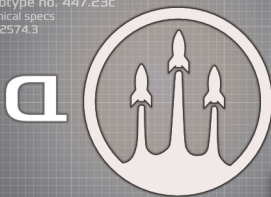


Prototype no. 447.23c
Technical specs
Date 2574.3



Minor entry

See rules for alliance with independent minors.

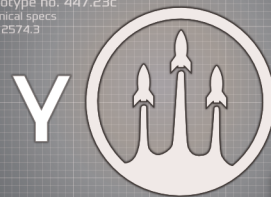
Prototype no. 447.23c
Technical specs
Date 2574.3



Minor entry

See rules for alliance with independent minors.

Prototype no. 447.23c
Technical specs
Date 2574.3



Minor entry

See rules for alliance with independent minors.

[d10] Diplomatic deck

[d11] Diplomatic deck

[d12] Diplomatic deck

Prototype no. 447.23c
Technical specs
Date 2574.3



Minor entry

See rules for alliance with independent minors.

Prototype no. 447.23c
Technical specs
Date 2574.3



Telepaths

You can spend 1 AP to look at a player's cards.

In combat, your opponent will always reveal his tactics before deciding yours.

SOLITARY: You decide your tactics after the independent.

Prototype no. 447.23c
Technical specs
Date 2574.3



Intelligence Agency

You can spend 1 AP each impulse to activate an independent of your choice.

In addition, in minor powers activation rolls you always count as if you had a CT.

[d13] Diplomatic deck

[d14] Diplomatic deck

[d15] Diplomatic deck

Prototype no. 447.23c
Technical specs
Date 2574.3



Federation

You can spend 2 AP each impulse to place an independent fleet in the reserve of your choice.

In addition, in minor powers activation rolls you always count as if you had a CT.

Prototype no. 447.23c
Technical specs
Date 2574.3



NYS diplomatic space station

It allows to discard a Surprise card to choose one card from the diplomatic discard of past impulses.

Prototype no. 447.23c
Technical specs
Date 2574.3



Military advisers

Allows you to discard a Surprise card to make a neutral minor unit of your choice gain +1 Factor in firing against a third party (announced after deciding tactics).

If this minor wins you gain 1 VP.

[d16] Diplomatic deck

[d17] Diplomatic deck

[d18] Diplomatic deck