

## PAX GALACTICA

Play as an Action.

**Public Action:** gain one Glory per Atomic Power token spent.

**Secret Action:** reduce the Glory of all other players at your Quadrant map by one per  token spent.

## RED TAPE

Play in planning phase.

Choose a player and a type of Action. One of that player's Public Actions this turn must be the action you told them to do.

## DIPLOMAT

Play as an Action.

**Public Action:** draw a card, reduce one hostile threat by card value.

**Secret Action:** choose a hostile force and a target sector. One hostile Battleship immediately attacks per  token spent.

## VICEROY

Play at any time.

Take the Viceroy status card.

## INSPECTION

Play at any time.

**Capital:** you may travel to one Quadrant and spend a minute observing.

**Quadrant:** you may travel to the Imperial Capital and spend a minute observing.

## SPACE PATROL

Play as an Action.

**Public Action:** Do a Patrol action, but place two Patrol markers.

**Secret Action:** trigger a battle between Imperial Battleships and a faction of your choice. One Imperial Battleship attacks per  token spent.

## MONUMENT

Play as an Action.

Build a Monument at a Starbase of your choice, gain Glory equal to a randomly drawn card value, and gain a Legacy token.

## CORRUPTION

Play as a Secret Action, or play at any time if there is a **Weak Emperor**.

Convert Imperial Battleships equal to  tokens spent into faction Battleships, and convert one Imperial Starbase into a faction Starbase.

## AUTONOMY

Play as an Action.

Propose a **special action** involving the Quadrant government to Control, who will adjudicate resource cost, chance of success, and outcomes.

**Tip:** you might want to discuss your idea with Control before playing this card.

## CENTRALISATION

Play if a **Strong Emperor** is appointed.

Draw a card. Other players at the Quadrant table must either convert card value faction Battleships into Imperial Battleships, or one faction Starbase into an Imperial Starbase.