## TRADE

Gain trade scrip with a value of one per ⚛ token spent, +1 per Faction hyperlane Starbase.

Do not count blockaded Starbases.

GOVERN

In one sector, place one ♥ marker per ⚛ token, +1 ♥ per Faction or Imperial Starbase in the sector.

Shift Quadrant values one towards rational, expression, survival, or authority values.

BATTLESHIPS

Public Action: Build one Imperial Battleship per Imperial Starbase.

Secret Action: Build one Faction Battleship per Faction Starbase.

GOVERN

In one sector, place one ♥ marker per ⚛ token, +1 ♥ per Faction or Imperial Starbase in the sector.

Shift Quadrant values one towards rational, expression, survival, or authority values.

TRADE

Gain trade scrip with a value of one per ⚛ token spent, +1 per Faction hyperlane Starbase.

Do not count blockaded Starbases.

PATROL

Place one Patrol or Blockade marker where there are Faction or Imperial Battleships.

Sector: -1 Warlord Threat per ⚛ token spent, or draw a card for Glory.

Hyperlane: -1 Pirate Threat per ⚛ token spent, or draw a card for Glory.

MOVE

Move Faction or Imperial Battleships. Move one Battleship per ⚛ token spent, +1 per Starbase.

You can cross one sector border when moving. Ignore sector borders when travelling on a hyperlane.

BATTLE

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

Public Action: can only attack Rebel, Warlord, or Pirate units. **Secret Action:** can attack any units.

Increase Fleet strength by one per ⚛ token spent.

MOVE

Move Faction or Imperial Battleships. Move one Battleship per ⚛ token spent, +1 per Starbase.

You can cross one sector border when moving. Ignore sector borders when travelling on a hyperlane.

PATROL

Place one Patrol or Blockade marker where there are Faction or Imperial Battleships.

Sector: -1 Warlord Threat per ⚛ token spent, or draw a card for Glory.

Hyperlane: -1 Pirate Threat per ⚛ token spent, or draw a card for Glory.