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

5: LOYAL cards reduce Outrage penalties



If you Provoke Outrage, keep this card. You may spend any resources as Material. You ignore Outrage when spending Material for its Prelude action.



If you Provoke Outrage, keep this card.

You may spend any resources as Fuel.

You ignore Outrage when spending

Fuel for its Prelude action

# LOYAL EMPATHS

If you Provoke Outrage, keep this card. You may spend any resources as Psionic You ignore Outrage when spending Psionic for its Prelude action



LOYAL KEEPERS

If you Provoke Outrage, keep this card.

You may spend any resources as Relics.

You ignore Outrage when spending

Relics for their Prelude action

LOYAL MARINES

# if you Provoke Outrage, keep this card.

You may spend any resources as Weapons You ignore Outrage when spending Weapons for their Prelude action. Prelude: You may discard this to place 3 ships

ARMS UNION

## 4: UNION cards lets you draw an open Action Card from the table

(per suit: Construction, Administration, Mobilization



Prelude: You may place this card next to a face-up played Administration card. When the round ands draw that card into your hand and discard this card.



### CONSTRUCTION UNION

Prelude: You may place this card next to a face-up played Construction card. When the round ends draw that card into your hand and discard this card.



Prelude: You may place this card next Proluder You may place this card past to to a face-up played Mobilization card. a face-up played Aggression card. When When the round ands draw that card the round ends draw that card into your into your hand and discard this card. hand and discard this card.





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



You keep the Material supply on here. (You edd it to Tycoon but can't spend it.) After scoring, Rivels discard all Material. Prelude: You may discard this to steal



### You keep the Fuel supply on here. (You add it to Tycoon but can't spend it.)

After scoring, Rivals discard all Fuel. Prelude: You may discard this to steal





### MINING INTEREST

Manufacture (Build): Gain 1 Material. Prelude: You may discard this to gain Material up to your number of empty resource slots. If the Material supply empties, steal the Material instead.



# Synthesize (Build): Gain 1 Fuel.

Prelude: You may discard this to gain Fuel up to your number of empty resource slots. If the Fuel supply empties, steel the Fuel instead