

DIPLOMACY

Choose a rival Empire.
Reduce its hatred of your House by your declared Arête cards.

+1 Arête card per turn.

RULE OF LAW

Collect all Arête cards on this option.

Choose a Council and remove all DOOM tokens from its DOOM option(s) at the end of the Council Phase.

+1 Arête card per turn.

HOUSEWAR

Collect all Arête cards on this option.

Choose a House that you could challenge. All members of both houses can challenge each other next turn.

+1 Arête card per turn.

FESTIVAL

Collect all Arête cards on this option.

Spend Talents equal your declared Arête cards and gain that many Kudos points.

+1 Arête card per turn.

RATIFICATION

Collect all Arête cards on this option.

Choose a proposed constitutional amendment. The Council votes to ratify or reject it.

+1 Arête card per turn.

SECRET DIPLOMACY

Collect all DOOM tokens on this option.

Choose a rival Empire.
Reduce its hatred of your House by your declared Arête cards.

+1 DOOM Token per turn.

TYRANNY OF LAW

Collect all DOOM tokens on this option.

Choose a Council and remove all DOOM tokens from its DOOM option at the end of the Council Phase.

+1 DOOM Token per turn.

HOUSEWAR

Collect all DOOM tokens on this option.

Choose a House that you could challenge. All members of both houses can challenge each other next turn.

+1 DOOM Token per turn.

SACRIFICE

Collect all DOOM tokens on this option.

Spend Talents equal your declared Arête cards and gain that many Kudos points.

+1 DOOM Token per turn.

RATIFICATIONS

Collect all DOOM tokens on this option.

Choose **one or more** proposed constitutional amendments. The Council votes to ratify or reject **all** of them.

+1 DOOM Token per turn.