

## STARTING ADVANCEMENT

### LOOT & PILLAGE

When you destroy a Rival's Resource Node in an Invasion, take 2 tokens of the matching type from the Supply.

MILITARY

UCR2.0

2

### THE COCHRANE INSITUTE

Your Ships' Impulse Speed is increased by 1.

*"Do you recognise this gun? It belonged to Zefram Cochrane. He used it to kill the first Vulcan who stepped onto Terran soil. I wonder how history would have played out if Cochrane hadn't turned the tables on your invasion force. Humans might be your slaves instead of the other way around."*  
-First Officer Jonathan Archer

EXPLORATION



3

### AUDENTES FORTUNA IMPERII

During your turn, you may pay 1 Culture to initiate a Planetary Invasion instead of Exhausting a Command.

MILITARY

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3

### EXOGRAPHIC TARGETING SENSOR

In an Invasion, you may choose to ignore any number of Hits you rolled.

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3

### SYNAPTIC AGONIZER DEVICE

On your turn, you may pay 1 Culture to Exhaust 2 Commands belonging to a Rival. You may do this multiple times on your turn.

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3

### THOLIAN INTERSPACIAL RIFT

*"A powerful engine will be built. An engine that will some day help us to travel a hundred times faster than we can today."*  
-Zefrem Cochrane  
2119

EXPLORATION



3

### TRANSPECTRAL SENSOR ARRAY

On your turn, you may Exhaust this card to Exhaust a Rival's Espionage or Military Advancement, with whom you've made contact.

ESPIONAGE

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4

### COVERT ANALYSIS

When you take Control of a Rival's Research Node and capture an active Project, any Research on the Project remains as you seize it.

ESPIONAGE

UCR2.0

4

### IMPERIAL STRATEGIC RECONNAISSANCE

When you Launch New Projects, you may randomly draw one card from a Rival's Advancement Deck, instead of selecting one of your own. If you discard the Rival's card, it goes to the bottom of their deck.

ESPIONAGE



4

### MULTIDIMENSIONAL TRANSPORTER DEVICE

When you complete this Advancement, if you have a Federation Rival, choose one of their active Advancements. Otherwise, randomly choose an Advancement from the Federation deck. The Multidimensional Transporter Device becomes a copy of the chosen Advancement.

ESPIONAGE

UCR2.0

4

### MUTINIOUS FIELD PROMOTION

You may Commission Fleets in any Sector.

*"We cannot put down this rebellion so long as our forces are commanded by dishonourable men. Before we can defeat the rebels, we must defeat them. With your help, I will return to Earth and restore the Empire to its former glory. Long live the Empire!"*  
-Captain Jonathan Archer

COMMAND



4

### SCIENTIFIC INFILTRATION

When you take Control of a Rival's Research Node and capture an active Project, you choose which of their active Projects you seize.

MILITARY



4

### SLAVE LABOUR

During Resource Generation, collect 2 Production for each Trade Agreement you have given to a Rival. Keep 1, and give 1 to each Rival holding your Trade Agreement.

MILITARY

UCR2.0

4

### TANTALUS FIELD

When a Rival attempts Hegemony on a Sector you control, roll a Hit Roll for each Structure. Each successful Hit Roll destroys one of the Rival's Ships in that Sector. If all Ships are destroyed, the Hegemony attempt automatically fails.

MILITARY

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### TRI-COBALT WARHEAD

When exiting Warp, you may initiate Space Combat without spending a Command.

MILITARY

