



POLITICAL DIVISION

Active:
Name 2 players, these 2 players may not ally with each other until they make a successful deal.

Passive:
None.



RE-ARMAMENT

Active:
You may discard any number of cards from your hand and then draw cards from the deck to refill your hand to 7 cards.

Passive:
If you have less than 7 cards you may draw one from the deck.



PEACE DIVIDEND

Active:
Draw lucre as you would at the start of your turn.

Passive:
Receive 1 lucre from the bank for each planet in your home system on which you have a base.



NEW RECRUITS

Active:
Release all your tokens from the warp (Fungus stacks, Vampire tokens, etc). These tokens must be placed on existing bases in your home system.

Passive:
Release 1 token from the warp to a base in your home system.



REDEPLOYMENT

Active:
You may rearrange your tokens between bases as you wish.

Passive:
You may move up to 4 tokens from foreign bases to home bases or from home bases to foreign bases (but not both).



EXPLORATION

Active:
You may look at (but not reveal) all moons in systems where you have a base.

Passive:
You may look at (but not reveal) one moon in any system where you have a base.



HISTORY LESSON

Active:
Fill your hand to 7 cards with cards, chosen by you, from the discard pile. Shuffle the discard pile.

Passive:
If you have less than 7 cards in your hand you may take one of the top 3 cards from the discard pile and then shuffle the discard pile.



STRIP MINING

Active:
Draw 1.5 lucre from the bank. Select any planet on which you have base, this planet will cease to count for gaining lucre (in any way for any player) for the rest of the game.

Passive:
If you have a base on the mined planet receive 3 lucre from the active player.