Government Actions

State Security 2PC

Either choose a player and remove their policy token from this round or flip the government marker disc to prevent/allow elections at the end of the turn.

Taxes 2PC

Add or remove 1 tax token from the market area of the gameboard. If adding a tax token, immediately subtract 5 wealth from any population markers. Place 5 wealth in the treasury.

Social spending 2PC

Transfer any amount wealth from the treasury to any combination of population or army markers of any alignment. Place the spending, red-side up, under the marker. For population markers, increase the marker's position on the wealth track by an equal amount.

Imperialism 2PC (Nationalist Expansion)

Transfer 3 spending from the the treasury to the next highest position on the imperialism track. Move the imperialism marker to the corresponding position.

Globalization 2PC (Fundamentalist Expansion)

Add or remove 1 globalization token to or from the Market area of the gameboard.

Liberal

The empire is crumbling! Now is the time for the people of Petrostat to take that which is every person's sacred right, a life free from tyranny, terror, and taxation.

Set Up

Place 1 octobox marker in population box 15+1d6, 2 cube markers in population box 5+1d6, and 1 in box 0+1d4. Place a marker at 20 on the victory points track (35 for 7 player games). Place 3 markers in PC area.

Victory Points

-5 per tax token added to the gameboard
+5 per tax token removed from the gameboard
-15 per genocide
-1 per successful repression
+2 per failed repression
-5 per coup (limit one per turn)

+5 per election (limit one per turn)

Assessed during National Events

-2 if no election occured this turn

Nationalist Expansion

+2 VP per Globalization token added
-5 VP per Globalization token removed

Fundamentalist Expansion

-1VP per religious law token added to non-fundamentalist markers.
+1VP per religious law token removed from non-fundamentalist markers (including by realignment).

Policy Tokens

Rally 0PC

Add 2PC to the Political Capital area of the gameboard.

Propaganda 1PC

Roll 1d4 for a chance to realign one non-protesting population marker to your ideology. Announce the marker you want before you roll. If the marker you choose is is aligned with a player who also chose propaganda this round, then your roll recieves a -1 modifier. A modified roll of 1, 2, 3, or 4 successfully realigns a poor, working class, middle class, or rich marker, respectively.

Repression 1PC

Roll 1d6 for a chance to remove one protest token from any population marker. A roll of 1-2 is a failure, discard 1PC; 3-6 is success. If failure, discard 1PC. Repression requires an army marker aligned with your ideology. Repression may be challenged by any army—see manual for conflict rules.

Party 2PC

Join a party or attempt to take dominance of your current party. If the latter, this action can be blocked if the player who is currently the dominant member of your party also played Party this round. Place a marker from your hand in the appropriate place in the Political Party area of the gameboard.

Army 2PC

Move a marker from the Population area to the Army at a cost of 3 wealth, or move an army marker to the Population track. First, choose an aligned population marker to move to the Army box. Then, place wealth coins under it equal to [its position on the Population track] minus [the number of spending coins under it]. Next, subtract 3 wealth from any of your aligned cubes—the governing player may assist with money from the treasury—and place 3 spending coins under the population marker to be moved. Last, move the chosen population marker and all the coins under it to the army box. If moving out of the army box, place the army marker in the population track with wealth equal to the [spending] marker in the population track with wealth equal to the [spending]

+ [wealth] stacked under it, and then remove the wealth coins. [Move to game concepts]

Protest 2PC

Place a protest token on one of your population or army markers—limit 1 protest token per marker—or remove any number of protest tokens from your population markers. Protesting cubes cannot be propagandized and earn double PC during the national events phase.

Coup 2PC

Transfers the government marker to your party. The new governing player may immediately flip the government marker to allow or disallow elections. Players in a new governing party may remove their protest tokens immediately. Coup requires an army of your alignment or 3 protesting markers of your party. You must be in a non-governing party to play this action. Coup may be challenged by any army—see manual for conflict rules.

Genocide 3PC

Target a population or army marker. Remove the targeted marker from the from the population and distribute half its wealth and spending among markers of your choice. Genocide may be challenged by any army after the target marker is announced—see manual for conflict rules.

Religious Law 2PC
(fundamentalist expansion)

Add or remove a religious law token to or from 1 of your aligned population or army markers. Government player may add or remove 1 religious law tokens to or from any population or army marker.

Socialist

For centuries, the people hungered for justice while the rich ate the fruits of their labor! Now, history calls you to free the people of Petrostat from the tyranny of want.

Set Up

Place 1 cube marker in population box 5+1d6 and 3 cube markers in population box 0+1d4. Place 1 marker at 0 on the victory points track. Place 3 markers in the PC area.

Victory Points

(VP apply regardless of marker alignment)
+2 per population cube increased to middle class
+1 per population cube increased to working class
-2 per population cube decreased to working class
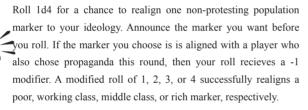-3 per population cube decreased to poor

Assessed during National Events:

-1 if there are rich and poor population markers
-1 if there are 3 more working class than middle class
+1 if there are more middle class than working class

Policy Tokens

Rally 0PC

Add 2PC to the Political Capital area of the gameboard.

Propaganda 1PC

Roll 1d4 for a chance to realign one non-protesting population marker to your ideology. Announce the marker you want before you roll. If the marker you choose is is aligned with a player who also chose propaganda this round, then your roll recieves a -1 modifier. A modified roll of 1, 2, 3, or 4 successfully realigns a poor, working class, middle class, or rich marker, respectively.

Repression 1PC

Roll 1d6 for a chance to remove one protest token from any population marker. A roll of 1-2 is a failure, discard 1PC; 3-6 is success. If failure, discard 1PC. Repression requires an army marker aligned with your ideology. Repression may be challenged by any army—see manual for conflict rules.

Party 2PC

Join a party or attempt to take dominance of your current party. If the latter, this action can be blocked if the player who is currently the dominant member of your party also played Party this round. Place a marker from your hand in the appropriate place in the Political Party area of the gameboard.

Army 2PC

Move a marker from the Population area to the Army at a cost of 3 wealth, or move an army marker to the Population track. First, choose an aligned population marker to move to the Army box. Then, place wealth coins under it equal to [its position on the Population track] minus [the number of spending coins under it]. Next, subtract 3 wealth from any of your aligned cubes—the governing player may assist with money from the treasury—and place 3 spending coins under the population marker to be moved. Last, move the chosen population marker and all the coins under it to the army box. If moving out of the army box, place the army marker in the population track with wealth equal to the [spending] + [wealth] stacked under it, and then remove the wealth coins. [Move to game concepts]

Protest 2PC

Place a protest token on one of your population or army markers—limit 1 protest token per marker—or remove any number of protest tokens from your population markers. Protesting cubes cannot be propagandized and earn double PC during the national events phase.

Coup 2PC

Transfers the government marker to your party. The new governing player may immediately flip the government marker to allow or disallow elections. Players in a new governing party may remove their protest tokens immediately. Coup requires an army of your alignment or 3 protesting markers of your party. You must be in a non-governing party to play this action. Coup may be challenged by any army—see manual for conflict rules.

Genocide 3PC

Target a population or army marker. Remove the targeted marker from the from the population and distribute half its wealth and spending among markers of your choice. Genocide may be challenged by any army after the target marker is announced—see manual for conflict rules.

Religious Law 2PC
(fundamentalist expansion)

Add or remove a religious law token to or from 1 of your aligned population or army markers. Government player may add or remove 1 religious law tokens to or from any population or army marker.

Majority Sectarian

For centuries, the empire's colonists have stolen your land and savagely subjegated your once great people. But the time is ripe for rebellion. Take back what's yours!

Set Up
Place 5 markers in population box 0+1d4. Place 1 marker at 0 in the victory points track. Place 3 markers in the PC area.

Victory Points
(VPs apply regardless of marker alignment)

+3 per cube marker increased to wealthy
+2 per cube marker increased to middle class
+1 per cube marker increased to working class

-1 per cube marker decreased to middle class
-2 per cube marker decreased to working class
-3 per cube marker decreased to poor

-5 per cube marker genocide

Policy Tokens

Rally 0PC
Add 2PC to the Political Capital area of the gameboard.

Propaganda 1PC
Roll 1d4 for a chance to realign one non-protesting population marker to your ideology. Announce the marker you want before you roll. If the marker you choose is is aligned with a player who also chose propaganda this round, then your roll recieves a -1 modifier. A modified roll of 1, 2, 3, or 4 successfully realigns a poor, working class, middle class, or rich marker, respectively.

Repression 1PC
Roll 1d6 for a chance to remove one protest token from any population marker. A roll of 1-2 is a failure, discard 1PC; 3-6 is success. If failure, discard 1PC. Repression requires an army marker aligned with your ideology. Repression may be challenged by any army—see manual for conflict rules.

Party 2PC
Join a party or attempt to take dominance of your current party. If the latter, this action can be blocked if the player who is currently the dominant member of your party also played Party this round. Place a marker from your hand in the appropriate place in the Political Party area of the gameboard.

Army 2PC
Move a marker from the Population area to the Army at a cost of 3 wealth, or move an army marker to the Population track. First, choose an aligned population marker to move to the Army box. Then, place wealth coins under it equal to [its position on the Population track] minus [the number of spending coins under it]. Next, subtract 3 wealth from any of your aligned cubes—the governing player may assist with money from the treasury—and place 3 spending coins under the population marker to be moved. Last, move the chosen population marker and all the coins under it to the army box. If moving out of the army box, place the army marker in the population track with wealth equal to the [spending]

+ [wealth] stacked under it, and then remove the wealth coins. [Move to game concepts]

Protest 2PC
Place a protest token on one of your population or army markers—limit 1 protest token per marker—or remove any number of protest tokens from your population markers. Protesting cubes cannot be propagandized and earn double PC during the national events phase.

Coup 2PC
Transfers the government marker to your party. The new governing player may immediately flip the government marker to allow or disallow elections. Players in a new governing party may remove their protest tokens immediately. Coup requires an army of your alignment or 3 protesting markers of your party. You must be in a non-governing party to play this action. Coup may be challenged by any army—see manual for conflict rules.

Genocide 3PC
Target a population or army marker. Remove the targeted marker from the from the population and distribute half its wealth and spending among markers of your choice. Genocide may be challenged by any army after the target marker is announced—see manual for conflict rules.

Religious Law 2PC
(fundamentalist expansion)
Add or remove a religious law token to or from 1 of your aligned population or army markers. Government player may add or remove 1 religious law tokens to or from any population or army marker.

Minority Sectarian

Who built the roads? Who built the banks, the hospitals, the schools, and the sewers? None of this was here before you. Protect what your people built!

Set Up

Place 2 octobox markers population box 30+1d6. Place 1 octobox marker in population box 0+1d4. Place 1 octobox marker in the army box with 3 spending (red-side up coins) and 5+1d6 wealth coins (red-side down coins) stacked beneath it. Place 1 marker at 40 on the victory points track. Place 3 markers in the PC area.

Victory Points

(VPs apply regardless of marker alignment)

-5 per octobox marker decreased to middle class
-3 per octobox marker decreased to working class
-1 per octobox marker decreased to poor

+3 per octobox marker increased to wealthy
+2 per octobox marker increased to middle class
+1 per octobox marker increased to working class

-11 per octobox marker genocide

Policy Tokens

Rally 0PC

Add 2PC to the Political Capital area of the gameboard.

Propaganda 1PC

Roll 1d4 for a chance to realign one non-protesting population marker to your ideology. Announce the marker you want before you roll. If the marker you choose is is aligned with a player who also chose propaganda this round, then your roll recieves a -1 modifier. A modified roll of 1, 2, 3, or 4 successfully realigns a poor, working class, middle class, or rich marker, respectively.

Repression 1PC

Roll 1d6 for a chance to remove one protest token from any population marker. A roll of 1-2 is a failure, discard 1PC; 3-6 is success. If failure, discard 1PC. Repression requires an army marker aligned with your ideology. Repression may be challenged by any army—see manual for conflict rules.

Party 2PC

Join a party or attempt to take dominance of your current party. If the latter, this action can be blocked if the player who is currently the dominant member of your party also played Party this round. Place a marker from your hand in the appropriate place in the Political Party area of the gameboard.

Army 2PC

Move a marker from the Population area to the Army at a cost of 3 wealth, or move an army marker to the Population track. First, choose an aligned population marker to move to the Army box. Then, place wealth coins under it equal to [its position on the Population track] minus [the number of spending coins under it]. Next, subtract 3 wealth from any of your aligned cubes—the governing player may assist with money from the treasury—and place 3 spending coins under the population marker to be moved. Last, move the chosen population marker and all the coins under it to the army box. If moving out of the army box, place the army marker in the population track with wealth equal to the [spending] + [wealth] stacked under it, and then remove the wealth coins. [Move to game concepts]

Protest 2PC

Place a protest token on one of your population or army markers—limit 1 protest token per marker—or remove any number of protest tokens from your population markers. Protesting cubes cannot be propagandized and earn double PC during the national events phase.

Coup 2PC

Transfers the government marker to your party. The new governing player may immediately flip the government marker to allow or disallow elections. Players in a new governing party may remove their protest tokens immediately. Coup requires an army of your alignment or 3 protesting markers of your party. You must be in a non-governing party to play this action. Coup may be challenged by any army—see manual for conflict rules.

Genocide 3PC

Target a population or army marker. Remove the targeted marker from the from the population and distribute half its wealth and spending among markers of your choice. Genocide may be challenged by any army after the target marker is announced—see manual for conflict rules.

Religious Law 2PC
(fundamentalist expansion)

Add or remove a religious law token to or from 1 of your aligned population or army markers. Government player may add or remove 1 religious law tokens to or from any population or army marker.

Authoritarian

The imperial government has collapsed! Heedless radicals of every stripe are plotting for power. Stop this madness before Petrostat spirals into chaos and war.

Set Up

Place 1 cube marker at population box 5+1d6 and 3 cube markers at population box 0+1d4. Place 1 marker at 25 on the victory points track. Place 3 markers in the PC area.

Victory Points

(VPs apply regardless of marker alignment)

-2 per war token added to the gameboard
-15 per succesful genocide by a non-governing player
+1 per successful repression
-3 per failed repression

Assessed during National Events

+5 if there are no war tokens on the gameboard
-1 per protest marker on the gameboard

Policy Tokens

Rally 0PC

Add 2PC to the Political Capital area of the gameboard.

Propaganda 1PC

Roll 1d4 for a chance to realign one non-protesting population marker to your ideology. Announce the marker you want before you roll. If the marker you choose is is aligned with a player who also chose propaganda this round, then your roll recieves a -1 modifier. A modified roll of 1, 2, 3, or 4 successfully realigns a poor, working class, middle class, or rich marker, respectively.

Repression 1PC

Roll 1d6 for a chance to remove one protest token from any population marker. A roll of 1-2 is a failure, discard 1PC; 3-6 is success. If failure, discard 1PC. Repression requires an army marker aligned with your ideology. Repression may be challenged by any army—see manual for conflict rules.

Party 2PC

Join a party or attempt to take dominance of your current party. If the latter, this action can be blocked if the player who is currently the dominant member of your party also played Party this round. Place a marker from your hand in the appropriate place in the Political Party area of the gameboard.

Army 2PC

Move a marker from the Population area to the Army at a cost of 3 wealth, or move an army marker to the Population track. First, choose an aligned population marker to move to the Army box. Then, place wealth coins under it equal to [its position on the Population track] minus [the number of spending coins under it]. Next, subtract 3 wealth from any of your aligned cubes—the governing player may assist with money from the treasury—and place 3 spending coins under the population marker to be moved. Last, move the chosen population marker and all the coins under it to the army box. If moving out of the army box, place the army marker in the population track with wealth equal to the [spending] + [wealth] stacked under it, and then remove the wealth coins. [Move to game concepts]

Protest 2PC

Place a protest token on one of your population or army markers—limit 1 protest token per marker—or remove any number of protest tokens from your population markers. Protesting cubes cannot be propagandized and earn double PC during the national events phase.

Coup 2PC

Transfers the government marker to your party. The new governing player may immediately flip the government marker to allow or disallow elections. Players in a new governing party may remove their protest tokens immediately. Coup requires an army of your alignment or 3 protesting markers of your party. You must be in a non-governing party to play this action. Coup may be challenged by any army—see manual for conflict rules.

Genocide 3PC

Target a population or army marker. Remove the targeted marker from the from the population and distribute half its wealth and spending among markers of your choice. Genocide may be challenged by any army after the target marker is announced—see manual for conflict rules.

Religious Law 2PC
(fundamentalist expansion)

Add or remove a religious law token to or from 1 of your aligned population or army markers. Government player may add or remove 1 religious law tokens to or from any population or army marker.

Nationalist

For centuries Petrostat has been crushed by empires. Awaken the people to their common enemy. History moves to that hour when Petrostat will take its place upon the world stage!

Set Up

After other players' markers have been placed, choose 1 working class and 2 poor markers and remove them from the board (do not remove two markers from the same player). Then place 1 Nationalist marker at population box 5+1d6 and 2 markers at 0+1d4. Place 1 marker on 0 in the VPs track. Place 3 markers in the PC area. Place the orange Imperialism marker in the box marked Colony/Client State on the Imperialism track.

Victory Points

-1 per Foreign PC taken by any player (up to min)

VP Minimum (based on Imperialism track)

0 min for Colony/Client State
10 min for Autonomy
20 min for Independence
30 min for Regional Power
40 min for Superpower
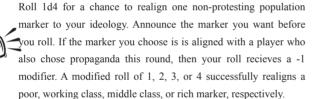
Assessed during National Events

+5 automatically
-1 per Globalization (up to min)

Policy Tokens

Rally 0PC

Add 2PC to the Political Capital area of the gameboard.

Propaganda 1PC

Roll 1d4 for a chance to realign one non-protesting population marker to your ideology. Announce the marker you want before you roll. If the marker you choose is is aligned with a player who also chose propaganda this round, then your roll recieves a -1 modifier. A modified roll of 1, 2, 3, or 4 successfully realigns a poor, working class, middle class, or rich marker, respectively.

Repression 1PC

Roll 1d6 for a chance to remove one protest token from any population marker. A roll of 1-2 is a failure, discard 1PC; 3-6 is success. If failure, discard 1PC. Repression requires an army marker aligned with your ideology. Repression may be challenged by any army—see manual for conflict rules.

Party 2PC

Join a party or attempt to take dominance of your current party. If the latter, this action can be blocked if the player who is currently the dominant member of your party also played Party this round. Place a marker from your hand in the appropriate place in the Political Party area of the gameboard.

Army 2PC

Move a marker from the Population area to the Army at a cost of 3 wealth, or move an army marker to the Population track. First, choose an aligned population marker to move to the Army box. Then, place wealth coins under it equal to [its position on the Population track] minus [the number of spending coins under it]. Next, subtract 3 wealth from any of your aligned cubes—the governing player may assist with money from the treasury—and place 3 spending coins under the population marker to be moved. Last, move the chosen population marker and all the coins under it to the army box. If moving out of the army box, place the army marker in the population track with wealth equal to the [spending] marker in the population track with wealth equal to the [spending]

+ [wealth] stacked under it, and then remove the wealth coins. [Move to game concepts]

Protest 2PC

Place a protest token on one of your population or army markers—limit 1 protest token per marker—or remove any number of protest tokens from your population markers. Protesting cubes cannot be propagandized and earn double PC during the national events phase.

Coup 2PC

Transfers the government marker to your party. The new governing player may immediately flip the government marker to allow or disallow elections. Players in a new governing party may remove their protest tokens immediately. Coup requires an army of your alignment or 3 protesting markers of your party. You must be in a non-governing party to play this action. Coup may be challenged by any army—see manual for conflict rules.

Genocide 3PC

Target a population or army marker. Remove the targeted marker from the from the population and distribute half its wealth and spending among markers of your choice. Genocide may be challenged by any army after the target marker is announced—see manual for conflict rules.

Religious Law 2PC
(fundamentalist expansion)

Add or remove a religious law token to or from 1 of your aligned population or army markers. Government player may add or remove 1 religious law tokens to or from any population or army marker.

Fundamentalist

Your people have lost themselves in the poisonous imports of empire. The time has come to purify the soul of your nation! Ressurect the forgotten traditions of the Petrosi.

Set Up
After other players place their markers, remove 2 poor marker and 1 working class marker from the gameboard (do not remove 2 markers from the same player). Place 1 marker on 0 in the VPs track. Place 3 markers in the PC area.
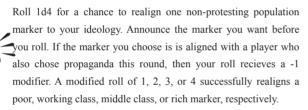
Victory Points
+10 per religious law token added
-4 per religious law token removed

Policy Tokens

Rally 0PC
Add 2PC to the Political Capital area of the gameboard.

Propaganda 1PC
Roll 1d4 for a chance to realign one non-protesting population marker to your ideology. Announce the marker you want before you roll. If the marker you choose is is aligned with a player who also chose propaganda this round, then your roll recieves a -1 modifier. A modified roll of 1, 2, 3, or 4 successfully realigns a poor, working class, middle class, or rich marker, respectively.

Repression 1PC
Roll 1d6 for a chance to remove one protest token from any population marker. A roll of 1-2 is a failure, discard 1PC; 3-6 is success. If failure, discard 1PC. Repression requires an army marker aligned with your ideology. Repression may be challenged by any army—see manual for conflict rules.

Party 2PC
Join a party or attempt to take dominance of your current party. If the latter, this action can be blocked if the player who is currently the dominant member of your party also played Party this round. Place a marker from your hand in the appropriate place in the Political Party area of the gameboard.

Army 2PC
Move a marker from the Population area to the Army at a cost of 3 wealth, or move an army marker to the Population track. First, choose an aligned population marker to move to the Army box. Then, place wealth coins under it equal to [its position on the Population track] minus [the number of spending coins under it]. Next, subtract 3 wealth from any of your aligned cubes—the governing player may assist with money from the treasury—and place 3 spending coins under the population marker to be moved. Last, move the chosen population marker and all the coins under it to the army box. If moving out of the army box, place the army marker in the population track with wealth equal to the [spending] marker in the population track with wealth equal to the [spending] + [wealth] stacked under it, and then remove the wealth coins. [Move to game concepts]

Protest 2PC
Place a protest token on one of your population or army markers—limit 1 protest token per marker—or remove any number of protest tokens from your population markers. Protesting cubes cannot be propagandized and earn double PC during the national events phase.

Coup 2PC
Transfers the government marker to your party. The new governing player may immediately flip the government marker to allow or disallow elections. Players in a new governing party may remove their protest tokens immediately. Coup requires an army of your alignment or 3 protesting markers of your party. You must be in a non-governing party to play this action. Coup may be challenged by any army—see manual for conflict rules.

Genocide 3PC
Target a population or army marker. Remove the targeted marker from the from the population and distribute half its wealth and spending among markers of your choice. Genocide may be challenged by any army after the target marker is announced—see manual for conflict rules.

Religious Law 2PC
(fundamentalist expansion)
Add or remove a religious law token to or from 1 of your aligned population or army markers. Government player may add or remove 1 religious law tokens to or from any population or army marker.