TAXATION

Play in the Budget Phase.

Increase the value of one of your Budget cards to **ten**. Increase the **Rebel Resentment Track** by the Budget card's original value.

TREASURY

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.

TREASURY

ALIEN DEBT

Play in the Budget Phase.

Increase the value of one of your Budget cards to ten. Increase the **Alien Resentment Track** by the Budget card's original value.

TREASURY

MEGAPOWER

Play at any time.

Exchange one Megapower token for **five** ⚛ tokens. Allocate these to any player actions as you see fit (including the actions of other players).

TREASURY

FREE TRADE

Play as an Action.

Conduct a **Trade action**. Increase the value of your trade scrip by **+2** for each other public Trade action this turn at this Quadrant map.

TREASURY

EMERGENCY LEVY

Play at any time.

Remove all of the ♥ Loyalty markers from one sector on your Quadrant map. **Gain five** ⚛ tokens. Allocate these to any player actions as you see fit (including the actions of other players).

TREASURY

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.

TREASURY

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.

TREASURY

FINANCE

Play as an Action.

Propose a **special action** involving financial power 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.

TREASURY

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.

TREASURY