

PAWNS

Recruit one Pawn, plus any bonus Pawns for values match (see values map).



POLICY

Public: try to change your faction's values or a Quadrant's values. **Secret:** try to change other faction or media 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

Secret: For each player that spends ⊕ in this action, you collect one ⊕ token, **Public:** and +1 Blame per ⊕ token you gain.



BRIBERY

Secret: Spend ⊕ and recruit Pawns, **Public:** and +1 Blame per Pawn recruited.

⊕ Spent	Recruits
0	-
1	★
2-3	★★
4-6	★★★
7-10	★★★★

POLICY

Public: try to change your faction's values or a Quadrant's values. **Secret:** try to change other faction or media values.



STATESMAN

Remove one faction Pawn from the Executive. **Gain +10 votes** this turn on Executive actions.



SENATOR

Remove one faction Pawn from the Legislative. **Gain +10 votes** this turn on Legislative actions.



JUDGE

You can use a **veto** once this turn, even if you do not control the Judiciary, but you must remove one faction Pawn from the Judiciary to do this.

