

PAWNS

Recruit Pawns equal to one, plus one per ☼ you spend, plus one per Quadrant and/or Extreme values match.



POLICY

Attempt to change your faction's values or a Quadrant's values.



EXECUTIVE

Propose a solution to a crisis. Other players can support or oppose this proposal.



LEGISLATION

Propose a Law change to change how the Imperial government works.

Other players can support or oppose this proposal.



CORRUPTION

For each player that spends ☼ in this action, you collect one ☼ token and place one Blame where you have pawns.

