



PAX GALACTICA

Play as an Action.

Public Action: gain one Glory per  token spent and build a Monument.

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

QUADRANT AFFAIRS

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 if it is possible for them to do so.

QUADRANT AFFAIRS

DIPLOMAT

Play as an Action.

Public Action: draw a card, reduce one hostile threat by card value plus one per  token spent.

Secret Action: choose a hostile force and a target faction. Control must attack them at end of the phase.

QUADRANT AFFAIRS

VICEROY

Play at any time.

Take the Viceroy status card.

QUADRANT AFFAIRS

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.

QUADRANT AFFAIRS

SPACE PATROL

Play as an Action.

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

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

QUADRANT AFFAIRS

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.

QUADRANT AFFAIRS

CORRUPTION

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

Draw a card and convert Imperial Battleships equal card value into faction Battleships. Joker: convert an Imperial Starbase into a faction Starbase.

QUADRANT AFFAIRS

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.

QUADRANT AFFAIRS

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.

QUADRANT AFFAIRS