1 LEADERSHIP

Primary Ability:

Receive 3CC from your reinforcements.
You may then immediately use
this card's second ability.

Secondary Ability:

You may spend influence to purchase up to
3CC (reinforcements).
You receive 1CC for every 2 influence spent.

2 DETENTE

Claim the Speaker token
during the strategy phase
when selecting this card.

Primary Ability:

Choose either A or B:

A) Place the CeaseFireZoneMarker
in any system where you have at least 1 unit,
all players must then place 1CC (reinforcements)
in this system, these CC's cannot be removed
by any AC nor SC. If you activate this system,
all other players may remove their CC's.

B) Execute the secondary ability of this card
without spending any influence nor CC's

Secondary Ability:

Spend 1CC(SA) to draw 1PC and 1AC.

3 SENATOR EMERITUS

Primary Ability:

Draw 3AC, 1PC and then assign the PB.
The PB provides +3 votes
for any voting purpose.
You may give the PB to another player in
order to receive 1CC from your reinforcements.
Call, or decide not to call the VoC.
Select a PC from the senate floor
and resolve its agenda.

Secondary Ability:

Spend 1CC(SA) to refresh any one planet of your choice
that you control and receive 1TG.
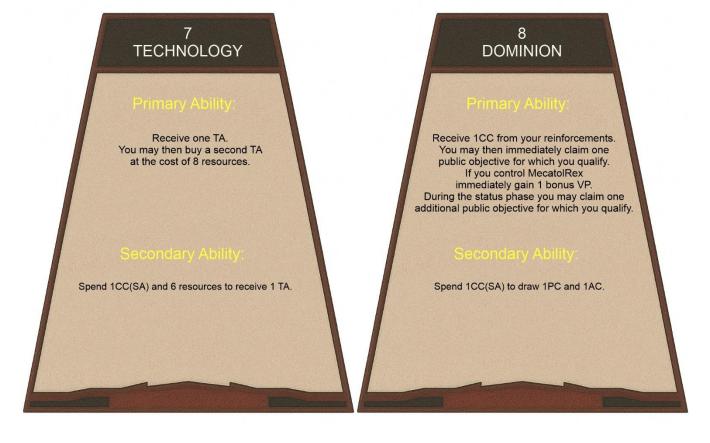
4 PRODUCTION

Primary Ability:

Immediately build units in on of your
systems containing one or more friendly
space docks, receiving 2 additional
resources with which to build,
even if you have activated this system already.
Building units here does not activate the system.

Secondary Ability:

Spend 1CC(SA) to immediately build up to 3 units
in one of your systems containing one of more friendly
space docks even if you have activated this system already.
Building units here does not activate the system.

CC Command Counter	**VoC** Voice of Council	**AC** Action Card
SA Strategy Allocation	**SC** Strategic Card	**TG** Trade Good
PC Political Card	**PB** Power Broker Token	**TA** Technology Advance

5
TRADE IV

Primary Ability:

Immediately receive 1 bonus TG,
then receive 1 bonus TG for each of your
Trade Agreements still in place
from the previous game round,
you must approve all new Trade Agreements.

Secondary Ability:

Spend 1CC(SA) area to break a Trade Agreement
between any two other players and receive 1TG.

6
WARFARE

Primary Ability:

Immediately retrieve one
of your CC from the board
and place it back in your command pool.

Secondary Ability:

Spend one 1CC(SA)
to choose one or two of your Destroyer/Cruiser units
anywhere on the board. Each unit may now move
to an adjacent empty (non-Home) system.
Then place 1CC (reinforcements) in each destination system.

7
TECHNOLOGY

Primary Ability:

Receive one TA.
You may then buy a second TA
at the cost of 8 resources.

Secondary Ability:

Spend 1CC(SA) and 6 resources to receive 1 TA.

8
DOMINION

Primary Ability:

Receive 1CC from your reinforcements.
You may then immediately claim one
public objective for which you qualify.
If you control MecatolRex
immediately gain 1 bonus VP.
During the status phase you may claim one
additional public objective for which you qualify.

Secondary Ability:

Spend 1CC(SA) to draw 1PC and 1AC.

CC Command Counter   **VoC** Voice of Council   **AC** Action Card
SA Strategy Allocation   **SC** Strategic Card   **TG** Trade Good
PC Political Card   **PB** Power Broker Token   **TA** Technology Advance

6
WARFARE II

Primary Ability:

Place the HighAlertToken in a system.
Your ships in the system with the token gain
+1 movement and +1 on all combat rolls.
If you move any ships from this system,
you may move the token with them.
Remove the token from the board
at the start of the next status phase.

Secondary Ability:

Spend 1CC(SA)
to move up to two of your ships
from unactivated systems into
any adjacent systems you control.
This does not activate the destination system(s).

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