



Prime Anomaly

(STS)



Start in the center sector. You get 2 extra ships and 1 tech. level at start per opposing player. You cannot switch alignment (max. Spirituality 4). You get Invoke Animosity instead (see rules). With 5 players you can also steal technology (see rules).

Get 15 🍷 at game end per opposing STS player.

The Prime Anomaly is an invader from a different reality and seeks to change the Universe into its own idea of order.



on anybody during your movement or to block or conquer something



Gain Star Options:

OPTION	TARGETS	#SHIPS NEEDED	RESULT
Colonize		1	1 population
Subjugate		1	2 population
Conquer	 	target pop. +1	all population +1/+2 tech. lvl.?
Conquer	 /  	target pop. +1	1 population +1/+2 tech. lvl.?