researchers, but are very afraid of open conflict.*

Gain Star Options:

<i>option name</i>	<i>targets</i>	<i>#ships needed</i>	<i>result</i>
Colonize	uninhabited stars	1	1 population
Ally	advanced neutrals	1	3 population
Liberate	"at war" STS players	target pop. +1	all population

# Greys

## (STS)



At the end of a trading phase in which you did not trade you may gain 1 technology level from a player you are in contact with.

*Greys steal beings and artifacts from other planets for their own research.*

Gain Star Options:

<i>option name</i>	<i>targets</i>	<i>#ships needed</i>	<i>result</i>
Colonize	uninhabited stars	1	1 population
Subjugate	primitive neutrals	1	2 population
Conquer	all players advanced neutrals	target pop. +1	1 population