

STARTING ADVANCEMENT

TRACTOR BEAMS

At the end of each Combat Round, you may take one destroyed Rival Ship as Contraband and place in your Reserves. The Borg are immune to Tractor Beams.



UCR2.0

2

BRIBERY

When a Rival player initiates a Space Battle with you, you may pay Production (up to the number of Ships you have in the Battle) to that Rival to allow as many of your Ships to Retreat before the first Combat Round. The Borg are immune to Bribery.

UCR2.0

3

BLACK MARKETS

During resource generation, gain 1 Production for each Culture Node you Control.

UCR2.0

3

ENHANCED PHEROMONES

During your Build Phase you may remove your Slave Girl from a System to take one Rival Ship Orbiting that System as Contraband and place in your Reserves. The Borg are immune to Enhanced Pheromones.

UCR2.0

3

FIENDISH PLANS

Use one more Turn Order card than normally. You take two Turn Order cards and two player turns. Do not Refresh Commands between your turns. After Turn Order cards are distributed, you may secretly look at all of them. You may then pay 2 Research to a Rival to swap one of your Turn Order cards with that Rival.



UCR2.0

3

GOLD RUSH

You may use a Command to have any number of Ships and Fleets at Warp, exit Warp and move to the same Sector they all can reach. New Space Lanes can't be placed during these moves.



UCR2.0

3

KNOCKOFFS

During your turn, you may move your Slave Girl from a Rival System with a Research Node to one of that Rival's Advancements. You may use the Special Rules and any Warp or Command icons on Rival Advancements with Slave Girls. Remove Slave Girls from all Advancements during Maintenance.



UCR2.0

3

PARTICLE CANNON

If you have only one Ship in a Space Battle, it has First Strike in every Combat Round and adds +1 to Hit and +1 Shields.



UCR2.0A

3

SKIMMING

After Turn Order cards have been distributed, take one Resource token from each of the bids that was higher than yours.



UCR2.0

3

SURGICALLY ALTERED INFILTRATORS

On your turn, you may pay a Rival with whom you've made First Contact 1 Production to Exhaust a Trade Agreement held by that Rival. You may do this multiple times on your turn.

UCR2.0

3

TRITANIUM HULLS

Your Impulse speed is increased by 1. Single Ships moving at Impulse can move into and through Sectors containing Hostile Rival Ships.



UCR2.0

4

BLACKMAIL

When you attempt Hegemony, you may pay the defender any number of Research. For every Research paid, your Hegemony roll gets +1.



UCR2.0

4

BOOBY TRAPS

In the first Combat Round of a Space Battle, you may pay your opponent any number of Research to score one Hit per Research.



UCR2.0

1

ANARCHY! ANARCHY!

Your Hegemony Resistance is decreased by 1.



UCR2.0

3

TAKEOVER

You may make Hegemony attempts at +1 on Systems with a Slave Girl without paying any Culture (even if successful) and even if you don't Occupy them.

UCR2.0