

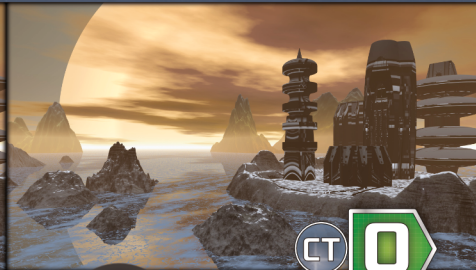
CT



Embassy

Activate the neutral minor of your choice with a +5 to the roll. Alternatively if there are no neutral minors, place a minor colony in some explored system without tokens along with a fleet in its reserve.

[d01] Diplomatic deck



CT



Embassy

Activate the neutral minor of your choice with a +5 to the roll. Alternatively if there are no neutral minors, place a minor colony in some explored system without tokens along with a fleet in its reserve.

[d02] Diplomatic deck



CT



Patronage

The neutral minor you choose becomes your ally during this entire impulse.

[d03] Diplomatic deck



CT



Independence

It allows to turn a minor outpost into a colony, placing in addition an own commercial treaty on it. Adds a fleet to the minor's reserve.

[d04] Diplomatic deck



CT



Piracy

All players except you, lose a merchant (flip the income counter to mark it). To get it back, players may discard a Surprise card at any time.

SOLITARY: Remove at your choice a counter from the reserve of an independent.

[d05] Diplomatic deck



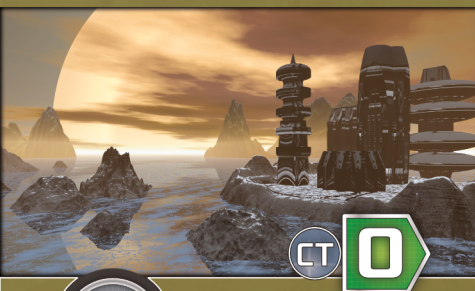
CT



Diplomat

Allows you to move tensions between two players up or down one level. Alternatively, you can move one position forward or backward the end of a diplomatic Development.

[d06] Diplomatic deck



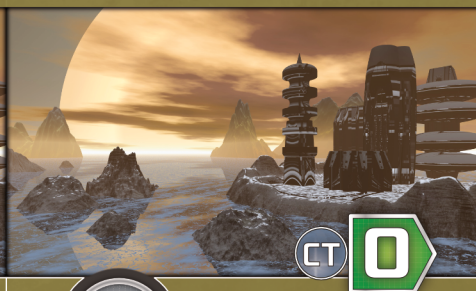
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Diplomat

Allows you to move tensions between two players up or down one level. Alternatively, you can move one position forward or backward the end of a diplomatic Development.

[d07] Diplomatic deck



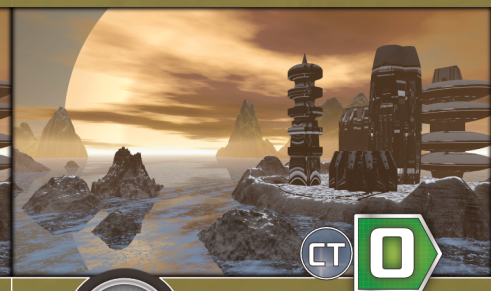
CT



Industrial espionage

You may add to your hand a card from the civilian discards of previous impulses.

[d08] Diplomatic deck



CT



Smugglers

The rest of the players reduce their naval power level by 1 if possible.

SOLITARY: Remove at your choice a counter from the reserve of an independent.

[d09] Diplomatic deck