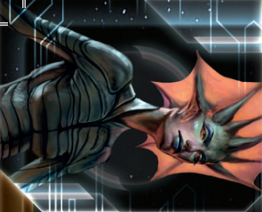
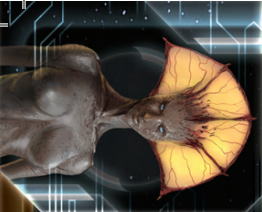


ZEU Ω
AGENT OF THE NEFISH



ACTION: Exhaust this card and choose a player; that player may perform a tactical action in a non-home system without placing a command token; that system still counts as being activated.

MAABAN Ω
CRYSTALLINE SORCERESS



At any time:
You may look at your neighbors' hands of promissory notes and the top and bottom card of the agenda deck.

ICONOCLAST Ω
NAALU MECH



Other players cannot use ANTI-FIGHTER BARRAGE against your units in this system.

↑ SUSTAIN DAMAGE

2 COST

6 COMBAT

BROTHER MILOR Ω
PURIFIED BY FIRE



After a player's unit is destroyed:
You may exhaust this card to allow that player to place 2 fighters in the destroyed unit's system if it was a ship, or 2 Infantry on its planet if it was a ground force.

BROTHER OMAR Ω
SPINNER DEVOTE



This card satisfies a green technology prerequisite.

When you research a tech owned by another player, you may return 1 of your Infantry to reinforcements to ignore its prerequisites.

QUANTUM DISSEMINATION Ω
BLESSING OF THE YIN



ACTION: Commit up to 3 Infantry from your reinforcements to any non-home planets and resolve invasions on those planets; players cannot use SPACE CANNON against these units. Then, purge this card.

POLITICAL DATA NEXUS Ω
VOICE OF THE COUNCIL



When you exhaust planets, combine the values of their resources and influence. Treat the combined value as if it were both resources and influence.



M'ABAN Ω
CRYSTALLINE SORCERESS



UNLOCK: Have ground forces in or adjacent to the Mecatol Rex system.

First amongst Q'uesh's sorceresses, M'aban has been gifted with radium crystal enhancements, allowing her mind to sing to thousands of Naalu at once.

Z'EU Ω
AGENT OF THE NEFISHH



"...and that's why the Letnev will never cooperate with the Shikrai zealots and extremists!" Ambassador Beaumaisle thundered. The Galactic Council exploded in angry shouts as he sat down. "Very good, my pet," the velvet voice hissed in his mind, and he basked in the warmth of its praise.

DANNEL OF THE TENTH Ω
HIGH PRIEST OF YIN



UNLOCK: Have 3 scored objectives.

At Dannel's command, they burnt out their spinners, welcoming thousands of new brothers into their ranks in mere weeks. Such is the potential of the Yin.

BROTHER OMAR Ω
SPINNER DEVOTEE



UNLOCK: Use one of your faction abilities.

It is said that Omar's creation of the genetic spinner loom is the greatest breakthrough for the Brotherhood since Darlen's first forbidden research centuries ago.

BROTHER MILOR Ω
PURIFIED BY FIRE



"Brothers..." Milor said, openly weeping as he watched the ships break apart in the sky above. "They must not be forgotten! In Darlen's name, we fight to the last!" The crowd roared in support.

XXEKIR GROM Ω
THE COUNCIL'S HEART



UNLOCK: Have 3 scored objectives.

When the motion of annexation failed in the Galactic Council, nobody was surprised. Grom had personally guaranteed the measure's defeat, and it turned out everyone owed the Xxcha a favor.





XANDER ALEXIN VICTORI III
MIRACLE WORKER



At any time:
You may exhaust this card to allow any player to spend commodities as if they were trade goods.

SUFFI AN
WORKING MULTIPLE ANGLES



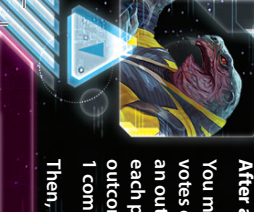
After you perform a component action:
You may perform an additional action.

OVERWING ZETA
ARTEMIS ASCENDANT



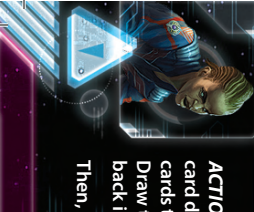
At the start of a round of space combat in a system that contains a planet you control:
Place your flagship and up to a total of 2 cruisers and/or destroyers from your reinforcements in the active system. Then, purge this card.

OPERATION ARCHON
WITCHING HOUR



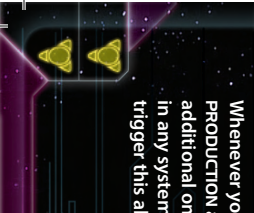
After an agenda is revealed:
You may cast up to 6 additional votes on this agenda. Predict aloud an outcome of this agenda. For each player that votes for another outcome, gain 1 trade good and 1 command token. Then, purge this card.

ERWAN'S COVENANT
THE WINDS OF CHANGE



ACTION: Reveal cards from the action card deck until you reveal 3 action cards that have component actions. Draw those cards and shuffle the rest back into the action card deck. Then, purge this card.

AGENCY SUPPLY NETWORK
THE COUNCIL KEELES



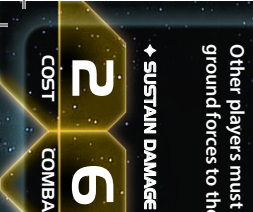
Whenever you resolve one of your PRODUCTION abilities, you may resolve an additional one of your PRODUCTION abilities in any system; the additional use does not trigger this ability.

I.I.H.Q. MODERNIZATION
THE COUNCIL KEELES



You are neighbors with all players that have units or control planets in or adjacent to the Mecatol Rex system.
Gain the Custodia Vigilia planet card and its legendary planet ability card. You cannot lose these cards, and this card cannot have an X or Y assimiator token placed on it.

OMNIOPIARES
KEELES MECH



Other players must spend 1 influence to commit ground forces to the planet that contains this unit.

+ SUSTAIN DAMAGE
2 COST
6 COMBAT

KUJASI AUN JALATAI
KELERES TRIBUNII

UNLOCK: Have 3 scored objectives.
Available if you chose the Argent Flight during setup.

Valor. Grace. Wisdom.




SUFFI AN
WORKING MULTIPLE ANGLES

UNLOCK: Spend 1 trade good after you play an action card that has a component action.

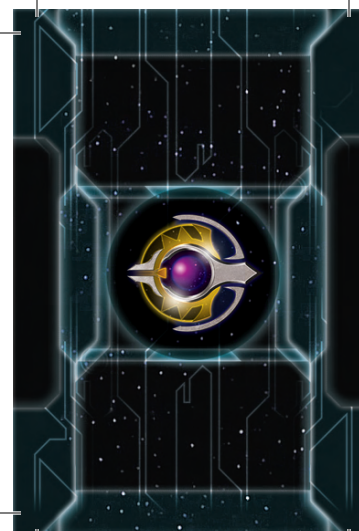
"So I get paid twice...once each by two different contractors...for doing the same job? What's the catch?"



HARKA LEEDS
KELERES TRIBUNII

UNLOCK: Have 3 scored objectives.
Available if you chose the Mentak during setup.

Authority. Strength. Efficacy.

XANDER ALEXIN VICTORI III
MIRACLE WORKER

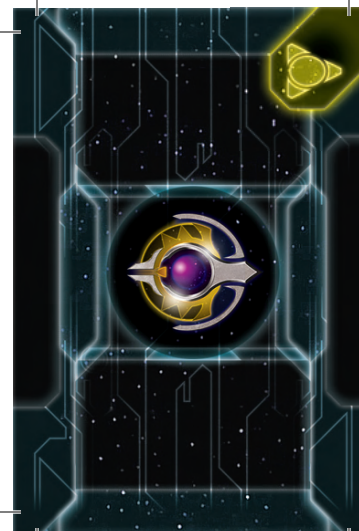
"It's honestly incredible, the way he manages to stretch a couple aurei. To find money where there is none. The man could fund an army at the same cost you or I might get lunch. Terrifying, really."
—Suffi An

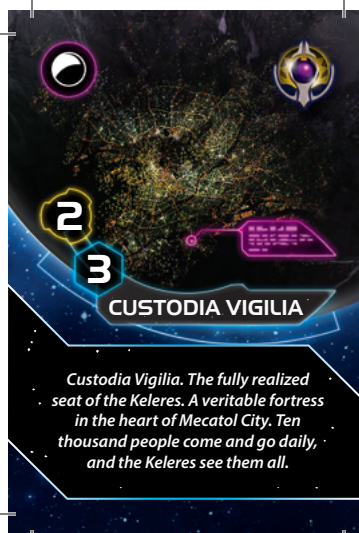
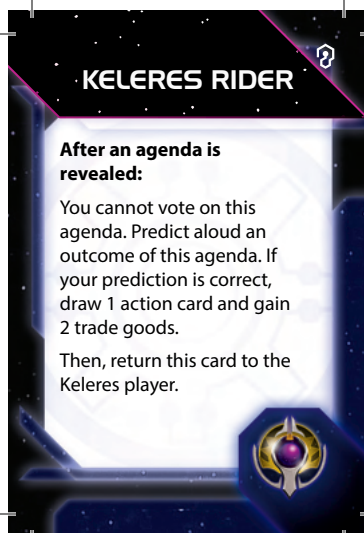


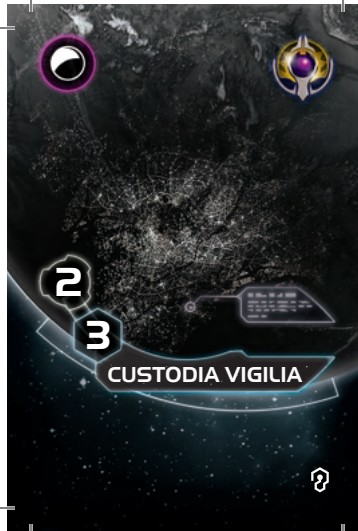
ODLYNN MYRR
KELERES TRIBUNII

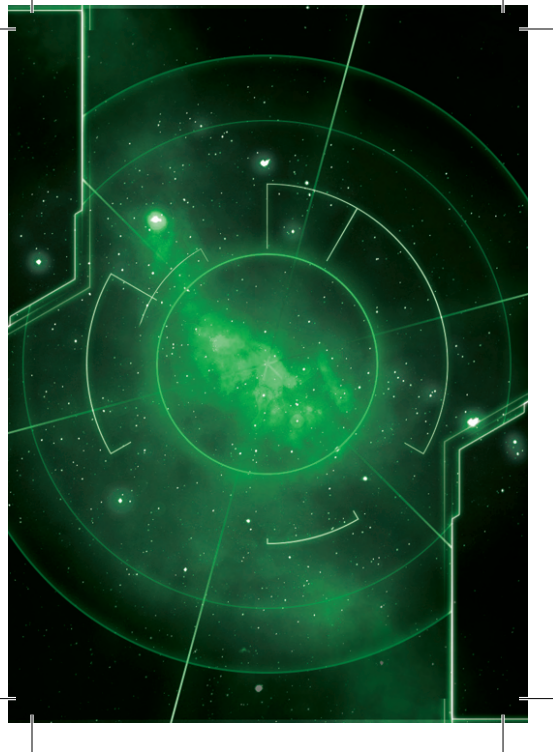
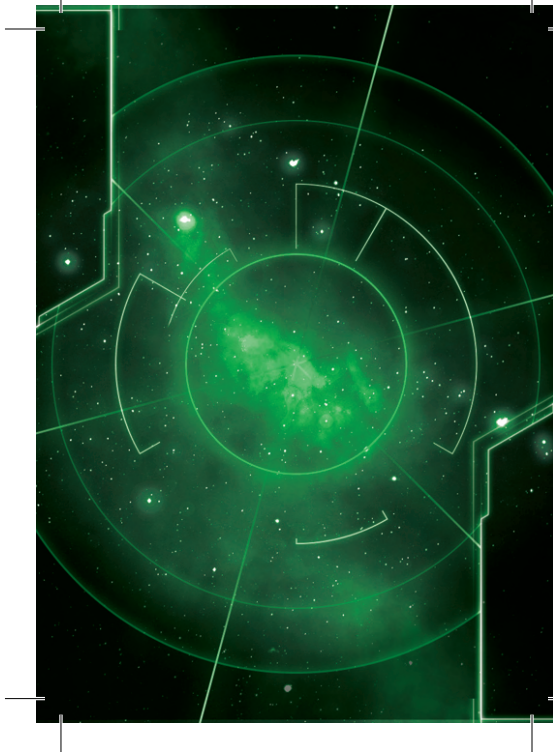
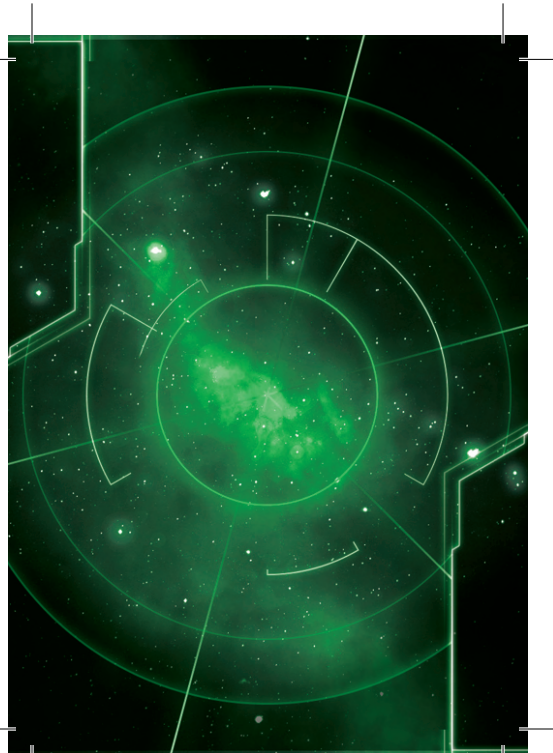
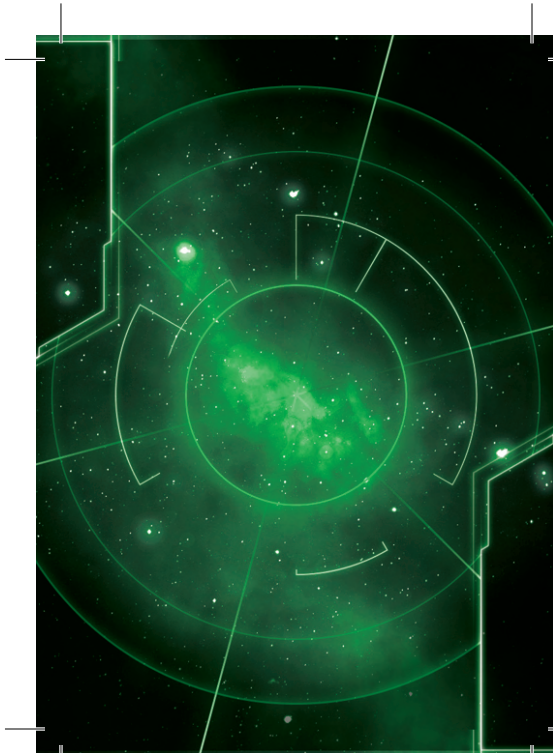
UNLOCK: Have 3 scored objectives.
Available if you chose the Xxcha during setup.

Peace. Community. Deterrence.









ARTEMIRIS

KELERES FLAGSHIP

Other players must spend 2 influence to activate the system that contains this ship.

◆ SUSTAIN DAMAGE

8

COST

7

COMBAT

1

MOVE

6

CAPACITY

WAR SUN

You cannot produce this unit unless you own its unit upgrade technology.

-

COST

-

COMBAT

-

MOVE

-

CAPACITY

DREADNOUGHT I

◆ SUSTAIN DAMAGE ◆ BOMBARDMENT 5

4

COST

5

COMBAT

1

MOVE

1

CAPACITY

CARRIER I

3

COST

9

COMBAT

1

MOVE

4

CAPACITY

CRUISER I

2

COST

7

COMBAT

2

MOVE

-

CAPACITY

DESTROYER I

◆ ANTI-FIGHTER BARRAGE 9 (X2)

1

COST

9

COMBAT

2

MOVE

FIGHTER I

1

COST

9

COMBAT

-

MOVE

PDS I

◆ PLANETARY SHIELD ◆ SPACE CANNON 6

1

COST

8

COMBAT

THE COUNCIL KELERES



"Our duty is to protect the billions of people in our galaxy, not the few hundred in these Council Chambers." –Tribunii Harka Leeds

THE TRIBUNII

During setup, choose an unplayed faction from among the Mentak, the Xxcha, and The Argent Flight; take that faction's home system, command tokens, and control markers. Additionally, take the Keleres Hero that corresponds to that faction.

COUNCIL PATRONAGE

Replenish your commodities at the start of the strategy phase, then gain 1 trade good.

LAW'S ORDER

You may spend 1 influence at the start of your turn to treat all laws as blank until the end of your turn.



2

COMMODITIES

SPACE DOCK I

This unit's PRODUCTION value is equal to 2 more than the resource value of this planet.

Up to 3 fighters in this system do not count against your ships' capacity.

◆ PRODUCTION X





THE COUNCIL KELERES



STARTING TECHNOLOGY

Choose 2 non-faction technologies owned by other players.

STARTING UNITS

- ◆ 2 Infantry
- ◆ 2 Carriers
- ◆ 2 Fighters
- ◆ 1 Cruiser
- ◆ 1 Space Dock

Across the galaxy, planetary governors compete for trade opportunities, the Great Civilizations joust for superiority on the battlefield, and still other, more insidious factions play at shaping galactic history for their own ends. In a galaxy fraught with so many agendas, it's no surprise that the Galactic Council took it upon itself to assemble a force of its own to manage its affairs. The Keleres of the Council are that force, but they are also something more. They are a ragtag army of bureaucrats, soldiers, and spies, often at odds with themselves and not always appreciated by the galaxy they serve.

Though the Keleres are born of the Galactic Council, they are often left to their own devices, traveling the galaxy brokering peace, intervening in conflicts, and tackling threats to galactic civilization as a whole. They even act without the consent of the Tribunii or the Galactic Council when timeliness is a factor, only to be censured by the Galactic Council after the fact.

The member states of the Council send recruits, who are selected according to the traditions of each individual planet or system, to serve in the Keleres. The Great Powers have learned, since the Keleres's founding, that the Keleres are a useful tool for furthering their own designs. Rather than sending their best operatives away to the Keleres, many send political opponents, incompetents, dangerous prisoners, and other individuals who are difficult to do away with and undesirable to have around. On the other hand, a few Great Powers find it prudent to send highly competent personnel, sometimes out of respect for the Galactic Council but more often than not to clandestinely advance their own goals. The Keleres, then, are a strange and difficult order to manage.

The Galactic Council elects three of its own to be the Tribunii of the Keleres. Members of the Council treat the responsibility with mixed sentiment: as both an honor and a burden. The Tribunii have the power to command the Keleres and to implement the designs of the Galactic Council in a concrete way. However, the mixed quality of the Keleres means having to accept no small number of failures, which, in turn, can hurt the Tribunii when members of the Galactic Council seek accountability. Canny Tribunii, such as Tribunii Kuuasi Aun Jalatai, learn when best to use the Keleres, when to set them aside, and who among the ranks are right for the job.

The fraught political environment means that most Councilors don't serve as Tribunii long. In the five years since the Keleres' founding, there have been seven Tribunii, including the current holders of the office. Two were forced to resign in disgrace, one was killed on a mission, and one was assassinated in an intra-agency power struggle. For those Tribunii who meet and overcome the challenge of utilizing the force of the Keleres, however, the fruits are significant indeed. It

IMPERIAL INTELLIGENCE HQ

◆ Location	Mecatol City
◆ Leadership	The Tribunii
◆ Agents	Classified
◆ Support Staff	~5000
◆ Ongoing Ops	Classified

The old Imperial Intelligence HQ in Mecatol City serves as both a temporary base for the Keleres as well as the site of its future home—the Custodia Vigilia—which is currently undergoing a lengthy and expensive construction process.

requires much talent for this to happen, but when it does, it can tip the balance of the Galactic Council itself.

The three Tribunii who currently serve are in delicate balance, and therefore the future of the Keleres and the Imperium itself may be at a tipping point. Kuuasi is oldest and wisest among them. Harka Leeds is as ambitious and cunning as she is ruthless in her schemes. Odlynn Myrr, though new to the role, brings a fresh perspective and hope for unity and stability in the Imperium.

Despite the delicate balance of power between the Tribunii, the Keleres represent the Galactic Council and, as such, must embody the unity of the galaxy, not just the whims of its leaders. The Great Civilizations, however, frequently compete with one another in trade, war, and politics. Though some conflict can cement the bonds of a society, too much can just as easily rip it apart. Thus, the diverse skills of the Keleres are brought to bear on missions of peace and negotiation.

At times, the Keleres act as a neutral party or temporary ally among factions at war. Negotiation, knowledge of history, and familiarity with alien species pave the way to peace and prosperity for the galaxy. They broker peace on the one hand, but join battles on the other, especially when violence seems to be the only means to stability.