

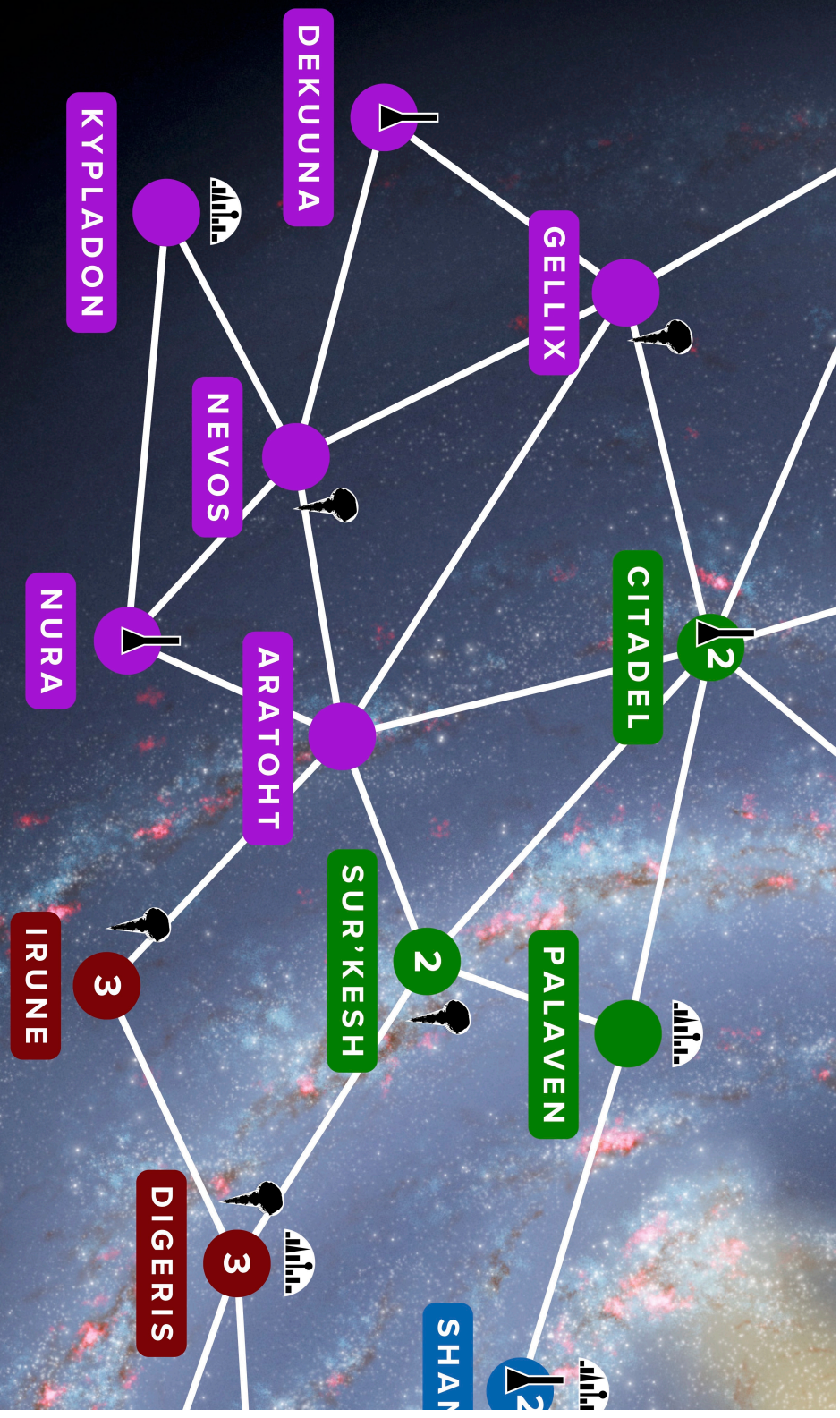
Admiral Shala				
Admiral Xen				
Rael'Zorah				
Tali'Zorah				

Asari Councilor				
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Supply

Supply

Quarian Conclave



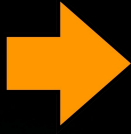
End Round 1

End Round 2

End Round 3

End
ound
3

End
Game



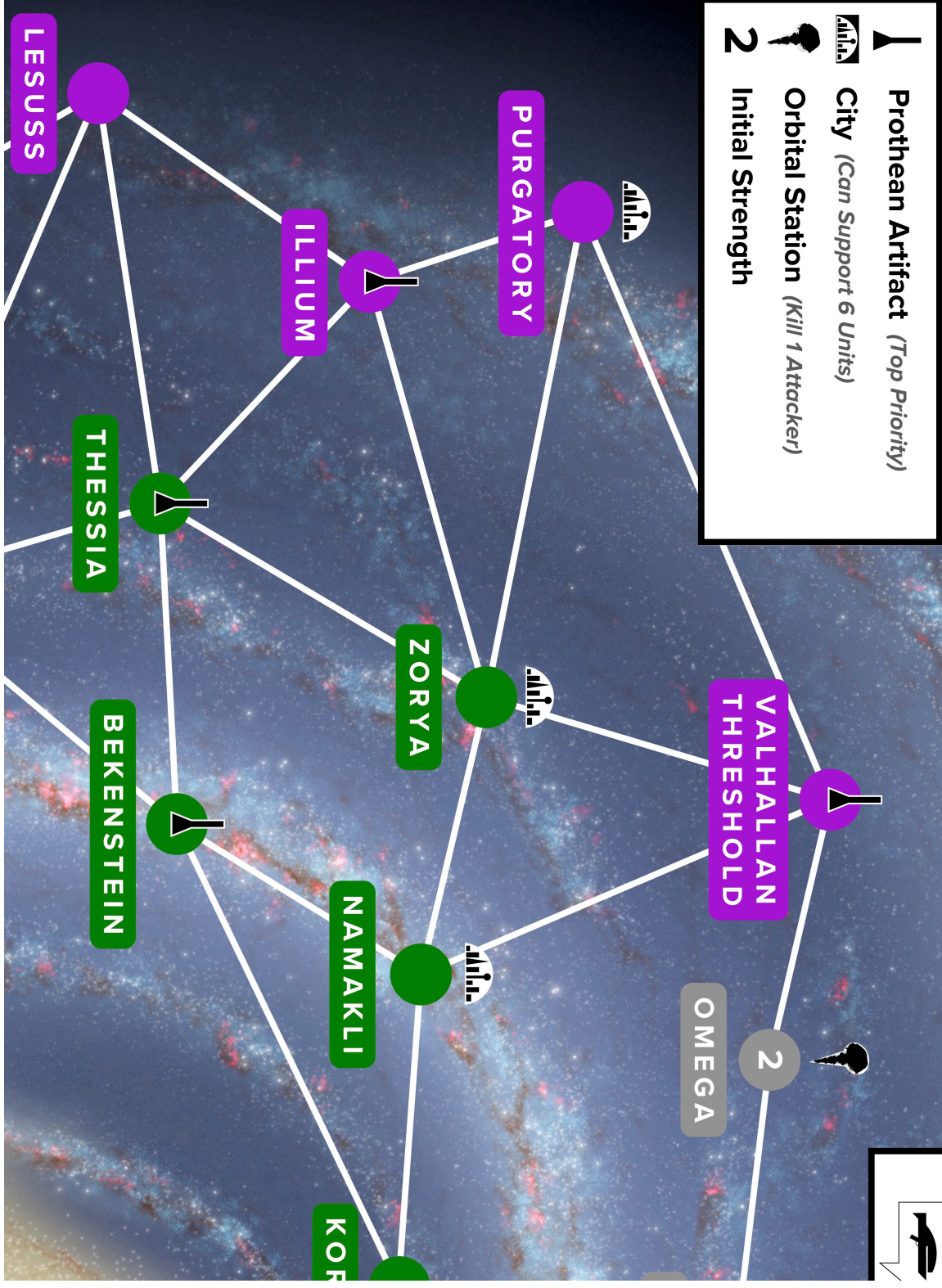
Discard
to 5 





May
Expose &
Swap
Loyalties





Deploy
Agents






 Prothean Artifact (Top Priority)

 City (Can Support 6 Units)

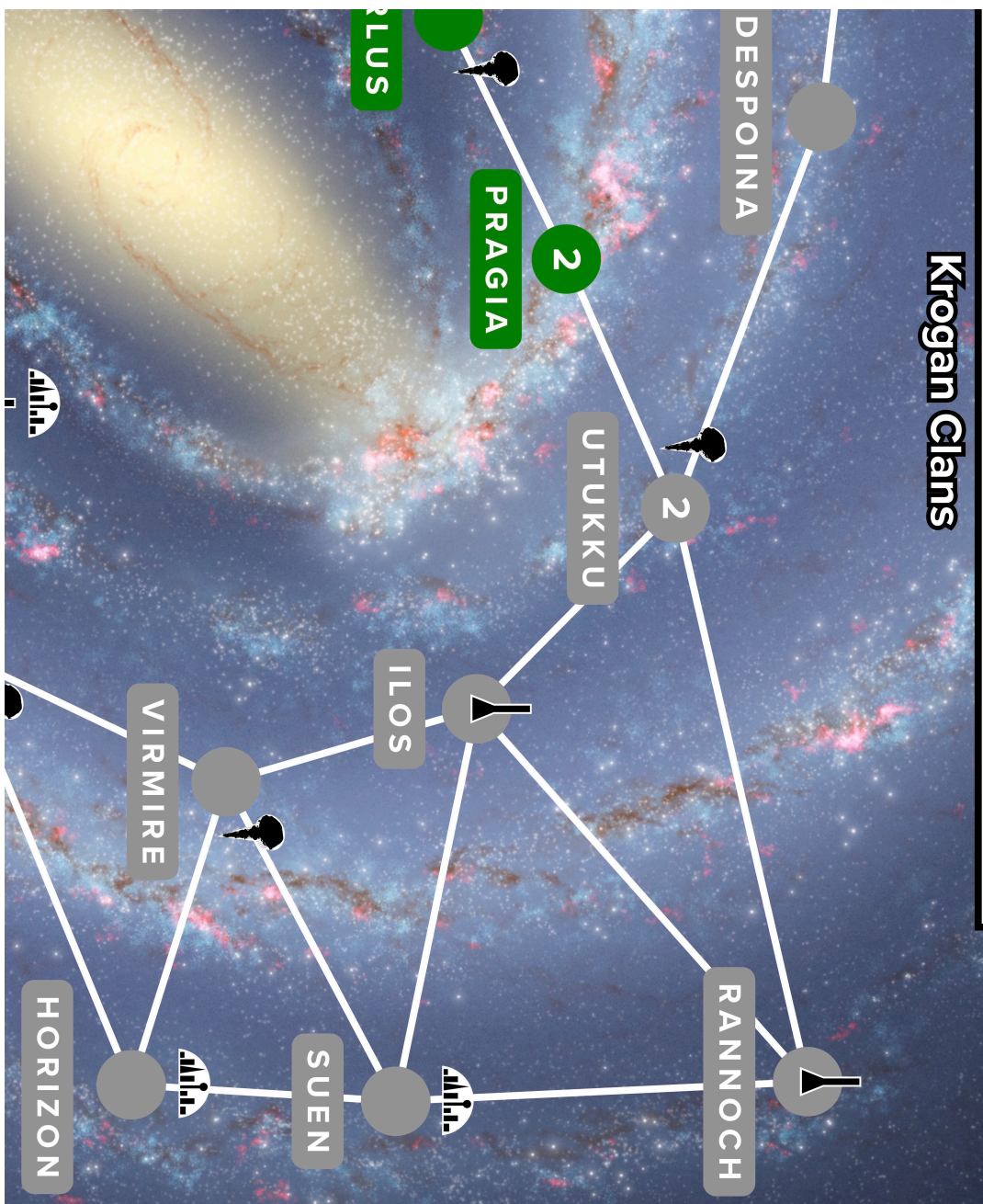
 Orbital Station (Kill 1 Attacker)

 Initial Strength

 OMEGA 2

Doctor Droyas



Krogan Clans

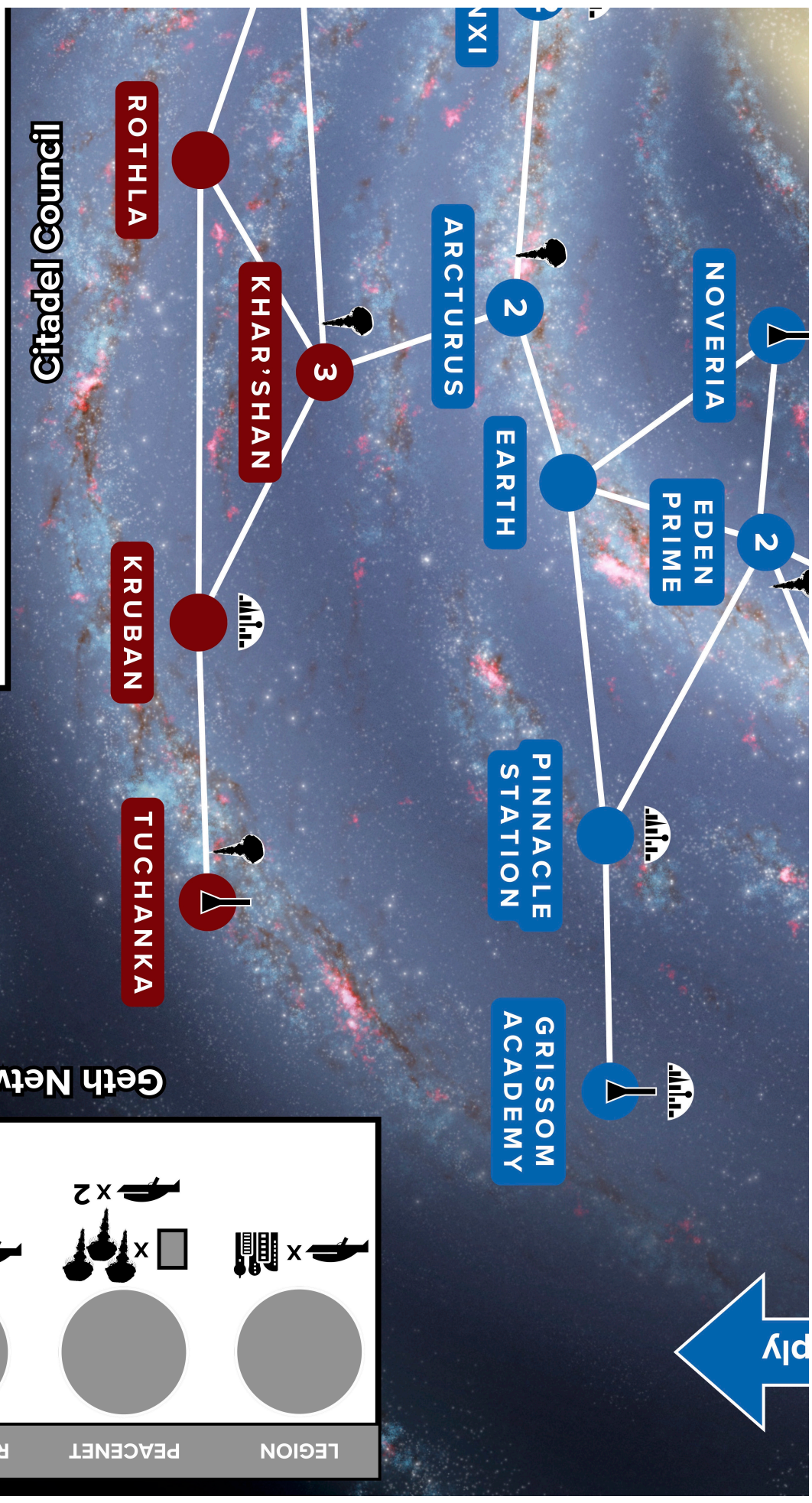
Urdnot Bakara			
Nakmor Morda			
Urdnot Wrex			



Systems Alliance

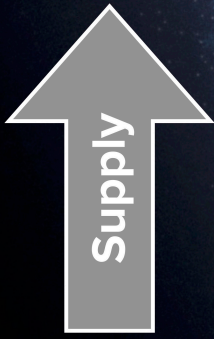
Kaiden Alenko		
Diana Allers		
Colonel Anderson		
Admiral Hackett		

Snp



Geth Network

WARNET			
REAPERNET			
PEACENET			
LEGION			



Councilor Udina			
Salarian Councilor			
Turian Councilor			



After your attack, you may make an additional attack with any surviving units.

After your attack, kill ALL units involved in that attack (on both sides).

Blue Suns: Kill up to 3 units on any 1 planet.



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After your attack, kill ALL units involved in that attack (on both sides).

Stealth Troops: Reinforce an empty planet with 3 units of the controlling faction.



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After your attack, you may make an additional attack with any surviving units.

After your attack, kill ALL units involved in that attack (on both sides).

Control: After your attack, for each enemy unit killed, add 1 unit of the active faction to any planet the active faction controls.



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After your attack, kill ALL units involved in that attack (on both sides).

Control: After your attack, for each enemy unit killed, add 1 unit of the active faction to any planet the active faction controls.



After your attack, you may make an additional attack with any surviving units.

After your attack, kill ALL units involved in that attack (on both sides).

Quarantine: Take all units on any planet (abandoning it) & move them to any number of adjacent planets controlled by that faction.



After your attack, you may make an additional attack with any surviving units.

After your attack, kill ALL units involved in that attack (on both sides).

Quarantine: Take all units on any planet (abandoning it) & move them to any number of adjacent planets controlled by that faction.




Move the active agent to any empty VIP space & immediately take that VIP's action instead. Then proceed from after where it was.



Your attack may target any empty enemy planet.

Blue Suns: Kill up to 3 units on any 1 planet.




 Move the active agent to any empty VIP space & immediately take that VIP's action instead. Then proceed from after where it was.



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  *Blue Suns:* Kill up to 3 units on any 1 planet.




 Move the active agent to any empty VIP space & immediately take that VIP's action instead. Then proceed from after where it was.



  Your attack may target any empty enemy planet.

  *Destroy:* Choose 1 unit of the active faction. Kill up to 5 enemy units on any adjacent planets.




 Move the active agent to any empty VIP space & immediately take that VIP's action instead. Then proceed from after where it was.



  Your attack may target any empty enemy planet.

  *Destroy:* Choose 1 unit of the active faction. Kill up to 5 enemy units on any adjacent planets.




 Move the active agent to any empty VIP space & immediately take that VIP's action instead. Then proceed from after where it was.



  Your attack may target any empty enemy planet.

  *Synthesis:* Add 1 unit to each planet the active faction controls.




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  *Synthesis:* Add 1 unit to each planet the active faction controls.




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  Your attack may target any empty enemy planet.

  *SSV Normandy:* Your attack may target any planet in the galaxy.





 Move the active agent to any empty VIP space & immediately take that VIP's action instead. Then proceed from after where it was.



  Your attack may target any empty enemy planet.

  *SSV Normandy:* Your attack may target any planet in the galaxy.





 Add 1 unit to your attack.



  Add 3 units to your attack.

  *Stealth Troops:* Reinforce an empty planet with 3 units of the controlling faction.



 Add 1 unit to your attack.

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  *Stealth Troops:* Reinforce an empty planet with 3 units of the controlling faction.



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Destroy: Choose 1 unit of the active faction. Kill up to 5 enemy units on any adjacent planets.



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Add 3 units to your attack.

Destroy: Choose 1 unit of the active faction. Kill up to 5 enemy units on any adjacent planets.



Add 1 unit to your attack.

Add 3 units to your attack.

Loyalty: Add up to 6 units to the current attack from any planets the active faction controls.



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Add 3 units to your attack.

Loyalty: Add up to 6 units to the current attack from any planets the active faction controls.



Add 1 unit to your attack.

Add 3 units to your attack.

Secret Base: Reinforce an empty planet with no Prothean artifact & no orbital station by adding 4 units of the controlling faction.



Add 1 unit to your attack.

Add 3 units to your attack.

Secret Base: Reinforce an empty planet with no Prothean artifact & no orbital station by adding 4 units of the controlling faction.



Instead of the current VIP's actions, use an action controlled by one of your other agents.

Reinforce a Prothean artifact planet by adding 3 units of the controlling faction.

Control: After your attack, for each enemy unit killed, add 1 unit of the active faction to any planet the active faction controls.



Instead of the current VIP's actions, use an action controlled by one of your other agents.

Reinforce a Prothean artifact planet by adding 3 units of the controlling faction.

Control: After your attack, for each enemy unit killed, add 1 unit of the active faction to any planet the active faction controls.



Instead of the current VIP's actions, use an action controlled by one of your other agents.

Reinforce a Prothean artifact planet by adding 3 units of the controlling faction.

Synthesis: Add 1 unit to each planet the active faction controls.



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Reinforce a Prothean artifact planet by adding 3 units of the controlling faction.

Loyalty: Add up to 6 units to the current attack from any planets the active faction controls.



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Loyalty: Add up to 6 units to the current attack from any planets the active faction controls.



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Reinforce a Prothean artifact planet by adding 3 units of the controlling faction.

Operation Overdrive: After performing an action with an agent, take the same action again.



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Reinforce a Prothean artifact planet by adding 3 units of the controlling faction.

Operation Overdrive: After performing an action with an agent, take the same action again.



Choose 2 planets controlled by the active faction. Move any number of units between them.

Rearrange any faction's units within its controlled planets. (Do not abandon a planet or exceed supply.)

Quarantine: Take all units on any planet (abandoning it) & move them to any number of adjacent planets controlled by that faction.



Choose 2 planets controlled by the active faction. Move any number of units between them.

Rearrange any faction's units within its controlled planets. (Do not abandon a planet or exceed supply.)

Quarantine: Take all units on any planet (abandoning it) & move them to any number of adjacent planets controlled by that faction.



Choose 2 planets controlled by the active faction. Move any number of units between them.

Rearrange any faction's units within its controlled planets. (Do not abandon a planet or exceed supply.)

SSV Normandy: Your attack may target any planet in the galaxy.




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Rearrange any faction's units within its controlled planets. (Do not abandon a planet or exceed supply.)

SSV Normandy: Your attack may target any planet in the galaxy.





 Choose 2 planets controlled by the active faction. Move any number of units between them.



  Rearrange any faction's units within its controlled planets. (Do not abandon a planet or exceed supply.)

  *Secret Base:* Reinforce an empty planet with no Prothean artifact & no orbital station by adding 4 units of the controlling faction.





 Choose 2 planets controlled by the active faction. Move any number of units between them.



  Rearrange any faction's units within its controlled planets. (Do not abandon a planet or exceed supply.)

  *Secret Base:* Reinforce an empty planet with no Prothean artifact & no orbital station by adding 4 units of the controlling faction.






 Choose 2 planets controlled by the active faction. Move any number of units between them.



  Rearrange any faction's units within its controlled planets. (Do not abandon a planet or exceed supply.)

  *Operation Overdrive:* After performing an action with an agent, take the same action again.



 Choose 2 planets controlled by the active faction. Move any number of units between them.

  Rearrange any faction's units within its controlled planets. (Do not abandon a planet or exceed supply.)

  *Operation Overdrive:* After performing an action with an agent, take the same action again.



Krogan
Clans



Krogan
Clans



Krogan
Clans



Krogan
Clans



Systems
Alliance



Systems Alliance



Systems Alliance



Systems Alliance



Geth Network



Geth Network



Geth Network



Geth Network



Citadel Council



Citadel Council



Citadel
Council

Citadel
Council

Quarian
Conclave



Quarian
Conclave

Quarian
Conclave

Quarian
Conclave

STG

Enemy
-1x

Ally
4x

Irrelevant

0x

Acceptable

2x

Useful

3x

Enemy
-1x



Ally
4x

Irrelevant

0x

Acceptable

2x

Useful

3x

Round 1

Round 2

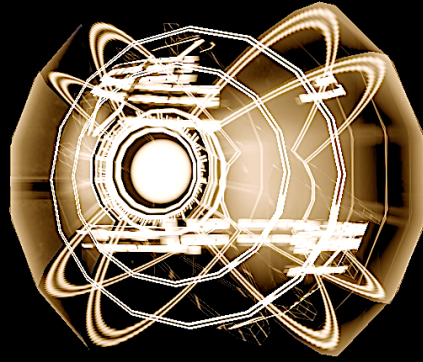
Round 3

Round 4

Starting
Player



Enemy
-1x



Ally
4x

Irrelevant
0x

Acceptable
2x

Useful
3x

Enemy
-1x



Ally
4x

Irrelevant
0x

Acceptable
2x

Useful
3x