2 Sabotage

When an attack is announced.

The unit of your choice is deactivated.

SOLITARY: The independent attacks with one less unit (but at least one).

[d19] Diplomatic deck

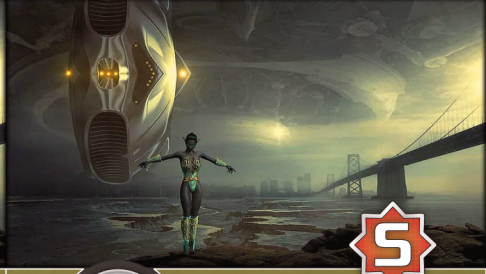
2 Time machine

When a surprise card is played as an event.

The card is discarded and has no effect.

SOLITARY: Cancels an independent activation after seeing its die roll.

[d20] Diplomatic deck

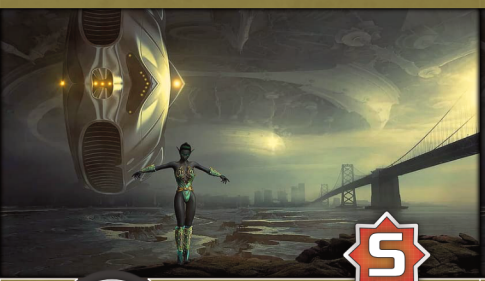


2 Arms trafficking

When an independent attacks.

You increase your naval power by 1 for each attacking fleet.

[d21] Diplomatic deck

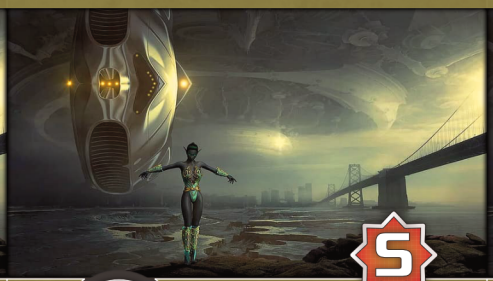


2 Galactic Casino

Before deciding tactics in a combat.

Players announce (in the order you choose) who they think will win. If the chosen side wins, they gain (or lose) 1 VP. You ignore the possible loss of VP.

[d22] Diplomatic deck

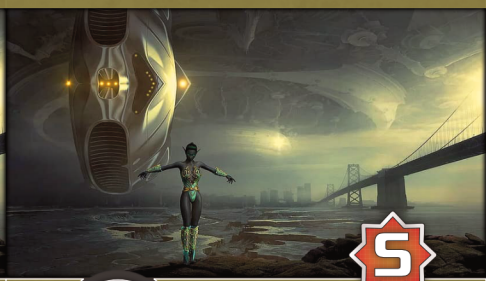


2 Rebellion

At any time where in an occupied settlement or higher (your choice), the occupying factors do not exceed the intrinsic ones.

The occupant's military units are placed inactive in the heliosphere.

[d23] Diplomatic deck



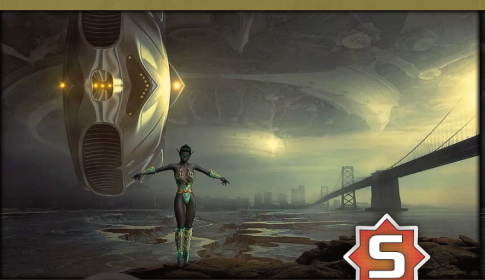
2 Ambush

Just before making a roll on the independent tactics table.

Add +5 to the roll.

If the defender wins you gain 1 VP.

[d24] Diplomatic deck

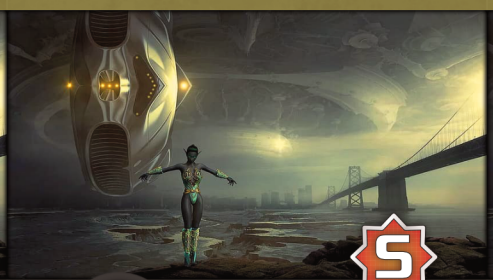


2 Traitor

Right after a planetary combat where you are the attacker.

If you win, you eliminate all intrinsic defending units (during the rest of the impulse).

[d25] Diplomatic deck



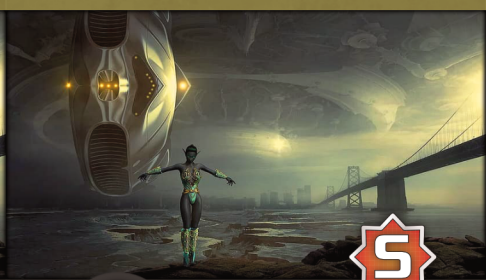
2 Ambush

Just before making a roll on the independent tactics table.

Add +5 to the roll.

If the defender wins you gain 1 VP.

[d26] Diplomatic deck



2 Bribery

After an activation roll of an independent.

Allows to add or subtract 1 to the die.

[d27] Diplomatic deck