Move ✥
Move a single fleet X steps.

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Manoeuvres
play at any time: Immediately perform a move as if you had just played a single Move Action card. This move ignore enemy blockades. You still have to pay cards or credit to generate movement points.

Engage
Start X engagements.

Sell
Sell goods on X planets.

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Colonize
Add population to a planet with an outpost you control. Adding population costs X where X is the amount of population + settlers already on the planet.

Outpost
Establish outposts on X planets.

Hidden Weapons
play at any time: Your scouts counts as warships for the rest of the current player's turn.

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Research
Pay X to start researching a technology tile.

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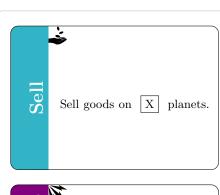
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Build ships at X outposts costing 2 each. Building is limited by population.

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Decoy Fleet
Play during space battle: As loser: Remove one scout ship from the engagement, ignore all other losses for this battle round. As winner: ignore ship loss for this battle round

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Produce resources on X planets where you have an outpost. Production capped by population. Production costs 1 per goods.

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Sympathisers
Play during a ground battle: If attacker: The defender cannot count the local population as Battle Strength. If defender: Get +2 Battle Strength from population, but if losing, reduce population by 1 additional point.

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