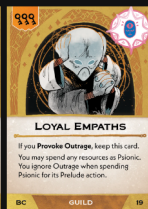


Some **Guild Cards** do the same thing, but with different resources or actions

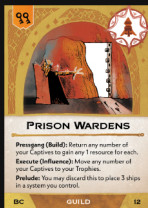
5: **LOYAL** cards
reduce **Outrage**
penalties
(per resource: Material,
Fuel, Psionic, Relic
and Weapon)



4: **UNION** cards
lets you **draw** an open
Action Card from the table
(per suit: Construction,
Administration, Mobilization
and Aggression)



2: **CARTEL** cards (keep supply)
2: **INTEREST** cards (fill empty slots)
help to score in **Tycoon's** ambition
(for Material and Fuel)



4: **WEAPON** cards
lets you put **3 ships**
in a system you control
(except for "Arms Union")