

## Move

Move a single fleet  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  engagements.



## Sell

Sell goods on  planets.



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## Colonize

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



## Outpost

Establish outposts on  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  to start researching a technology tile.



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## Build



Build ships at  outposts costing  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



Produce resources on  planets where you have an outpost. Production capped by population. Production costs  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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