

# CAMPAIGN SHEET

## GALACTIC SHIFTS

When a scenario invites you to increase a **galactic shift** of a certain type, tick the corresponding box below and unlock the module indicated in the box and all its related components.

	Level 1	Level 2	Level 3
Military	<input type="checkbox"/> M1	<input type="checkbox"/> M2	<input type="checkbox"/> M3
Imperial	<input type="checkbox"/> I1	<input type="checkbox"/> I2	<input type="checkbox"/> I3
Scientific	<input type="checkbox"/> S1	<input type="checkbox"/> S2	<input type="checkbox"/> S3
Productive	<input type="checkbox"/> P1	<input type="checkbox"/> P2	<input type="checkbox"/> P3
Exploration	<input type="checkbox"/> E1	<input type="checkbox"/> E2	<input type="checkbox"/> E3

## EQUILIBRIUM SHIFTS

When a scenario invites you to increase an **equilibrium shift** of a certain type, tick the corresponding box below and read the indicated passage to advance the story. Any components unlocked as a result of these shifts are added to their respective decks.

Entropy, page 138.	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4
Order, page 140.	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4
Inertia, page 142.	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4

## FACTIONS

When a scenario invites you to add levels of ascension or extinction to your faction, tick the next box below. If you reach the end of a track, read the indicated page and follow its instructions. Any components unlocked as a result are added to the corresponding faction's reserve.

If a scenario asks you to add any number of levels of ascension, **but your faction has already ascended**, claim a milestone instead (even if already locked).

An ascended faction can still go extinct.

< Extinction					Ascension >			
<input type="checkbox"/> 119	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Borroka	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> 112
<input type="checkbox"/> 119	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Delverar	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> 113
<input type="checkbox"/> 119	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Exodian	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> 114
<input type="checkbox"/> 119	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Goria	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> 115
<input type="checkbox"/> 119	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Saura	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> 116
<input type="checkbox"/> 119	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Txingur	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> 117
<input type="checkbox"/> 119	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	VAX-117	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> 118

## EVENTS

When you finish a scenario, tick the event unlocked during the ending. These events are used to trigger specific instructions during the game and affect the way the story unfolds.

<input type="checkbox"/>	A New Dawn	<input type="checkbox"/>	The Broken Throne
<input type="checkbox"/>	The Mended Throne	<input type="checkbox"/>	The Hidden Message
<input type="checkbox"/>	Heart of Gold	<input type="checkbox"/>	Tales of the Void
<input type="checkbox"/>	The First Seal	<input type="checkbox"/>	The Secret Seal
<input type="checkbox"/>	The Search for Answers	<input type="checkbox"/>	The Blood Reign
<input type="checkbox"/>	Fire of the Rebellion	<input type="checkbox"/>	Polaris Reborn
<input type="checkbox"/>	Crystalline Entity	<input type="checkbox"/>	Age of Scarcity
<input type="checkbox"/>	Visions of Polaris	<input type="checkbox"/>	The Infinity Light
<input type="checkbox"/>	Echoes of the Void	<input type="checkbox"/>	The Final Days
<input type="checkbox"/>	The Final Days	<input type="checkbox"/>	Ancient Lament
<input type="checkbox"/>	Immortal Edict	<input type="checkbox"/>	Forgotten Flame
<input type="checkbox"/>	Eternal Light	<input type="checkbox"/>	Broken Seals
<input type="checkbox"/>	Endless Space	<input type="checkbox"/>	Tales of the Exodus
<input type="checkbox"/>	X-odus		