

## TAXATION

Play in the Budget Phase.

Draw up to three extra Budget cards.

## AUDIT!

Play as a Secret Action.

Examine all of the Privilege cards held by another player. Then tell the target player to discard a Privilege card of your choice.

## INTERVENTION


Play as an Action.

**Restore** the GENGA tower after an economic collapse at your Quadrant map.

Conduct a Trade action.

## MEGAPOWER

Play at any time.

**Reduce** the cost of your Faction buying Megapower tokens by one  token for this cycle at this Quadrant map.


## TRADE MONOPOLY

Play as a Public Action.

Conduct a Trade action. No other player is allowed to Trade in your chosen Trade track this cycle (unless they also play a *Trade Monopoly* card).

## EMERGENCY LEVY

Play in the Budget Phase.

**Remove** up to ten Loyalty markers from sectors with your faction Starbases. Gain one  token per Loyalty marker removed. Allocate these to actions as you see fit.

## CRISIS MANAGEMENT

Play when a **disaster** (13) is rolled on 3d6.

Gain Megapower tokens equal to the effect of the disaster die roll. Increase your Blame score by one per Megapower token gained.

## CORRUPTION

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

Gain one Megapower, plus one Megapower for each Government agency where your faction has the most Pawns.

## FREE MARKETS

Play as an Action.

Propose a **special action** involving the Treasury 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.

## PROSPERITY

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

Gain one Megapower, plus one Megapower for each Government agency where your faction has the most Pawns.