

(1) LEADERSHIP

Primary: Take Charge

Receive 3 Command Counters from your reinforcements. You may then immediately use this cards secondary ability.

Secondary: Masterful Tactician

You may spend influence to purchase up to 3 Command Counters from your reinforcements. You receive 1 Command Counter for every 2 influence you spend

(2) DIPLOMACY II

Primary: Demilitarized Zone

Choose either a) or b)

a) Chose one system containing a planet you control. Each opponent must place 1 Command Counter into the system from their reinforcements

b) Execute the secondary action without paying a Command Counter or any influence

Secondary: Peaceful Annexation

Spend 1 Command Counter from your Strategy Allocation area and 3 influence to claim an empty planet adjacent to a system you control. Place your control marker on the planet

(3) ASSEMBLY

Primary: Senate

Draw 1 Political Card and 2 Action cards then choose a) or b). You may not choose option a if you are the speaker.

a) Claim the speaker token and choose one other player to play a Political Card and resolve its agenda.

b) Choose a player to claim the speaker token. Play a Political Card from your hand and resolve its agenda.

Secondary: Morale Boost

Spend 1 Command Counter from your Strategy Allocation area to refresh any number of Planets with a total combined resource and influence of 6 or less

(4) PRODUCTION

Primary: Tight Deadlines

Immediately build units in one of your systems containing one or more friendly Space Docks, receiving 2 additional resources with which to build, even if you have already activated this system already. Building units here does not activate the system.

Secondary: Double Efforts

Spend 1 Command Counter from your Strategy Allocation area to immediately build up to 3 units in one of your systems containing one or more friendly Space Docks, even if you have already activated this system already. Building units here does not activate the system

(5) TRADE II

Primary: Free Trade

Receive 3 Trade Goods or cancel up to 2 trade agreements (you may not cancel Hacan trade agreements).

Then all players receive trade goods from their active trade agreements. Players who are not the active player receive 1 fewer total Trade Goods.

Finally, open trade negotiations among all players. You must approve all new trade agreements.

(6) WARFARE II

Primary: High Alert

Place the High Alert token in a system. Your ships in the system with the token gain +1 movement and +1 on all combat rolls. If you move any ships from this system you may move the token with them. Remove the token from the board at the start of the next Status Phase.

Secondary: Reinforce

Spend 1 Command Counter from your Strategy Allocation area to move up to two of your ships from unactivated systems into any adjacent systems you control. This does not activate the destination system(s).

(7) TECHNOLOGY II

Primary: Technological Focus

Receive one Technology advance. You may then buy a second Technology advance at the cost of 8 resources. You must have the necessary prerequisites for each Technology.

Secondary: Advanced Development

Spend 1 Command Counter from your Strategy Allocation area and 6 resources to receive one Technology advance (for which you have the necessary prerequisites).

(8) BUREAUCRACY

After selecting this Strategy Card, reveal cards from the Objective deck equal to the number of Bonus Counters on this card

Primary: Senatorial Control

Receive 1 Command Counter from your reinforcements. Then draw the top 2 objective cards. Place one face up in the common play area and the other on top of the deck. You may then immediately claim one public objective that you qualify for

Secondary: New Agendas

Spend 1 Command Counter from your Strategy Allocation area to draw one Political Card and one Action Card