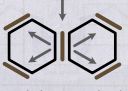
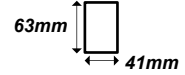


<p>LAW</p> <p>Academic Freedom <i>"We should leap and soar into the future, not painstakingly recreate and maintain the past forever."</i></p> <p>For: Artifacts let their controller skip a Technology of the corresponding color when checking for Technology prerequisites. The Eureka ability of Scientist Leaders no longer requires exhausting the planet.</p> <p>Against: Each player, except the one with the most votes <i>Against</i>, loses a Technology.</p>	<p>Aggressive Strategy <i>"We must show vision and determination to the very end."</i></p> <p>For: In rotation order, players may immediately execute the secondary abilities of their respective Strategy Cards (in any order if they have more than one), without spending Command Counters.</p> <p>Against: This round, no player may execute the secondary ability of any Strategy Card.</p>	<p>Amnesty for the Fallen <i>"Will we extend our hand to those who have fallen?"</i></p> <p>For: The player with the least Victory Points* may either gain 4 Trade Goods or claim a Stage I Public Objective for which they qualify.</p> <p>Against: This round, that player gains the following effect: Players conducting a hostile action against you must exhaust or lose control of a planet.</p> <p><small>*Speaker breaks ties as usual</small></p>	<p>An Aeon of Legend <i>"This is a time for heroes. Let the glory of our great leaders guide us today and inspire us for generations to come."</i></p> <p>For: This round and the next, each Leader now has the abilities of all Leader types.</p> <p>Against: Each player may either make a Fate Roll for each of their Leaders in captivity, or put a friendly Leader that was killed back into play at a friendly planet.</p>	<p>Ancient Artifact <i>"Shall we activate it? It may bring reward or great peril."</i></p> <p>For: Roll a die. On 1 to 5, all units in the Mecatol Rex system are destroyed, Mecatol Rex turns neutral, and each fleet and planet in an adjacent system sustains two combat rolls with combat value of 5 (hits are treated as bombardment hits against the planet). On 6 to 10, each player gains two Technologies* for which they have the pre-requisites.</p> <p>Against: Discard this card.</p> <p><small>*Sequentially, i.e., one may serve as prerequisite for the other.</small></p>	<p>Anti-Piracy Task Force <i>"No empire worthy of its name will cede its lanes and districts to pirates. Let these proud ships from now on sail under the joint protection initiative."</i></p> <p>For: Each player must scuttle 2 of their non-Fighter ships and half of their Fighters (round down).</p> <p>Against: Remove Trade Goods from all Trade Agreements and Trade Goods Areas until none of them have more than 1.</p>	<p>Archived Secret <i>"What's hidden in these files is probably one of the best kept secrets in all of the galaxy. And they will explain so much..."</i></p> <p>Elect Player</p> <p>The elected player may draw a Secret Objective Card. They may claim it in addition to their starting Secret Objective, but not in the same round.</p> <p><small>When an effect affects their Secret Objective in hand and they have 2 in hand, they choose which one it affects.</small></p>	<p>LAW</p> <p>Armor Forge World <i>"The fiercest heat, to forge the hardest steel. May these engines of destruction reign supreme on the battlefield."</i></p> <p>Elect Planet</p> <p>The elected planet has the following refresh ability: <i>Place 1 Armor there.</i></p> <p><small>Note: A planet with two or more refresh abilities may only use one per forfeited refresh.</small></p>	<p>Arms Reduction <i>"What do you seek? To feed the coffers of the dealers in death?"</i></p> <p>For: Exhaust all Space Docks. Fleets with more than 10 ships or more than 15 resources worth of non-Fighter ships must be reduced to these limits. Armies with more than 8 ground units must be reduced to that limit.</p> <p>Against: Exhaust planets with a red technology specialty.</p>
<p>Arsenal Upgrade <i>"We cannot win a war with sticks and stones. Our brave soldiers deserve top of the line military hardware."</i></p> <p>For: Each player who voted <i>For</i> may, up to 2 times, replace 2 of their Ground Forces/Shock Troops (or mix) on a planet or ship with an Armor.</p> <p>Against: Each player who voted <i>Against</i> may, up to 2 times, replace 2 of their Fighters/Destroyers (or mix) in the same system with a Cruiser.</p>	<p>Artificial Asteroid Clusters <i>"Well placed detonations can split matters in easily processable chunks, perfect to give a second-wind to the mining industry of these sectors."</i></p> <p>Elect a Border*</p> <p>Place an Asteroid Belt token on the elected border, as well as on the borders indicated by this diagram.</p>  <p><small>*Wormholes are not borders</small></p>	<p>LAW</p> <p>Automated Production <i>"These are standardized templates and procedures anyway. We can safely remove the human element from our production lines, alongside all of its... complications."</i></p> <p>For: At the end of the Action Phase, in rotation order, players may produce units with their unactivated Space Docks.</p> <p>Against: Exhaust all Space Docks.</p>	<p>LAW</p> <p>Bellum Gloriosum <i>"The path to greatness has for too long been clouded by passivism and cowardice."</i></p> <p>For: Whenever a player participates in a Space Battle or Invasion Combat, they gain 1 Trade Good.</p> <p>Against: Players remove their flags from all Public Objectives that are not about having Technologies, but retain the associated Victory Points. They may claim these objectives again normally.</p>	<p>LAW</p> <p>Black Site Cloning Facility <i>"Rumor has it that a secret black site is operating forbidden cloning pods dating all the way back to the Mahact period."</i></p> <p>Elect Planet (non-Home System)</p> <p>The elected planet has the following refresh ability: <i>Receive 4 Ground Forces on the planet.</i></p> <p>The player controlling the elected planet has -5 votes, unless they are the Yin.</p>	<p>LAW</p> <p>Build Fuel Relay <i>"Building a new fuel relay is not a question of if, but when. The future of our fleet operations depends on it."</i></p> <p>Elect System</p> <p>Every player gains 2 Fleet Supply in the elected system and all its adjoining systems</p>	<p>LAW</p> <p>Build Monument <i>"This place will be treasured and revered to the end of time..."</i></p> <p>Elect Planet (non-Home System)</p> <p>Upon resolution, place a Colony on the elected planet.</p> <p>The player controlling this planet gains 1 Victory Point (but loses it if they lose control of the planet).</p>	<p>LAW</p> <p>Burden of Responsibility <i>"Heavy is the task that befalls the first among equals."</i></p> <p>For: After a player acquires the Speaker token (even if they already had it), they exhaust 2 planets.</p> <p>Against: Flip the Rotation Cyclor.</p>	<p>Centrillic Gas Harvest Enterprise <i>"We've discovered this gas to be as profitable as it is unstable..."</i></p> <p>For: Place 5 Trade Goods in every Nebula and Ion Storm, working as follows: At the start of each Status Phase, each non-Fighter ship in their systems may roll a die (rolls are simultaneous). - 6 to 10: collect one of the Trade Goods in the system - 1 to 2: assign a hit to a non-Fighter ship of the fleet.</p> <p>Against: Players activate from reinforcement their fleets in Nebulae and Ion Storms.</p>
<p>LAW</p> <p>Checks and Balances <i>"Never again must the morally degenerated actions of individuals threaten the stability of the galaxy..."</i></p> <p>For: Picking Strategy Cards is done in the order of highest to lowest total influence (including from exhausted planets). When picking a Strategy Card, it may be given to another player*.</p> <p>Against: All Strategy Cards are exhausted (turned inactive) without being executed.</p> <p><small>*All players must end up with the correct number of Strategy Cards.</small></p>	<p>LAW</p> <p>Civilian Militia <i>"It is only natural to let citizens defend themselves when their home are under threat."</i></p> <p>For: Whenever a player lands on an enemy planet containing no ground units, the defending player receives a Ground Force there.</p> <p>Against: This round, whenever a player lands units on an enemy planet, they receive a Ground Force in the landing army.</p>	<p>LAW</p> <p>Class Struggle <i>"Equality between races cannot end with money. But it can start with it."</i></p> <p>For: All Trade Agreements have a value of 2. Upon resolution, empty open Trade Agreements then place 2 Trade Goods on each*.</p> <p>Against: Redistribute all Trade Goods equally among players. Discard any excess.</p> <p><small>*Does not trigger effects based on adding Trade Goods to Trade Agreements.</small></p>	<p>LAW</p> <p>Close Quarters Doctrine <i>"Military technology has gotten us as far as it could. We need to reshape the way our warriors and strategists think, to throw away our timorous and over-cautious martial culture."</i></p> <p>For: All combat rolls receive +1.</p> <p>Against: This round, all combat rolls receive -1.</p>	<p>LAW</p> <p>Closing the Wormholes <i>"There are demons in there! Extradimensional horrors that devour vessel and soul!"</i></p> <p>For: Ships may not move through wormholes, unless they start their movement on the entry wormhole and end it at the exit wormhole. Wormholes may not be used during secondary of Warfare.</p> <p>Against: Players scuttle 1 friendly non-Fighter ship from each system with wormholes.</p>	<p>LAW</p> <p>Code of Honor <i>"If we must have war, let's fight it as our exalted ancestors did..."</i></p> <p>For: Fleets may not retreat during the first combat round. Each combat round (Space Battle and Invasion Combat), the side with the most combat dice may not roll more than the other (but may choose which ones to roll).</p> <p>Against: This round, retreats do not cost Command Counters.</p>	<p>Colonial Redistribution <i>"Inequality is immorality! Let this remind them that we won't cower under the threat of tyranny..."</i></p> <p>For: The player(s) with the most non-Home System planets must choose one and destroy all units there (Leaders escape). The player with the fewest non-Home System planets receives two Ground Forces on each of the affected planets and takes control of them.</p> <p>Against: Discard this card.</p>	<p>LAW</p> <p>Colonization Licensing <i>"Do you have any idea of the paperwork involved in conquering a civilization?"</i></p> <p>For: Players may not land on a neutral planet unless they spend influence at least equal to the resource value of the planet.</p> <p>Against: Players exhaust 1 planet for every 3 planets they control outside their Home Systems (round down).</p>	<p>LAW</p> <p>Commercial Tax Incentives <i>"A well-timed tax cut can supercharge commerce. Trade stations are buzzing with activity..."</i></p> <p>For: Trade Stations replace their standard Refresh ability with: <i>Gain 4 Trade Goods.</i></p> <p>Against: Place a Space Pirates Domain Counter in the space area of each system with a Trade Station. They get resolved now if ships are present. After that, Trade Stations without ships present turn neutral.</p>
<p>LAW</p> <p>Common Practice <i>"Some of these rules and regulations are waste of paper, and others are rendered irrelevant without proper enforcement..."</i></p> <p>For: After each round, discard all Laws with hit counters, then place a hit counter on all Laws except this one. Players may exhaust a friendly planet of influence at least 2 during their actions to remove a hit counter from a Law.</p> <p>Against: The player with the most planets outside his Home System may discard an active Law.</p>	<p>Compensated Decommissioning <i>"They call it defense, but we see it for what it truly is! They must adhere to directives without delay, and we shall have to provide incentives if need be..."</i></p> <p>Elect Fleet</p> <p>The owner of the elected fleet must remove half the number (round down) of each ship type in the fleet (including Fighters). The owner gains Trade Goods equal to the total resource value of all the removed non-Fighter ships.</p>	<p>Compensated Disarmament <i>"War must be avoided at all costs, and cost it will!"</i></p> <p>Special: When revealed, recycle this card if this is the first round.</p> <p>Elect Planet</p> <p>Destroy all ground units on the elected planet, but its controller receives 1 Trade Goods per destroyed unit and retains control of the planet.</p>	<p>Conscription Campaign <i>"We must make an appeal to local populaces for military aid..."</i></p> <p>For: Players who voted <i>For</i> may now purchase Ground Forces for the cost of 1 influence apiece and place them on planets they control. No more than 3 Ground Forces may be placed on the same planet.</p> <p>Against: Everyone that voted <i>For</i> this agenda must exhaust a planet.</p>	<p>LAW</p> <p>Conventions of War <i>"We cannot allow the economic cornerstones of our galaxy to be targets of warfare..."</i></p> <p>For: Players may not bombard planets that contain Space Docks.</p> <p>Against: Players who voted <i>Against</i> exhaust one of their Space Docks outside their Home System.</p>	<p>LAW</p> <p>Core Stability <i>"National policies and agendas must be far more transparent!"</i></p> <p>For: In the Status Phase, all Action Cards are drawn face up on the table. In order from highest to lowest total influence* players choose their Action Cards from these.</p> <p>Against: No Action Cards are drawn in the next Status Phase.</p> <p><small>*Including exhausted planets. Speaker breaks ties.</small></p>	<p>LAW</p> <p>Corrupt Empire <i>"They must be hunted down and brought to justice..."</i></p> <p>Elect Player</p> <p>The first player whose units destroy a Space Dock belonging to the elected player receives 1 Victory Point. Then discard this card.</p>	<p>LAW</p> <p>Corrupt Leaders <i>"Their guild, once noble and a force of progress, has now devolved into a cesspool of debauchery and back-alley deals. We must set an example..."</i></p> <p>Elect Leader type</p> <p>When a player kills* an enemy Leader of the elected type, they gain 1 Victory Point. Discard this card at the end of the first round in which it happens. No player may gain more than 1 Victory Point from this card.</p> <p><small>*As a result of Space Battle, Invasion Combat, Bombardment, Planetary Landing or execution</small></p>	<p>Cost Overruns <i>"I don't care how you do it, just get the budget under control!"</i></p> <p>For: In the Refresh Planet step of the next Status Phase, players must spend 1 Trade Good (from their race sheet or Trade Agreements) for each of their non-Home System planets. They must forfeit the refresh and remove a ground unit from each planet they cannot pay for.</p> <p>Against: Every player but the one with the most votes <i>Against</i> this agenda lose 2 Trade Goods.</p>



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Backside 1/7



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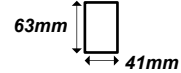
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<p>LAW</p> <p>Council Elder <i>"Sometimes we reach an impasse of negotiations and we cannot agree. Then the wisest of us must make a decision of all."</i></p> <p>Elect Player The elected player may discard this card after an "Elect" agenda is chosen* for voting. Only the elected player's votes are counted for this agenda.</p> <p><small>*Not Voice of the Council</small></p>	<p>LAW</p> <p>Council Investigation <i>"The council believes some of its members have hidden agendas that threaten its security. We must get to the bottom of it."</i></p> <p>Place votes on a Player with a hidden Secret Objective Each player that received votes must either reveal their Secret Objective or spend as many influence as the votes they received minus the votes they placed on this card.</p>	<p>LAW</p> <p>Council Mandate <i>"Your mandate is clear: redefine what it means to serve with honor."</i></p> <p>Elect Player The elected player may claim a Public Objective for which they qualify.</p>	<p>LAW</p> <p>Council Precept <i>"They need more freedom to act without being undermined by petty quarrels and bureaucracy!"</i></p> <p>For: Give this card to the player with most votes <i>For</i> this agenda. As an action, they may discard it to play a Political Card from their hand and choose the outcome (treat as 10 votes).</p> <p>Against: The player with the most votes <i>Against</i> this agenda becomes Speaker. This round, the Secondary Ability of the Assembly Strategy Card may not be executed.</p>	<p>LAW</p> <p>Critical Supply Measures <i>"Regional agricultural centers are becoming increasingly powerless to feed such armies!"</i></p> <p>For: Whenever players have more ground units on a planet than the number of Command Counters in their Fleet Supply, they must remove their excess ground units.</p> <p>Against: Players remove half (round down) of their ground units on each planet.</p>	<p>LAW</p> <p>Crowded Quarters <i>"With the right discipline, you can fit so many more recruits in the same tight space for transit. More bodies for the grinder."</i></p> <p>For: Ground Forces take up half the normal carrying capacity, but receive -1 to combat rolls. Letnev ignores the penalty.</p> <p>Against: This round, the Ground Forces of players who voted <i>Against</i> receive +1 to their combat rolls.</p>	<p>LAW</p> <p>Crown of Thalnos <i>"The masses bowed in awe before the ancient and mythical symbol of power..."</i></p> <p>Elect Player The elected player's ground units receive +2 to their combat rolls when attacking and +1 when defending. Starting next round, discard this card at the end of any round in which the elected player did not conduct an Invasion Combat as the attacker.</p>	<p>LAW</p> <p>Cruiser Forge World <i>"The harshest cold, to forge the swiftest drives. May these nimble vessels dart and dance on the battlefield."</i></p> <p>Elect Planet The elected planet has the following refresh ability: <i>Place 1 Cruiser in the system (if not blockaded).</i></p> <p><small>Note: A planet with two or more refresh abilities may only use one per forfeited refresh.</small></p>	<p>LAW</p> <p>Defensive Mobilizations <i>"We must forfeit this foolish venture and bring the men home."</i></p> <p>For: All players may, in rotation order, conduct a free Tactical Action in their Home System (even if already activated, but then exhaust Space Docks there). In the movement step, all ships, ground units and PDSs (even in activated systems,) gain movement range to their respective Home Systems.</p> <p>Against: Exhaust Home System planets.</p>
<p>LAW</p> <p>Demilitarized Zone <i>"In the wake of the horrendous battle of Vega, the races have set out to take pre-emptive measures to prevent another bloodbath."</i></p> <p>Elect System* The elected system cannot contain units or Leaders (but can be moved through). Upon resolution, space Artifacts there turn neutral and players move their units/Leaders there to friendly fleets and (unblockaded) planets. Systems receiving units are activated from reinforcement.</p> <p><small>*Not Home System or Mecatol Rex</small></p>	<p>LAW</p> <p>Desperate Measures <i>"We have a critical plight on our hands and must do whatever it takes to resolve the situation."</i></p> <p>Elect (non-Home) System Remove all Command Counters from the elected system, and exhaust planets and Space Docks there.</p>	<p>LAW</p> <p>Diplomatic Conference <i>"We need to cease hostilities temporarily and open negotiations in good faith."</i></p> <p>For: For the rest of the round, no player may invade or bombard planets controlled by those who voted <i>For</i> this agenda, and those players may not invade or bombard enemy planets.</p> <p>Against: This round, players who voted <i>Against</i> this agenda gain +1 to combat rolls when attacking players who voted <i>For</i> this agenda.</p> <p><small>Special: After agendas are chosen, Xxcha may prevent one player from voting on this agenda.</small></p>	<p>LAW</p> <p>Diplomatic Mobility <i>"Let none hinder the business of the galaxy's greatest."</i></p> <p>For: After their actions, players may move one of their non-captive Leaders to any friendly planet or ship.</p> <p>Against: Every player who voted <i>For</i> must give one of their non-captive Leaders to a player who voted <i>Against</i>, that player places it as captive on one of their non-Home System planets.</p>	<p>LAW</p> <p>Diplomatic Protection <i>"Be watchful of your actions. Should anything befall us at this time, it would surely lead to your own demise."</i></p> <p>Elect Player Next round, no player may land units on or bombard planets of the elected player.</p>	<p>LAW</p> <p>Diversified Income <i>"We must not repeat the mistakes of the Lazax. The new empire will show resilience through balance and diversity."</i></p> <p>For: Only one planet per system (except Home Systems) may be refreshed at any one time. Each Strategy Phase, each player receives one Trade Good for each type of Technology Specialty they control.</p> <p>Against: Players discard all their Trade Goods.</p>	<p>LAW</p> <p>Documenting Research <i>"We encourage you all to share your findings with your peers."</i></p> <p>For: When purchasing a Technology, its costs is 0 if it was acquired by the active player earlier in the same action.</p> <p>Against: Exhaust planets with Technology Specialties.</p>	<p>LAW</p> <p>Dominion Disputes <i>"If they will not acknowledge and respect our sovereignty, we need to demonstrate power."</i></p> <p>For: Players may receive 2 Ground Forces and a PDS on each planet they control that is closer to* an enemy Home System than to their own.</p> <p>Against: Refresh these planets and place 1 Natural Wealth on each of them.</p> <p><small>*Including shortest route ignoring unstable wormholes.</small></p>	<p>LAW</p> <p>Duranium Armor <i>"This newly discovered and invented super alloy will make wonders for spatial warfare!"</i></p> <p>For: Units no longer lose combat dice when using the sustain damage ability.</p> <p>Against: Repair all damaged units.</p>
<p>LAW</p> <p>Economic Revitalization <i>"How can we call ourselves civilized while allowing our brothers' children to starve?"</i></p> <p>Elect Player Each player must give 1 Trade Good to the elected player, who may also add 1 Trade Good to each of their active Trade Agreements.</p>	<p>LAW</p> <p>Egalitarianism <i>"Every star system sings in harmony. Each voice carries the same weight. Each vote bears equal significance."</i></p> <p>For: When voting, players have as many votes as the number of agendas being voted on*.</p> <p>Against: At the end of this action, the player with the most votes <i>For</i> chooses an active Law or Voice of the Council (that was not just voted on). Conduct a vote on it, where every player has 1 vote*.</p> <p><small>*Action Cards still work, but no other effect affecting vote counts do</small></p>	<p>LAW</p> <p>Embassy Downsizing <i>"The outrageous expenses report from the diplomatic department was the final straw. Budget cuts are imminent."</i></p> <p>For: The Objection ability of Diplomats costs 3 influence to cancel (instead of 6).</p> <p>Against: Players must return their Diplomat Leaders to a friendly planet in their Home System (if they control one).</p>	<p>LAW</p> <p>Emergency Executive Power <i>"I believe the absolute urgency of the matter requires taking shortcuts with regards to the normal procedure."</i></p> <p>Elect Player Upon resolution, the elected player discards a Command Counter from Command Pool. Before the Strategy Cards Pick step of the Strategy Phase, the elected player may discard this card to pick a Strategy Card immediately, which replaces the last pick they would have made.</p>	<p>LAW</p> <p>Emperor <i>"It is time for us to determine who shall lead us into a new age of prosperity."</i></p> <p>Elect Player The elected player has 2 more Victory Points.</p>	<p>LAW</p> <p>Enemy of the Throne <i>"Punishment! There must be punishment for this treachery and insubordination!"</i></p> <p>Elect Player The first player to win a Space Battle as the attacker against the elected player gains 2 Trade Goods, 1 Command Counter, and 1 Action Card. Then discard this card.</p>	<p>LAW</p> <p>Enforcer <i>"We need someone strong and resourceful to take control of this situation. The cost is irrelevant, just make it happen!"</i></p> <p>Elect Player The elected player may, after the current action, perform two consecutive Tactical Actions from reinforcements instead of Command Pool.</p>	<p>LAW</p> <p>Enshrine Achievement <i>"The mundane shall be barred from marring this prestigious deed."</i></p> <p>Elect Stage 1 Public Objective The elected objective cannot be claimed (players who already claimed it keep the Victory Points).</p>	<p>LAW</p> <p>Equal Threat <i>"Perhaps tasting your own medicine will provide perspective."</i></p> <p>Elect Pair of Players Each elected player must give their unclaimed Secret Objective (if they have one) to the other elected player.</p>
<p>LAW</p> <p>Extensive Logistics Redesign Initiative <i>"In hindsight, there are so many things we could have designed better; like modular solutions, optimized and streamlined."</i></p> <p>For: There are no longer different types of capacity; Fighter capacity and Ground Force capacity become regular capacity.</p> <p>Against: This round, no cargo may be picked up (except Leaders).</p>	<p>LAW</p> <p>Fighter Tax <i>"In this time of war, let us not forget to fill the pockets of our providers."</i></p> <p>For: Fighters cost 1 resource each.</p> <p>Against: Players must scuttle or pay the resource price of every Fighter they control beyond the first 10.</p>	<p>LAW</p> <p>Flawed Planning <i>"Our sharpest analysts and wisest minds could not foresee this development. The fog of war is growing ever denser."</i></p> <p>For: Each player shuffles their unclaimed Secret Objective into the deck. Each player draws a Secret Objective (even if they already claimed one).</p> <p>Against: Each player that has claimed their Secret Objective gains 1 Victory Point.</p>	<p>LAW</p> <p>Fleet Regulations <i>"Fleets of such enormous sizes are only meant for one thing. It's long overdue we cut the economic veins fuelling them."</i></p> <p>For: At the end of the Status Phase, players must spend 1 resource for each Command Counter in their Fleet Supply above 4 (or lose the excess).</p> <p>Against: Each player receives a Command Counter in their Fleet Supply.</p>	<p>LAW</p> <p>Fleet Restrictions <i>"The lobbyist have requested what will be more profitable for the spacing industry."</i></p> <p>For: Fleets may not contain more than 3 of a single ship type (including Fighters).</p> <p>Against: For each system a player has with more than 3 ships of the same type, the owner must pay 1 Trade Good or destroy all excess ships.</p>	<p>LAW</p> <p>Forbidden Research <i>"There are some mysteries that science should not unravel. And when we say should not, we mean will not."</i></p> <p>Elect Technology color Technology of the elected color may not be acquired.</p>	<p>LAW</p> <p>Force Economic Independence <i>"Their profitable trade is the source of this unfortunate and growing military alliance. It's time they support themselves!"</i></p> <p>Elect Pair of Players The elected players cannot have Trade Agreements with each other while this Law is in play. If they have a Trade Agreement already, it is broken. You can place flags of the elected player here as a reminder.</p>	<p>LAW</p> <p>Fortress Citadel <i>"The famous defenses of Crilith are known for their massive ion cannon, and their reputation of never having been conquered."</i></p> <p>Elect Planet with red Technology Specialty The elected planet is immune to bombardment. Once per round, before their action, its owner may inflict a hit on an enemy ship of their choice in this system or an adjoining one.</p>	<p>LAW</p> <p>Free Trade <i>"Let the shields open, and let all races embrace trade, for it is the wheel of wealth!"</i></p> <p>For: When the Trade Strategy Card is played, players may either use the Secondary Ability without spending a Command Counter, or place 1 extra Trade Good on each of their active Trade Agreements.</p> <p>Against: All players lose 2 Trade Goods.</p>




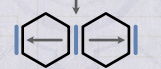
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Backside 2/7



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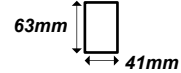
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<p>LAW</p> <p>Freedom of Information Act <i>"Scheming and treachery will no longer be tolerated among us."</i></p> <p>For: At the start of their actions, players may discard an Action Card to look at the Action Cards of another player. Yssaril may keep 1 card secret when subject to this effect.</p> <p>Against: The player(s) with the fewest Action Cards draw an Action Card.</p>	<p>LAW</p> <p>Frontier Industrialization Initiative <i>"The backwaters of the galaxy must be elevated to more modern standards!"</i></p> <p>For: Place a Refinery on every player-controlled planet whose resource and influence values are both 1 or less.</p> <p>Against: Exhaust all planets whose resource and influence values are both 1 or less.</p>	<p>LAW</p> <p>Fund Mega University <i>"This is the exemplary world where brilliant minds will unravel the mysteries and illuminate the path to the next glorious aeon."</i></p> <p>Elect (non-Home System) Planet</p> <p>This planet always yields votes, even if exhausted, and has one additional Technology Speciality of each of the four colors.</p> 	<p>LAW</p> <p>Galactic Republic <i>"The smaller worlds demand their voices be heard!"</i></p> <p>For: Each refreshed planet provides exactly 1 vote. Exhausted planets with effects allowing them to provide votes also provide exactly 1 vote.</p> <p>Against: Exhaust every planet with an influence value of 0.</p>	<p>LAW</p> <p>Galaxy-wide Financial Collapse <i>"Enforce the tax. Take control of or bail out central institutions. Seize or print new fundings. Do anything necessary to get us out of this death spiral."</i></p> <p>For: Exhaust all planets. This round, no Secondary Abilities may be used (including by the holder of the Strategy Card).</p> <p>Against: Skip the refresh planets step of the next Status Phase.</p>	<p>LAW</p> <p>Glory of the Empire <i>"The pride and glory of our race has been the center of our accomplishments."</i></p> <p>For: From now on, claiming a Secret Objective is worth 1 additional Victory Point.</p> <p>Against: Players who already claimed their Secret Objective gain 1 Victory Point.</p>	<p>LAW</p> <p>Grand Accusation <i>"Without proof but with our honor at stake we are forced to expose such wretched schemes before the council."</i></p> <p>Elect Player</p> <p>In what follows, "the accuser" refers to the player with the most votes for the elected player.</p> <p>The elected player discards all their Action and Political Cards. The elected player may look at the Action Cards of the accuser and discard one. Players who voted for the accuser draw an Action Card.</p>	<p>LAW</p> <p>Harmonious Societies <i>"With shared dreams and harmonious hearts, dilemmas turn into melodies."</i></p> <p>For: Using the refresh ability of a planet does not require forfeiting the refresh of that planet.</p> <p>Against: Players may use the refresh abilities of their planets now (at no cost).</p>	<p>LAW</p> <p>Herald of the Empire <i>"This will remind them that no one is above the council's will or beyond its reach. Behold; the reconstruction of the Cerberus!"</i></p> <p>Elect Dreadnought</p> <p>The elected Dreadnought has: - 1 extra sustain damage - +2 capacity - a base movement value of 2 (that cannot be improved by the Astrogation ability of Admirals).</p> <p>During each Status Phase, its owner may place 1 Shock Troop on this ship.</p>
<p>LAW</p> <p>Holder of Mecatol Rex <i>"To the Holder be all future and present glory..."</i></p> <p>For: The player who controls Mecatol Rex may either discard a Law in effect, or play a Political Card from their hand and choose the outcome (count as 10 votes).</p> <p>Against: The player who controls Mecatol Rex may receive 1 Armor or 1 PDS on it.</p>	<p>LAW</p> <p>Holistic Strategy <i>"Right now we cannot afford to neglect any sector!"</i></p> <p>For: After all players have picked their Strategy Cards but before Bonus Counters are placed, the Speaker gives an unpicked Strategy Card to an opponent, who loses a Command Counter from Command Pool if able.</p> <p>Against: Double the number of Bonus Counters on Strategy Cards*.</p> <p><small>*This does trigger the Special Ability of the Bureaucracy Strategy Card</small></p>	<p>LAW</p> <p>Holy Planet of Ixth <i>"I saw the splendid ruins there and I was struck by a great tranquility and wonder!"</i></p> <p>Elect (non-Home System) Planet</p> <p>This planet provides votes even when exhausted. The planet (and units on it) may not produce units, and may not use refresh abilities.</p>	<p>LAW</p> <p>Hope's End Training Ground <i>"This is the perfect time to intensify the training of our most hardened warriors."</i></p> <p><small>Special: Recycle this card if the Hope's End system is not in play.</small></p> <p>For: The player controlling Hope's End may receive 1 Ground Force and 2 Shock Troops there.</p> <p>Against: Refresh Hope's End.</p>	<p>LAW</p> <p>Humane Labor <i>"The conditions are deplorable and they are dying like flies! Our great civilizations will not be built upon broken backs."</i></p> <p>For: When producing units, the total production capacity available is halved (round up)*.</p> <p>Against: This round, Space Docks may not produce units.</p> <p><small>*No effect on the Secondary Ability of the Production Strategy Card.</small></p>	<p>LAW</p> <p>Hylar Mind Meld <i>"Fractal-dimensional what? Ah! A soul link! Sure, sounds promising."</i></p> <p>For: The non-captive Leaders of a player have all the abilities of other Leaders they control (including captives). When a Leader makes a Fate Roll (or is captured by an Agent), its controller must roll a die and kill one of their Leaders (or captives) on a result of 6+.</p> <p>Against: All captives are killed.</p>	<p>LAW</p> <p>Imperial Containment <i>"We shall not bow to the tyranny of the strong!"</i></p> <p>For: This round, to conduct a Tactical Action, players must spend an additional Command Counter from Command Pool if no other player controls more planets outside their Home System than they do.</p> <p>Against: The player(s) with the least planets outside their Home System gain a Command Counter.</p>	<p>LAW</p> <p>Imperial Mandate <i>"We must not allow the galaxy to descend further into war. The empire must be reestablished as soon as possible!"</i></p> <p>For: Each player gains 1 Victory Point.</p> <p>Against: The player(s) with the most Victory Points gain(s) 2 Command Counter.</p>	<p>LAW</p> <p>Imperial Peace <i>"We must have at least one place of peace in a burning galaxy."</i></p> <p>For: Players may not bombard Mecatol Rex, and may not land units there if that would lead to an Invasion Combat.</p> <p>Against: This round, players may not land units on neutral or enemy planets, except Mecatol Rex.</p>
<p>LAW</p> <p>Incentive Program <i>"Fools! When will you realize that none of that matters. We need to focus on the true problem!"</i></p> <p>Elect Public Objective</p> <p>The elected objective is worth 1 more Victory Point (this also affects players who already claimed it).</p>	<p>LAW</p> <p>Industrial Citadel <i>"The famous shipyards of Capella are known for their thorough integration with the local economies."</i></p> <p>Elect Planet with yellow Technology Specialty</p> <p>Upon resolution, the owner of the elected planet receives an exhausted Space Dock there. The elected planet (and units on it) may only produce ships, but may place them in a single adjoining system devoid of enemy ships (activate it from reinforcement).</p>	<p>LAW</p> <p>Industrial Hub Fortifications <i>"We cannot leave the hearts of our industry defenseless!"</i></p> <p>For: Space Docks gain all the abilities of PDS (and may use these as if they were PDS).</p> <p>Against: Refresh all exhausted Space Docks.</p>	<p>LAW</p> <p>Industrial Lobby <i>"We cannot risk the ramifications that could ensue if the corporations follow through on their threats."</i></p> <p>For: During Assembly, after votes are revealed, players may spend resources to place one additional vote per resource spent (players may continue to spend resources this way in no particular order).</p> <p>Against: Refresh all Non-Home System planets with influence value higher than resource value.</p>	<p>LAW</p> <p>Industrial Mandate <i>"Your mandate is clear: ensure the gears of industry never stop turning."</i></p> <p>Elect Player</p> <p>The elected player chooses a system and may produce units with their Space Docks there.</p>	<p>LAW</p> <p>Infinite War <i>"Endless war under cosmic light, Galaxies aflame in the night. Yet from struggle, sparks ignite. New ideas born from the fight."</i></p> <p>For: Players may perform Tactical Actions in activated systems, but doing so skips the Produce Units step, and ships in the active system may not move (during the movement step).</p> <p>Against: This round, players who voted <i>Against</i> may not conduct hostile acts and all players skip the Produce Units step of their Tactical Actions.</p>	<p>LAW</p> <p>Infrastructure Dividends <i>"Our investments should pay off. It is only natural that money generates more money."</i></p> <p>For: Place 2 Natural Wealth on every planet with a Facility.</p> <p>Against: Each player removes a Facility from one of their planets.</p>	<p>LAW</p> <p>Intergalactic Commerce <i>"Therein lies the doorway to new vast oceans of stars, and ports of great riches."</i></p> <p>For: Players gain 3 Trade Goods per system they control with wormholes*.</p> <p>Add 1 Trade Good to all active Trade Agreements.</p> <p>Against: Each active Trade Agreements loses 3 Trade Goods.</p> <p><small>*Including unstable wormholes, but excluding D-wormholes.</small></p>	<p>LAW</p> <p>Interstellar Arms Dealers <i>"Selling powerful weaponry to enemies is an outstanding display of recklessness and greed!"</i></p> <p>For: Each player may pay 2 resources to receive up to 2 Destroyers and 1 Cruiser in systems containing friendly planets or units (but no enemy ships).</p> <p>Against: This round, the cost of all non-Fighter ships is increased by 1 resource.</p>
<p>LAW</p> <p>Interstellar Firewall <i>"The free flow of information is undermining the stability of the Empire!"</i></p> <p>For: Players must pay 1 Influence in order to play an Action Card.</p> <p>Against: Each players draw Action Cards until they have 5 in hand.</p>	<p>LAW</p> <p>Interstellar Highway <i>"This infrastructure will massively increase the throughput between the economic centers of the galaxy."</i></p> <p>Elect System</p> <p>Moving through the elected system gives +1 movement.</p> <p><small>Each unit can only be affected once per action.</small></p>	<p>LAW</p> <p>Interstellar Transportation Network <i>"These systems share a long history. An integrated transportation system would benefit all parties."</i></p> <p>Elect pair of adjoining Planetary Systems</p> <p>Ships in these systems may pick up cargo from either system. During Tactical Actions in these systems, units* in the active system may land on planets in either system (in the landing step). Activate the other system from reinforcement if it receives units.</p> <p><small>*Including units on planets, and without the need for a ship to carry them.</small></p>	<p>LAW</p> <p>Investigate Spatial Anomalies <i>"They are like celestial beacons awaiting to guide us through the cosmos and unravel the greatest mysteries."</i></p> <p>For: Ion Storms and Nebulas no longer affect ship movement. Players controlling two or more such systems have 1 discount when purchasing Technology.</p> <p>Against: This round, no Special Systems (red-bordered) may be entered.</p>	<p>LAW</p> <p>Ionic Resonance Barrier <i>"Think of it as a galactic turnstile."</i></p> <p>Elect a Border*</p> <p>Place an Ion Sphere token on the elected border, as well as on the opposite borders of the systems sharing that border.</p>  <p><small>*Wormholes are not borders</small></p>	<p>LAW</p> <p>Labor Force Politics <i>"If the workers are happy, the politicians are happy."</i></p> <p>For: When producing units at a Space Dock, the total resource cost is increased by 1.</p> <p>Against: Each player must exhaust all but one of their Space Docks.</p>	<p>LAW</p> <p>Lead from the Front <i>"Our best and brightest need to lead by example!"</i></p> <p>For: Non-captive Leaders with a Fleet or Army gain Pre-Combat Shot with a combat value of 5. For Fate Rolls, a result of 1 to 7 kills the Leader.</p> <p>Against: All non-captive Leaders must return to a friendly planet or ship in their owner's Home System (if there is one).</p>	<p>LAW</p> <p>Legislative Conference <i>"The time has come to solve the problems of a torn galaxy."</i></p> <p>For: Openly draw as many Political Cards as there are players. Players with votes <i>For</i> (in order from highest to lowest number of votes <i>For</i>) may each play one of them* and choose the outcome (count as 10 votes).</p> <p>Against: Discard this card.</p> <p><small>*Each card may only be played once.</small></p>	<p>LAW</p> <p>Limits to Individual Power <i>"The few shall not be allowed to tyrannize the many!"</i></p> <p>For: The maximum hand-size of Action Cards is reduced to 3 (except for Yssaril where it is reduced to 6).</p> <p>Against: All players must discard Action Cards until they have 3 or fewer.</p>



A3

Backside 3/7



Black bleed around and between cards: 3mm

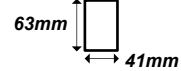
Right and Top margin: 1 cm

<p>LAW</p> <p>Logistical Citadel <i>"The famous spaceport of Andromeda is known for its seemingly limitless capacity and its generous anchorage tax."</i></p> <p>Elect Planet with blue Technology Specialty</p> <p>The owner of the elected planet has its Fleet Supply limit increased by 4 in this system. When activating this system for a Tactical Action, they may use a Command Counter from reinforcement.</p>	<p>LAW</p> <p>Long-Distance Beaming <i>"The concept of distance is about to become something of the past!"</i></p> <p>For: Players may place the ground units, Fighters and PDS produced by their Space Docks directly onto friendly ships anywhere. Doing so activates the ships' systems from reinforcement.</p> <p>Against: Each player activates from reinforcements a friendly unactivated fleet containing one of the above unit types.</p>	<p>LAW</p> <p>Lords of the Aeon Throne <i>"So you claim by force the most sacred place in the galaxy? You wish to rule over Mecatol Rex? There you go, it's yours. May the crown weigh heavily upon your shoulders!"</i></p> <p>For: The player who controls Mecatol Rex gains 1 Victory Point. They must then move all their ships from their Home System to Mecatol Rex (ships in excess of Fleet Supply are destroyed).</p> <p>Against: Exhaust Mecatol Rex.</p>	<p>LAW</p> <p>Lord of the Merchants <i>"Wealth provides you with powerful allies, but sometimes even more powerful enemies."</i></p> <p>Elect Player</p> <p>At the start of every round, the elected player gains 3 Trade Goods. Winning a Space Battle or Invasion Combat against the elected player allows to take 1 of their Trade Goods.</p> <p>Against: Players who voted <i>Against</i> this agenda gain 1 Command Counter.</p>	<p>LAW</p> <p>Mass Mobilization <i>"Twilight has fallen once more. The path ahead leads through fire and ash, in the shadows of our monstrous creations of war."</i></p> <p>For: Each player receives 1 Space Dock, 1 Armor, 1 PDS, 1 Shock Troop and 2 Ground Forces that may be placed on (non-Home System) planets they control, but no more than 2 units per planet.</p> <p>Against: Players who voted <i>Against</i> this agenda gain 1 Command Counter.</p>	<p>LAW</p> <p>Massive Dig <i>"Scientists claim to have found tremendous natural riches near the very core of the planet. The anticipated impact of deep drilling on the local environment and society is clearly exaggerated."</i></p> <p>Elect Planet</p> <p>The elected planet has 0 influence.</p> <p>Upon resolution, place a Refinery and 10 Natural Wealth on the planet. Its controller removes 3 Ground Forces and 1 PDS from it.</p>	<p>LAW</p> <p>Massive Industrial Espionage Scandal <i>"Moles, bribed senators, gruesome assassinations and planet-scale extortion. If this council has any honor, we must not let the culprits get away with it!"</i></p> <p>Special: When revealed, recycle this card if no player has 2 or more Victory Points.</p> <p>For: The player(s) with the most Victory Points loses 1 and gains a Technology held by an opponent (ignore prerequisites).</p> <p>Against: The player(s) with the most Victory Points gains a Technology held by an opponent (ignore prerequisites).</p>	<p>LAW</p> <p>Mechanized Warfare <i>"Infantry is a thing of the past. These machines are truly dreadful marvels to behold."</i></p> <p>For: Armors and PDS now cost 1 resource and 1 production capacity to produce.</p> <p>Against: Players who voted <i>Against</i> this Law may upgrade 2 of their Ground Forces to Shock Troops.</p>	<p>LAW</p> <p>Media War <i>"The chaos erupting on these worlds is the first symptom of information overload."</i></p> <p>For: After votes are revealed, players must exhaust all their planets that provided votes they cast.</p> <p>Against: Players may spend influence to gain 1 Trade Good per influence spent.</p>
<p>LAW</p> <p>Merchant's Code of Honor <i>"Article IV: Let it stand that the esteemed sanctity of trade bars hostilities whose object is the colony of a partner without prior notice."</i></p> <p>For: Players may not invade or bombard planets of players they had a Trade Agreement with at the start of the action.</p> <p>Against: This round, breaking a Trade Agreement via hostile action instead gives the attacker all of the Trade Goods on their Trade Agreement while the defender discards all of theirs.</p>	<p>LAW</p> <p>Mining Operations <i>"A great abundance of precious metals and minerals are identified in these asteroids. With minimal funding we may all profit."</i></p> <p>For: The player with the most votes <i>For</i> this agenda chooses a planet in each (non-Home) system adjacent to either Asteroid Fields or Asteroid Belts and places 3 Natural Wealth there.</p> <p>Against: Each player exhausts a planet they control in each of these systems.</p>	<p>LAW</p> <p>Minister of Annihilation <i>"This ancient weapon of terror must not fall into the wrong hands."</i></p> <p>Elect Player</p> <p>In the Strategy Phase, the elected player may discard this card to target a planetary system*. At the end of the following Status Phase, turn it into an Asteroid Field. All units, planets, artifacts, and Domain Counters there are destroyed. Then the elected players loses all Action Cards.</p> <p><small>*Not a Home System, Mecatol Rex, or a system with stable wormholes.</small></p>	<p>LAW</p> <p>Minister of Commerce <i>"Someone has to regulate all this commerce, and that someone is me!"</i></p> <p>Elect Player</p> <p>The elected player may take 1 Trade Good from up to two different players after the Trade Strategy Card is resolved. In the Status Phase, they may produce Trade Goods from influence at 1:1 ratio.</p>	<p>LAW</p> <p>Minister of Coordination <i>"Broker ceasefire. Check. Organise joint training. Check. Combine explorers' reports. Check. Suggest diplomatic gifts. Check."</i></p> <p>Elect Player</p> <p>In the Status Phase, the elected player receives an extra Command Counter. At any time, the elected player may spend a Command Counter (except from Fleet Supply) to have another player gain one in the same area, or vice-versa.</p>	<p>LAW</p> <p>Minister of Defence <i>"Make a fortress of every system, and a bastion of every planet."</i></p> <p>Elect Player</p> <p>The elected player has the ability to, as an action and once per round, choose 2 planets belonging to different players. They both receive a PDS there.</p>	<p>LAW</p> <p>Minister of Exploration <i>"There are wonders beyond the stars I am destined to discover."</i></p> <p>Elect Player</p> <p>When the active system does not contain any ship or controlled planet, the elected player's ships have +1 movement and may disregard movement impairing effects from Special Systems. At the end of each round, they gain 1 Trade Good if at least 2 (or all) Special Systems have ships in them.</p>	<p>LAW</p> <p>Minister of Industry <i>"Overseeing these projects is a monumental task and requires adequate compensation."</i></p> <p>Elect Player</p> <p>The elected player receives 1 Trade Good whenever a Space Dock is built. The elected player does not have to pay a Command Counter to use the secondary ability of the Production Strategy Card.</p>	<p>LAW</p> <p>Minister of Intelligence <i>"In the labyrinth of power, they work unseen to keep the spectre of danger at bay. Do not question their methods for you may not like the answer."</i></p> <p>Elect Player</p> <p>Your Leaders have the Sabotage ability of Agent Leaders. In the Strategy Phase, look at the top 3 Action Cards of the deck, place 1 face up on the table and put the rest on the bottom. This round, you may allow any other player to play it. Discard it if it was not played.</p>
<p>LAW</p> <p>Minister of Internal Security <i>"The security of the Twilight Council is more important than the rights of any individuals."</i></p> <p>Elect Player</p> <p>Give this card to the elected player. Whenever any player activates Mecatol Rex, the elected player may discard this card to immediately inflict up to four hits on an army present on Mecatol Rex.</p>	<p>LAW</p> <p>Minister of Peace <i>"Let there be an impartial judge whose peaceful heart will wield unquestioned judgement."</i></p> <p>Elect Player</p> <p>Give this card to the elected player. He may discard this card at any time to cancel a fleet's movement into a system containing an enemy fleet, as long as the elected player controls neither fleet. The target system is still activated by the attacker.</p>	<p>LAW</p> <p>Minister of Policy <i>"He is so cocooned in red tape, he is virtually untouchable!"</i></p> <p>Elect Player</p> <p>The elected player receives one additional Action Card during each Status Phase.</p>	<p>LAW</p> <p>Minister of Technology <i>"Someone must oversee this insuppressible force of progress, to make sure it leads to our redemption and not our demise."</i></p> <p>Elect Player</p> <p>At the start of each Strategy Phase, you may choose a Technology* held by an opponent and choose either effect a) or b) for this round:</p> <p>a) You may also use its effects b) No player may use its effects</p> <p><small>*That you did not already choose last round</small></p>	<p>LAW</p> <p>Minister of Teleportation <i>"It took the sharpest minds on Mecatol to figure out how to create this prototype."</i></p> <p>Elect Player</p> <p>Once per round, as an action, the elected player may move ground units and PDSs between two friendly planets, or let an opponent do the same between two of their planets.</p>	<p>LAW</p> <p>Minister of Transportation <i>"With better central management, we could vastly increase the efficiency of interstellar travel."</i></p> <p>Elect Player</p> <p>Upon resolution, the elected player gains a blue Technology (prerequisites apply). Each other player may once per round pay 1 Trade Good to the elected player to grant +1 movement to one of their ships for one action.</p>	<p>LAW</p> <p>Minister of Treasury <i>"It is your duty to conserve these last remains of our once prosperous empire."</i></p> <p>Elect Player</p> <p>Upon resolution, place 2 Trade Goods on this card. Place an additional 3 each Status Phase. The elected player may, as an action, discard this Law to collect the Trade Goods on this card.</p>	<p>LAW</p> <p>Minister of War <i>"I have become the lord of war. Where our words fail, I shall ensure that the sword does not. The galaxy will be restored from the ashes left in our wake."</i></p> <p>Elect Player</p> <p>Once per round, before the first combat round of a Space Battle, the elected player may choose either participant to receive +1 to their combat rolls in this Space Battle.</p>	<p>LAW</p> <p>Muting <i>"There is great peril in what you insinuate. Even if it would be the right course of action, how can we trust you to fulfill your part?"</i></p> <p>For: Players who voted <i>For</i> this agenda gain 1 Victory Point.</p> <p>Against: Players who voted <i>For</i> this agenda lose 1 Victory Point.</p>
<p>LAW</p> <p>Necessary Bureaucracy <i>"They are the cogwheels of the old empire, and we need them to restore the order that was. We do not need sweeping events, but grinding routine."</i></p> <p>For: The Primary Ability of the Bureaucracy Strategy Card can be used to claim an already claimed Stage 1 Public Objective instead (although not for the third time) if the player spends a Command Counter.</p> <p>Against: Exhaust Mecatol Rex.</p>	<p>LAW</p> <p>Neutrality Pact <i>"We must not become entangled in the affairs of foreign powers."</i></p> <p>For: In order to activate a system that contains enemy units, players must spend 2 influence.</p> <p>Against: Each player must place a Command Counter from their reinforcements in an unactivated system containing a friendly Space Dock (if able).</p>	<p>LAW</p> <p>New Constitution <i>"We must revolutionize the future to cleanse our past."</i></p> <p>For: All active Laws are discarded. Players exhaust two of their planets.</p> <p>Against: The player with the most votes <i>Against</i> this agenda may discard an active Law.</p>	<p>LAW</p> <p>New Extraction Methods <i>"There are vast undiscovered reserves of valuable minerals waiting to be harvested!"</i></p> <p>For: When a player moves 1 or more ships through an Asteroid Field, they gain 1 Trade Good.</p> <p>Against: This round, Asteroid Fields may not be traversed. Players who voted <i>For</i> this agenda lose 1 Trade Good.</p>	<p>LAW</p> <p>New Frontier <i>"We'll turn these inhospitable reaches into warm hearths and bustling communities."</i></p> <p>Elect Special System</p> <p>The elected system and adjacent systems each receive a Colony on 1 of their planets, chosen by the player with the most votes for the elected system.</p>	<p>LAW</p> <p>New Galactic Order <i>"The tides of change have come. Follow us into a better future or face the consequences."</i></p> <p>For: Each player must scuttle units so that the total combined resource value* of all their units does not exceed 25, and their total production capacity value* does not exceed 20.</p> <p>Against: This round, all players who voted <i>For</i> this agenda receive +2 to combat rolls.</p> <p><small>*Refer to standard values for each unit (disregard special abilities).</small></p>	<p>LAW</p> <p>Non-Aggression Pact <i>"We must put an end to violence and bloodshed."</i></p> <p>Elect Pair of Players</p> <p>Neither elected player may commit a hostile act against the other unless they exhaust or lose control of two planets. When it happens, discard this Law.</p>	<p>LAW</p> <p>Official Sanction <i>"This regime's atrocities are horrific matters of fact. They must be stopped!"</i></p> <p>Elect Player</p> <p>This round, the elected player may not:</p> <ul style="list-style-type: none"> - bombard/land on non-friendly planets - execute the secondary ability of any Strategy Card - place Trade Goods on their Trade Agreements. 	<p>LAW</p> <p>Open Laboratory Complex <i>"Too much progress is locked in the minds of people that will never see a lab from the inside without massive investment in the education system."</i></p> <p>Elect Planet* with at least 3 influence</p> <p>Once per round, when obtaining a Technology from the Technology Strategy Card, the controller of the elected planet may purchase a Technology of a different color for a base price of 4.</p> <p><small>*Not Trade Station, not in Home System</small></p>



A3

Backside 4/7



Black bleed around and between cards: 3mm

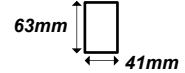
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<p>Open the Trade Routes</p> <p><i>"We must spread the wealth of commerce to the distant suns of your galaxy."</i></p> <p>For: Place the indicated number of Trade Goods on each active Trade Agreement.</p> <p>Against: All players lose half (round up) of their Trade Goods.</p>	<p>Particle Storm Countermeasures</p> <p><i>"A massive storm is coming our way. The scientists are clear. If we do not work together, the casualties will count in the billions."</i></p> <p>Place votes</p> <p>Roll a die and add 4. If the votes placed here are lower than that, all fleets with 1 or fewer non-Fighter ships are destroyed. Otherwise, the player who placed the most votes here refreshes one of their planets.</p>	<p>Pax Magnifica</p> <p><i>"Only through allegiance, communion and devotion to the vision of our ancestors we can hope to restore the glory of the ancient empire."</i></p> <p>Place Votes</p> <p>Obtain any amount of the following bonuses by placing the required number of votes:</p> <p>Trade Good: 2 votes. Command Counter: 4 votes. Victory Point: 10 votes.</p>	<p>Persistent Petitioners</p> <p><i>"The people demands to be heard! This time, we will not be contented by mere platitudes and hand-waving!"</i></p> <p>Special: If this card is not chosen for voting during the Assembly, discard it and the Assembly holder has 3 less votes (to a minimum of 1) for this vote.</p> <p>Place votes</p> <p>If no votes are placed, every player exhausts a planet.</p>	<p>Planetary Conscription</p> <p><i>"We must do a better job of harnessing the populations of the lawless planets we liberate."</i></p> <p>For: When a player takes control of a neutral planet, they may receive a Ground Force there. This can also be used for enemy planets, but only once per action.</p> <p>Against: Players controlling 6 or more planets outside their Home System must turn one of them neutral. This round, no player may land units on a neutral planet.</p>	<p>Planetary Government Dissidence</p> <p><i>"The population majority does no longer sympathize with the acting authority. Rebellion is imminent, and we must be prudent to fill the power vacuum."</i></p> <p>Elect non-neutral, non-Home System Planet</p> <p>Turn the elected planet neutral. The player with the most votes on this planet may then place one Ground Force, claim it, and take one random Action Card from the previous owner.</p>	<p>Planetary Security</p> <p><i>"These planets have become lawless and corrupt! We must ensure security at our colonies!"</i></p> <p>For: Players receive Ground Forces on their planets until they all have at least as many ground units as their influence value. Exhaust planets that received Ground Forces.</p> <p>Against: Non-Home System planets containing no ground units turn neutral.</p>	<p>Policy Review</p> <p><i>"We have to realize and admit that we may have hastily rejected the very ideas we sorely needed."</i></p> <p>For: For each Assembly, the holder must also include an agenda from the discard pile in addition. Unless the extra agenda was a Law that passed, it is placed on the bottom of the Political Cards deck after the Assembly.</p> <p>Against: Shuffle the discard pile into the Political Cards deck.</p>	<p>Political Focus</p> <p><i>"Let the stains on our shirt be from ink and not blood."</i></p> <p>For: When a player picks the Assembly Strategy Card, they gain 1 Command Counter or 2 Trade Goods.</p> <p>Against: After the current vote, draw the top card of the Political Cards deck and vote on it.</p>
<p>Pragmatic Interrogation Practices</p> <p><i>"It's war, and they have information our military desperately need. Are you valuing their life higher than that of our troops?"</i></p> <p>For: Executing a Leader no longer requires exhausting or losing control of a planet and grants a reward among these:</p> <ul style="list-style-type: none"> - Receive a Technology held by the Leader's original owner - Gain 2 Command Counters - Gain 4 Trade Goods <p>Against: All captive Leaders escape.</p>	<p>Prophecy of Ixth</p> <p><i>"...the chosen one will fly with birds of fire, and not be consumed."</i></p> <p>Elect Player</p> <p>The elected player's Fighters receive +2 to all combat rolls when attacking and +1 when defending. Starting next round, discard this card at the end of any round in which the elected player did not conduct a Space Battle as the attacker.</p>	<p>Prosperity is Stability</p> <p><i>"The people of these worlds have shown great progress and development toward a better society, and have set an example for all."</i></p> <p>Elect (Non-Home) System</p> <p>Place a Colony on every planet of the elected system, along with 3 Natural Wealth. Refresh these planets. This round, no player may perform a Tactical Action in this system.</p>	<p>Protect the Heartland</p> <p><i>"We must protect the heart and soul of the old imperium from raiders and usurpers!"</i></p> <p>For: Defending ships and ground units in the Mecatol Rex system receive +1 to their combat rolls. Ships in the Mecatol Rex system can only move to adjacent systems.</p> <p>Against: This round, ships moving to the Mecatol Rex system gain +1 movement.</p>	<p>Public Execution</p> <p><i>"For his crimes against the Council he must die; let his death set an example..."</i></p> <p>Elect Player</p> <p>The elected player discards their Action Cards, exhausts their planets, and their units receive -1 on all combat rolls this round.</p>	<p>Publicize Weapon Schematics</p> <p><i>"Without full transparency on the construction of these abominations, all life is in grave danger."</i></p> <p>For: Upon resolution, every player gain the War Sun Technology. When a Fighter rolls a natural 10 as a combat roll, the resulting hit must be assigned to a War Sun (if able).</p> <p>Against: This round, red and yellow Technologies may not be acquired.</p>	<p>Rampant Cronyism</p> <p><i>"Backroom deals and favour exchanges can overcome even the most honorable processes."</i></p> <p>Elect Player</p> <p>In the next Strategy Cards Pick step, the elected player distributes Strategy Cards to other players instead of the normal procedure. Then the Speaker picks Strategy Cards for the elected player among those that remain.</p> <p><small>All players must end up with the correct number of Strategy Cards.</small></p>	<p>Recognize Accomplishments</p> <p><i>"In this time of need, those who are willing and able will not be questioned."</i></p> <p>Elect Public Objective</p> <p>Players remove their flags from the elected objective, but retain the associated Victory Points. They may claim this objective again normally.</p>	<p>Redefining War Crimes</p> <p><i>"All acts of violence shall be seen as acts of war against the glory of the empire!"</i></p> <p>For: Using the Space Cannon ability is considered a hostile act.</p> <p>Against: PDS have no abilities this round.</p>
<p>Regressive Rhetoric</p> <p><i>"This relentless pursuit of innovation will cost us our souls!"</i></p> <p>For: The base cost for Technologies purchased through the secondary ability of the Technology Strategy Card increases to 7. Players who do not execute any abilities of the Technology Strategy Card may instead draw an Action Card.</p> <p>Against: All players discard one Action Card.</p>	<p>Regulated Conscription</p> <p><i>"Our planets simply do not have the capacity to support these massive armies!"</i></p> <p>For: The resource cost to produce ground units is twice the indicated value.</p> <p>Against: Players may receive one Ground Force on each planet they control.</p>	<p>Reign of Absolute Power</p> <p><i>"War isn't about who's right. It's about who's left."</i></p> <p>For: While controlling enemy Home Systems, players gain one Victory Point for each.</p> <p>Against: Players must move their fleets from enemy Home Systems to their own Home System (scuttle ships exceeding Fleet Supply). If enemy ships are present, conduct a Space Battle where they are the defender.</p>	<p>Relics of the Past</p> <p><i>"The valuable treasure that was discovered once belonged to the Lazax and is the heritage of our common galaxy. No one has the right to claim these as their own!"</i></p> <p>Elect Player</p> <p>The elected player gains 5 Trade Goods.</p>	<p>Relocate Relic</p> <p><i>"Across the cosmic void, the treasures of olden times shall find a new home."</i></p> <p>Elect Artifact</p> <p>The player with the most votes for the elected artifact moves it to an adjacent system* (in space or on a planet**).</p> <p><small>* Except Supernova and Asteroid Field ** Not a Trade Station</small></p>	<p>Repeal</p> <p><i>"Even the great Council does not always have the foresight to choose its course wisely."</i></p> <p>Elect active Law</p> <p>Discard the elected law.</p>	<p>Repeal</p> <p><i>"Even the great Council does not always have the foresight to choose its course wisely."</i></p> <p>Elect active Law</p> <p>Discard the elected law.</p>	<p>Repeal</p> <p><i>"Even the great Council does not always have the foresight to choose its course wisely."</i></p> <p>Elect active Law</p> <p>Discard the elected law.</p>	<p>Repeal</p> <p><i>"Even the great Council does not always have the foresight to choose its course wisely."</i></p> <p>Elect active Law</p> <p>Discard the elected law.</p>
<p>Repeal Labor Laws</p> <p><i>"We must make sacrifices to support expansion."</i></p> <p>For: Building a Space Dock no longer requires having controlled the planet since the start of the round.</p> <p>Against: Each player must move a Space Dock from their Home System to one of their non-Home System planets (that does not contain a Space Dock) if able.</p>	<p>Rescind</p> <p><i>"We present evidence that the regrettable election was settled through a false process!"</i></p> <p>For: At the end of this action, the player who placed the most votes For this agenda may choose an active Law. Conduct a vote on this Law where this player has +3 votes.</p> <p>Against: Draw and put into play a Stage 1 Public Objective.</p>	<p>Research Grant</p> <p><i>"If we are to expect breakthroughs, we must be willing to pay the price."</i></p> <p>For: When the Technology Strategy Card is played, players each choose a Technology color. This action, they may treat Technologies of their chosen color as being of another color for the purpose of discounts.</p> <p>Against: The next time the Technology Strategy Card is played, no technology discounts apply.</p>	<p>Resource Management</p> <p><i>"It's a matter of deciding priorities and specializations. Simple, really."</i></p> <p>For: Players may not redistribute Command Counters during the Status Phase.</p> <p>Against: Draw and put into play a Stage 1 Public Objective.</p>	<p>Restoration of the Throne</p> <p><i>"The decline and dissolution has gone on for too long. We will restore Mecatol Rex to its former glory, at any cost."</i></p> <p>For: Exhaust Mecatol Rex and its adjacent planets. Its controller receives a Space Dock on it. Its base resource value is now 3.</p> <p>Against: The controller of Mecatol Rex exhausts a planet of each other player. The Mecatol Rex army suffers a hit per 5 votes Against. Turn the planet neutral if no ground units remain.</p>	<p>Revote</p> <p><i>"It is time to revert the foolish actions of our past."</i></p> <p>Elect Law*</p> <p>At the end of this action, conduct a vote on the elected Law.</p> <p><small>*That was active at the start of the round.</small></p>	<p>Revote</p> <p><i>"It is time to revert the foolish actions of our past."</i></p> <p>Elect Law*</p> <p>At the end of this action, conduct a vote on the elected Law.</p> <p><small>*That was active at the start of the round.</small></p>	<p>Rise of the Prophet</p> <p><i>"The evangelistic zealots calling themselves the Redeemers have become a scourge upon the galaxy."</i></p> <p>Place votes</p> <p>Roll a die and add 4. If the votes placed here are lower than that, every player-controlled planet 2 or more spaces away from the closest Home System are attacked by 2 neutral Ground Forces (if they win, replace them with a strength 2 Hostile Locals Domain Counter). Otherwise, the player who placed the most votes here refreshes one of their planets.</p>	<p>Rite of Strength</p> <p><i>"Ritual duels between our commanders are sacred tradition. The council must not intervene."</i></p> <p>Special: When revealed, recycle this card unless 2 or more players have eligible fleets.</p> <p>Elect fleet worth 10 or more resources outside Home System</p> <p>Take the 2 most-voted fleets (of different players) off the map (treated as a Void system). They fight a Space Battle (the attacker is the most-voted fleet). Retreats are not allowed before the first combat round. Surviving/retreating ships go to their original system. The winner gains a Victory Point. This is not a hostile act.</p>



A3

Backside 5/7



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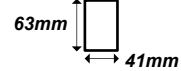
Right and Top margin: 1 cm

<p>Ruthless Research "To read a book, you must first crack it open!" <i>Special: When revealed, recycle this card if there are no revealed Artifacts.</i></p> <p>Elect Revealed Artifact The elected Artifact now has: At the end of every Status Phase, add 3 hit counters to this card then roll a die. If the result is higher than the number of counters, the Artifact's controller gains a Technology of the Artifact's color (prerequisites apply), else remove the Artifact from the game.</p>	<p>LAW</p> <p>Sanctuary Shield "We are working to make the galaxy safer to travel."</p> <p>Elect a Special System The elected system loses its special effects (but it is still considered a Special System). In addition, ships can move through this system even if it contains enemy ships.</p>	<p>LAW</p> <p>Science Community Speaker "It is an honor to serve the Council with my brilliant intellect. You have chosen well."</p> <p>Elect Player The elected player may execute the secondary ability of the Technology Strategy without spending a Command Counter from Strategy Allocation. Their costs to purchase Technologies is reduced by 1.</p>	<p>Scientific Mandate "Your mandate is clear: push the boundaries of technological progress."</p> <p>Elect Player The elected player receives a Technology of their choice (prerequisites apply).</p>	<p>Sector Quarantine "No measure is too drastic if the rumors of this ghastly viral disease are true. Enforce a full blockade on the contaminated system with immediate effect."</p> <p>Elect System Next round, Ships may not enter or leave the elected system. If this system had at least 12 votes, this effect starts now and lasts until the end of next round.</p>	<p>Seed of an Empire "May those who deserve to rule, rule us all."</p> <p>For: The player(s) with the most Victory Points gain 1 Victory Point.</p> <p>Against: The player(s) with the fewest Victory Points gain 1 Victory Point.</p>	<p>Session Break "Let's call it early..."</p> <p>For: Agendas that would be resolved after this one in this voting session are discarded without being resolved.</p> <p>Against: Discard this card.</p>	<p>LAW</p> <p>Shards of the Throne "I name thee malignant usurper and a fool."</p> <p>Elect Player The elected player gains 1 Victory Point. Whenever another player wins a Space Battle or Invasion Combat against this player, they gain 1 Trade Good.</p>	<p>Sharing of Technology "There is so much we can learn from each other, but are we willing to trust one another?"</p> <p>For: In rotation order, each player may acquire a Technology held by a trade partner (ignore prerequisites), but not one they just acquired with this effect.</p> <p>Against: Break all Trade Agreements.</p>
<p>Shifting Loyalties "The political underworld and covert agencies are in turmoil."</p> <p>For: The player with the most votes <i>For</i> may take a random Action Cards from up to 3 different opponents. The player with the second most votes <i>For</i> may take a random Action Card from 1 opponent.</p> <p>Against: Players who voted <i>For</i> this agenda discard all but 1 of their Action Cards.</p>	<p>Shifting Values "These deeds are things of the past, and hardly respectable by modern standards."</p> <p>Elect Public Objective Remove the elected objective from the game and replace it with a new Stage 1 Public Objective. Players who had claimed the replaced objective loses the associated Victory Points.</p>	<p>Short Term Truce "Let us rest our guns, if only for a little while..."</p> <p>For: Next round, players may not conduct Tactical Actions in systems that contain enemy ships or invade enemy planets. Any player may spend 10 influence at any time to cancel this effect.</p> <p>Against: Players who voted <i>Against</i> exhaust a planet, chosen by the player to their left.</p>	<p>LAW</p> <p>Shunned Methods "We should avoid these despicable practices at all costs. Let this not just be a stigma, but a fierce sanction against anyone trying the same in the future."</p> <p>Elect Strategy Card Picking the elected Strategy Card during the Strategy Phase costs 5 influence (or all available influence including Trade Goods).</p>	<p>LAW</p> <p>Smart Surveillance and Prediction Network "The system of spies and double agents has become so complex that we must rely on advanced algorithms for intelligence."</p> <p>For: Action Cards may not be played in systems containing PDS on planets. Any player may spend 5 influence at any time to cancel this effect until the end of the round.</p> <p>Against: This round, no Action Cards may be played.</p>	<p>LAW</p> <p>Solar Exploitation Initiative "All that energy... just sitting there, waiting to be harnessed. It is not beyond our capabilities! Just dangerous." <i>Special: Recycle this card if there are no Supernovae.</i></p> <p>Elect Supernova Ships may move in and out of the elected Supernova, but not through. Treat it as having a 3/0 Trade Station (no refresh ability) providing no votes, that turns neutral if no ships are present. In the Status Phase, a fleet there suffers a hit (Muat is exempted).</p>	<p>LAW</p> <p>Space-Time Anomalies "Euclidean space spontaneously collapses in these pockets of frozen time."</p> <p>Elect Border* Units may not move through the elected border. At the end of each round, a random player must move this effect to <i>another</i> border of their choice. The same player cannot be chosen two times in a row.</p> <p><small>*Wormholes are not borders.</small></p>	<p>Space-Time Reconfiguration "Don't you wish you could work closer to home? Now extrapolate that question to a galactic level!"</p> <p>Elect a pair of adjoining non-Home Systems Swap the elected systems. All units and counters are moved with the system, but border tokens remain where they are.</p> <p>The Jol-Nar's votes count double on this agenda.</p>	<p>LAW</p> <p>Strategic Fuel Reserve "There is no point in saving fuel for a rainy day when the storm is right in front of us."</p> <p>For: Each player may, once per game, choose a system and grant +1 movement to all their ships there for the current action.</p> <p>Against: This round, all ships get -1 movement (to a minimum of 1).</p>
<p>Subsidized Industry "Prosperous neighbors make good trading partners."</p> <p>Elect Player The elected player may receive an exhausted Space Dock on a friendly planet.</p>	<p>LAW</p> <p>Subsidized Studies "We should focus our limited resources on only the most important avenues of research."</p> <p>Elect Technology Color The cost of all Technologies of the elected color decreases by 3. The cost of all other Technologies increases by 2.</p>	<p>Supported Expansion "It's time we return the free-hold worlds to the galactic family."</p> <p>For: In rotation order, each player may receive 1 Ground Force on a neutral planet of their choice (except Mecatol Rex and planets with Custodian Domain Counters) and claim it. Domain Counters are removed.</p> <p>Against: Players must exhaust or lose control of their planets containing no units*.</p> <p><small>*Trade Stations with ships are exempted.</small></p>	<p>LAW</p> <p>Technological Jihad "Arise, brothers and sisters! Face the cold logic of machines with the burning passion of life!"</p> <p>For: After the Technology Strategy Card is resolved, each player who acquired a Technology suffers two hits to an army chosen by the first player to their left or right (following the rotation cycle) who did not acquire a Technology (if there is one).</p> <p>Against: For each non-starting Technology a player has, they inflict a hit on a friendly unit.</p>	<p>LAW</p> <p>Technological Leap "The costs of repairing these machines are irrelevant, we'll make new and better creations."</p> <p>For: Players may, during the Status Phase, gain one Technology (prerequisites apply). If they do, they must then lose a Technology.</p> <p>Against: Each player must either lose a Technology or exhaust a planet with a Technology Specialty.</p>	<p>Technology Investigation Committee "Until we know with absolute certainty the inherent risk, we must freeze all related activity."</p> <p>For: This round, players get no effects from Technologies*.</p> <p>Against: Exhaust planets with Technology Specialties.</p> <p><small>*Units carried thanks to the Siasis Capsules Technology are destroyed.</small></p>	<p>LAW</p> <p>Technology Tariffs "If you want to sell your off-world equipment here, you'll need the proper documentation, certifications and licenses."</p> <p>For: Technologies are now paid by spending influence instead of resources. Players may never benefit from more than 2 discounts for each Technology purchased.</p> <p>Against: This round, Technologies acquired this round have no effect.</p>	<p>Terraforming "From lifeless rock to lush realm."</p> <p>Elect Planet* with combined resource and influence value of 2 or less Exhaust the elected planet, then add Refineries and Colonies to it until its resource value is 4 and its influence value is 2.</p> <p><small>*Not Trade Station</small></p>	<p>LAW</p> <p>The Crown of Emphida "This sign of power will not follow you to the grave, but it will lead you there."</p> <p>Elect Player Give this card to the elected player. They gain 1 Victory Point. A player that wins an Invasion Combat against this player claims this card and gains 1 Victory Point. A player that loses this card loses 1 Victory Point.</p>
<p>LAW</p> <p>Titan Initiative "We need to update these behemoths with modern designs to make them more than just expensive decorations."</p> <p>For: All Flagships have a base movement of 2 and an extra combat roll.</p> <p>Against: Players without their Flagship on the board may receive it in their (unblockaded) Home System if they pay its resource cost minus 4.</p>	<p>LAW</p> <p>Toxic Waste Landfill "Throwing that into space would be irresponsible."</p> <p>Elect Planet* The elected planet's base resource and influence are 0, and it has a green Technology Specialty. Upon election, place a Biohazard Domain Counter on it if it is neutral.</p> <p><small>*Not Mecatol Rex or Home System or Trade Station</small></p>	<p>Trade Embargo "Their tyrannic rule on these worlds are crimes that must be met with unyielding sanctions."</p> <p>Elect Player The elected player must break one of his Trade Agreements*. All Trade Goods on both affected Trade Contracts are collected by the elected player's trade partner. No new trade agreements may be formed by the elected player this round.</p> <p><small>*Self-traded contracts not eligible</small></p>	<p>LAW</p> <p>Traffic Tariffs "We must set aside resources for the next generation of leaders. May they be visionaries of peace, not war."</p> <p>For: Players may not produce units during a Tactical Action unless they spend 1 influence.</p> <p>Against: Players must lose a Command Counter from Command Pool or Strategy Allocation.</p>	<p>Unconventional Measures "We must adapt to the changing tides. The senate has become a masquerade. Alliances wage internal wars with cloak and dagger."</p> <p>For: Each player may draw an Action Card. Then the player with the most votes <i>For</i> this agenda may draw one more.</p> <p>Against: Each player discards 2 random Action Cards.</p>	<p>LAW</p> <p>Unconventional Weapons "We must immediately dismantle these instruments of destruction and creations of chaos!"</p> <p>For: All Dreadnoughts and War Suns receive -2 on all combat rolls.</p> <p>Against: Players must exhaust a planet for each Dreadnought and War Sun they control.</p>	<p>Update Star Maps "Our ancient and infallible Galactic Chart Database has been subject to tinkering. It's altered to hide something."</p> <p>Elect a Void System Replace the elected system tile with a random unused planetary system tile. The player with the most votes for the elected system may redraw the new system once.</p> <p><small>Domain Counters are discarded, but Artifacts are transferred to the new system.</small></p>	<p>LAW</p> <p>Verdant Citadel "The famous gardens of Nelfash are known for their endless promenades, and the serenity they inspire to legions of visitors."</p> <p>Elect Planet with green Technology Specialty The owner of the elected planet receives 1 Ground Force there each Status Phase. They may, before their actions, freely move Ground Forces between friendly planets in this system and adjoining ones (they may not move out of activated systems).</p>	<p>LAW</p> <p>Veto Power "Who will save us from the corruption that has infested our government?"</p> <p>Elect Player After agendas have been chosen for voting by the Assembly holder, the elected player may discard this card to discard one of them.</p>



A3

Backside 6/7



Black bleed around and between cards: 3mm

Right and Top margin: 1 cm

LAW

Vorhal Peace Prize
"Those who strive for peace deserve our respect."

For: When receiving Command Counters in the Status Phase, the player(s) with the lowest Fleet Supply receives 1 more.

Against: The player(s) with the lowest Fleet Supply gain 3 Trade Goods.

LAW

War Funding
"These interplanetary fleets require subsidizing and centralized corporate funding."

For: In each system, players can exceed their Fleet Supply by 4. At the start of the Status Phase, for each system in excess, players must spend a Command Counter or remove the ships in excess.

Against: Players lose a Command Counter from their Fleet Supply.

LAW

Warship Commission
"And we shall all build mighty ships for the glory of the empire!"

For: Each player receives a Dreadnought at a friendly unblockaded Space Dock (if sufficient Fleet Supply).

Against: This round, the cost of each Cruiser, Dreadnought, and War Sun is increased by 2 resources.

LAW

Wartime Economy
"When guns roar, gold falls silent. As the galaxy descends into war, economies will pay the price."

For: Players receive a Command Counter after the first hostile action they perform each round. After placing Trade Goods on a Trade Agreement, if 2 or more were placed, remove 1.

Against: This round, players receive one fewer Command Counter in the Status Phase.

LAW

Worldgate Manipulation
"I know we probably should not touch that, but imagine if it works!"

Special: Recycle this card if there are no Worldgates on the map.

Elect non-Home System planet
 If the elected planet has a Worldgate, remove it. Otherwise add a Worldgate to it.

LAW

Wormhole Regeneration
"These celestial golden paths are the key to unite all life across the galaxy, and if the ancient Creuss Seed can restore their undiminished form we must use it!"

For: Wormholes of all types are now considered adjacent to all other wormholes.

Against: This round, no unit may enter or leave the Wormhole Nexus system.

LAW

Wormhole Research
"If only we could harvest the scientific treasures and endless energy that dwells within."

For: At the end of each round, the player with more (non-D) wormholes in systems they control than any other player gains a Technology (prerequisites apply).

Against: Players must destroy one of their non-Fighter ships in each system containing a (non-D) wormhole.

LAW

Wormhole Tariffs
"Safety signs, clearing ships, anomaly inspections... It is time these cosmic shortcuts start to cover their operation costs"

For: To enter a given type of wormholes (except D) for movement, a player must spend 1 Trade Good and place it as Natural Wealth on a planet with a stable wormhole of that type (or Mecatol Rex if no other option). The authorization lasts an action.

Against: Players scuttle 1 non-Fighter ship from each of their fleets in systems with wormholes.

