


TRADE




Draw a trade block from the GENGA and place it on top of the GENGA tower.

Increase trade track value by one per  token.

If you now have the high score for that trade track, take its privilege card.

GOVERN

Place  markers in sectors.


Place one  marker per  token spent, but not more than one  marker per sector.

Make a policy statement supporting rational, expression, survival, or authority values.

BATTLE




Trigger battle with either your faction or Imperial Battleships in one Sector or Hyperlane section.

Public Action: can only attack Rebel, Warlord, or Pirates. **Secret Action:** can attack faction units.

Increase battle strength by one per  token spent.

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PATROL


Place Patrol marker in a Sector or Hyperlane.

Sector: Remove one Warlord ship per  token spent, or take +1 Glory.

Hyperlane: Remove one Pirate ship per  token spent, or take +1 Glory.

MOVE


Move faction or Imperial Battleships on a Hyperlane or in a Sector, to an adjacent Sector or connected Hyperlane link.

Move one Battleship per  token spent, plus one per supporting Starbase.

BATTLE


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
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