

## LOGISTICS

**Move** a number of faction or Imperial battleships up to your Logistics track value.

Reduce your Logistics trade track to zero.

**Play at any time.**

## MARKET DISRUPTION

**Change the value** of one type of Budget card to a different value for everyone at this Map table.

*For example, you can say Aces are now worth 10, or Jacks are worth 1.*

**Budget Phase**

## MANUFACTURING

**Build** a number of faction or Imperial battleships up to your Manufacturing track value.

Reduce your Manufacturing trade track to zero.

**Play at any time.**

## MARKET DOMINATION

Gain one Megapower per three points of Market Domination trade track, plus one Megapower for each Trade Benefit card you hold (including this one).

Reduce your Market Domination trade track to zero.

**Diplomacy Phase**

## DECADENCE

If you have spent the most Atomic Power tokens on an action, **cancel the action** (it has no effect), and **build a Monument** at a faction Starbase. Reduce your Decadence trade track by the value of the Atomic Power tokens spent.

**Play at any time.**

## SMUGGLERS

**Take a Privilege card** played by another player after they finish resolving its effects.

Draw a card. Reduce your Smugglers trade track by its value (to a minimum of zero), and **apply side effects** as if it was a Budget card given to Control.

**Play at any time.**