

Governments and Politics level I (5 🎭)

Democracy

1 free, 1 law, +3 🎭
State size: 3
🟢 in 🟡: 4:1, 🟡 in 🟢: 4:1
🟡 in 🟢: 4:1, 🟡 in 🟡: 4:1,
force peace once

Technocracy

1 free, +4 🎭
State size: 2
🟢 in 🟡: 5:1, 🟡 in 🟢: 5:1
🟡 in 🟢: 4:1, 🟡 in 🟡: 4:1

Autocracy

1 free, 1 intelligence, +1 🎭
(x2 at war)
State size: 4
🟢 in 🟡: 6:1, 🟡 in 🟢: 6:1
🟡 in 🟢: 6:1, 🟡 in 🟡: 6:1

Soziocracy

1 free, 1 government, +3 🟢
State size: 4
🟢 in 🟡: 4:1, 🟡 in 🟢: 4:1
🟡 in 🟢: 5:1, 🟡 in 🟡: 5:1

Plutocracy

1 free, 1 contract, +3 🟡
State size: 3
🟢 in 🟡: 4:1, 🟡 in 🟢: 3:1
🟡 in 🟢: 4:1, 🟡 in 🟡: 3:1

Supreme court 3 🎭

-X votes and +X 🎭 if your law is passed
by 5+ double (up to 20), by 10+ gain 1
victory point. Gain special laws.

Omni-Education 6 🎭

Military ships are considered re-
search ships, research ships gain:
generate 🎭 equal to the damage they
cause in combat.

Just war 7 🎭

Activatable in Politics phase: Choose
a player: gain a casus belli (any war
objectives). **Cost:** 7 🎭. **At war:** you
may use 🎭 instead of 🟡 recruiting
military units and paying upkeep

Form-Partnership 3 🎭

All your buildings costs -1
🟢 and -1 🟡 less (up to 0).
Lobby.

Stock market manipulation (B) 10 🎭

End phase: place either upkeep or
🟡 income dice up to your maximum
number of planets (up to 5) here. Ad-
just the 🟡 income of all players.

Peace dividend (B) 7 🎭

End-Phase: +1 eye here. Per eye:
+1 🟢, +1 🟡, +1 🟡, +1 🎭 (up to
6). At war: discard eyes. Applies
for Federation.

Experimental Method 8 🎭

Discover anomaly: immedi-
ately +1 level. Researched
anomaly +1 eye. 3 eyes: +1
victory point

Spoils of war 3 🎭

Each enemy unit destroyed:
2 🟡 (military)/2 🟡 (civilian),
x2 at war, colony conquered:
free technology from player

Mobility reform 2 🎭

Trade routes cost -2 🟡
and don't need capac-
ity.

Efficient tax system 8 🎭

Special 🟡-sources generate
+1 🟡.

Participation 5 🎭

Each colony generates +1
vote. Applies to federa-
tion.

Free science 4 🎭

🎭 resource buildings: -1 🟢
upkeep (bis 0) and +1 🎭

War codex 5 🎭

🎭 and 🎭 from produc-
tion buildings as -income, in
war: capacity production
buildings +1

Universal communica- tion 4 🎭

Research ships: have diplomat
(no equipment slot). Each
contract: +2 🎭 income.

Investment fund 3 🎭

Economy phase: Pay 3 🟡: +1 eye on
🟡 income. With 5 eyes +2, with 12
eyes +6 bonus. Per eye +1 to in-
come/capacity bonus of your govern-
ment (up to +16). Level II govern-
ment: +1 🟡 per eye.

Just constitution 5 🎭

All cabinet actions -X 🎭. X is the
number of your Democracy or Fed-
eration politics. For every 2 such
politics 🎭 resource buildings: +1
income

Welle-Partnership 3 🎭

Research ships produce +1 🎭 (up to
+4). If it discovers a system, receive
an additional +1 🎭 Lobby.

Total surveillance 3 🎭

Every ground unit (except mili-
tias) on planets also counts as
a police unit. At war: Every
planet counts as a police unit.

Civil society 10 🎭

Economy phase: 1 free civilian
unit (no capacity) Each colony
level -3 🟢

Tor-Partnership 5 🎭

Connect trade routes with trade
routes of other players: + 🟡 -income
as if you owned the planets. At war:
other players pay you 2 🟡 for each
movement with each ship on con-
nected trade routes. Lobby.

Federation

1 free, 2 laws, +2 🎭 per law
Stae size: 3
🟢 in 🟡: 4:1, 🟡 in 🟢: 4:1
🟡 in 🟢: 4:1, 🟡 in 🟡: 4:1, Federation

Logocracy

2 free, 4 🎭 per 🎭 resource building
State size: 2
🟢 in 🟡: 5:1, 🟡 in 🟢: 5:1
🟡 in 🟢: 3:1, 🟡 in 🟡: 3:1, special projects

Empire

1 free, 2 intelligence, +1 🎭, +1 🎭 per
SB (x2 at war), war objectives x2
State size: 99,
🟢 in 🟡: 5:1, 🟡 in 🟢: 5:1
🟡 in 🟢: 5:1, 🟡 in 🟡: 5:1
Increased 🎭-costs (except intelligence)

Utopia

1 free, 2government, +2 🟢 per colony
State size: 5
🟢 in 🟡: 4:1, 🟡 in 🟢: 4:1
🟡 in 🟢: 5:1, 🟡 in 🟡: 5:1,
military upkeep, influence

Korporacrazy

1 free, 2 contract, +2 🟡 per contract
State size: 3
🟢 in 🟡: 4:1, 🟡 in 🟢: 3:1
🟡 in 🟢: 4:1, 🟡 in 🟡: 3:1,
mercenar-
ies, loans, branches

Governments and Politics level II (10 🎭)

Neue Wolken x10 🎭

End phase: pay 10 re-
sources of each type per
member: each member
receives 1 victory point.

The Great Symposium 10 🎭

Select special project, halve
costs (except 🎭). If completed,
new special project can be se-
lected.

Flagschiff 3 🎭

1 MS+: +1 🎭, with 0 🎭 fire
again, no upkeep, unique
Cost: 10 🎭 by destruction to se-
lect a new one

Argälian Harmony (B) 8 🎭

All your planets gain an addi-
tional building space

Immediate contracts 3 🎭

Approximation phase: Pay
mercenary 🟡 costs: Gain con-
trol, assign it to side. Alterna-
tively, duplicate a friendly unit
for its cost for this battle.

Economic Fusion x5 🎭

Federation members share
their income and upkeep
with each other. All resource
buildings generate +1 in-
come per member.

Holistic thinking 10 🎭

Every second technology
you research: +1 🎭

Imperial Legion (G) 5 🎭

Economy phase: Production
buildings generate one
ground unit for free, star-
bases 1 SS. Militias become
infantry (even when fighting
against you)

Support of the High Council (B) 7 🎭

+1 counselor slot.

Real estate speculation 8 🎭

Can be activated in the Pol-
itics phase: Buy resource or
production buildings from
players (🟡 can prevent
this). Can be converted to a
branch.

Common destiny x10 🎭

If one member wins, all
members win.

Hyperfocus (B) 10 🎭

Place a color cube on the re-
search area once during the
game: All 🟡 costs /2, other
technology costs +3 🎭

Indoctrination 4 🎭

War fatigue: ignore the
first 2 eyes, only every
second eye counts for
you.

Great Sanctuary 4 🎭

Can be activated by govern-
ment action: Choose one of
your colonies. +1 colony level.

Monetary rule (B) 10 🎭

Activatable: You can
spend 30 🟡 in the econ-
omy phase and gain +1
victory point.

Technological Equality x5 🎭

All members share their technol-
ogies with each other as if they
had been researched.

Transmutation 8 🎭

🎭 can be traded at a ratio of 2:1
to 🟢 or 🟡 and resource building
+1 income.

Slave labor 4 🎭

Colony levels in + 🟡 -income. SB:
🟡 Costs halved, no more up-
keep. From now on, your militia
always fights for the attacker. +1
sanction level.

Beacon of progress 10 🎭

End phase: all 6 colony lev-
els of influenced worlds
count as 1 victory point

Seele-Partnership 6 🎭

Contract: 1 fleet counts not as
mercenaries this round. From
other rented units you receive an
additional +1 🟡 per rented unit.
Lobby.

Company Governments (5 🎭)

Lobbycrazy

2 free
State size: 2
🟢 in 🟡: 4:1, 🟡 in 🟢: 4:1
🟡 in 🟢: 4:1, 🟡 in 🟡: 4:1
🎭 in 🟢: 4:1, 🟡 in 🟡: 4:1, Tor or
Welle, fixed

Kosmocrazy

4 free, +X 🟢, +X 🟡, +X 🟡, +X 🟡 -income,
+X votes
State size: 2+X
🟢 in 🟡: 3:1, 🟡 in 🟢: 3:1
🟡 in 🟢: 3:1, 🟡 in 🟡: 3:1
🎭 in 🟢: 3:1, 🟡 in 🟡: 3:1, End phase: X +1
(starts with 0)

Anarchy

0 free, State size: 6 (0: no income
but upkeep)
Politics phase: +1 black eye here.
all players: -1 State size (if zero
don't get income at all but pay up-
keep), -1 space und ground capac-
ity. Bankrupt players lose the
game, all laws and contracts (ex-
cept Federation) are inactive, all
players are at war. Anarchy be-
came inactive if you lose.

Welle (company) 🎭

Favor: 1 Anomaly researched or 10
spended in politics phase: +1 Favor
(Welle). Spend 1 favor (Welle) to ac-
tivate another company except Tor. +1
Politics slot (free for all politics, no
costs and upkeep for Techno- und
Logocracy).

Flut Combat suite 10 🎭

Unit buyable
1 Favor (Welle): +1 unit Flut combat
suite on own planet or in own units
with free hangar

Traum-Project 15 🟢, 15 🟡, 15 🟡, 15 🟡

End phase: +1 victory point

Tor (company) 🎭

Favor: Any colony 1st time con-
nected to a homeworld via trade
route or 10 🎭 expended in politics
phase: +1 Favor (Tor). Spend 1 favor
(Tor) to activate another company
except Tor. +2 Politics slots (free for
all politics).

Gate manipulation 0 🎭

Trade routes from all players
can be treated as yours
(must still be connected to
your home world for in-
come).
1 Favor (Tor): Any fleet gains
or loses 1 🎭 during the
movement phase

Phase Aria 0 🎭

6 Favor (Tor): gain Anarchy,
exchange Phase Aria (Tor)
with Phase Bosa (Tor)

Phase Bosa (Tor, Anarchie)

End phase: +1 eye, with 5+
eyes: Receive the hegemony.
You only lose if hegemony is de-
stroyed. Then all other players
win the game.

Form (company) 🟢

Must be activated. When you
colonize a planet or a colony
rises 1 level: +1 favor (Form).

Agricultural settlements 5 🎭

0 🟢 Planets become 1 🟢
2 Favor (Form): +1 eye here,
per eye +1 🟢 for each of your
🟢 resource buildings.

Autonomous administration 10 🎭

State size: +1
1 Favor (Form): +1 eye white cube, per
eye +1 state size.

Seele (company) 🟡

Economy phase: Seele mercenaries
can be recruited (no capacity, ap-
pear in home world). Each Seele
mercenary unit: unique, limited re-
cruitment. End phase: +1 Favor
(Seele) per soul mercenary unit, but
only if no favor (Seele) was spent
this round

Seele-Plus-Program 5 🎭

🟡 Maintenance Seele Mercenary
units -1.
3 Favor (Seele): Activatable Income.
Seele mercenary units cost no up-
keep this turn. Alternatively, recruit a
Seele mercenary unit again

Veteran council 8 🎭

New Seele mercenary units can appear
in your fleets or colonies.
1 Favor (soul): Move 1 Soul Mercenary
unit to your fleet or colony during the
movement phase (consumes move-
ment).

Clan Governments (5 🎭)

Kleptocrazy

1 free, 2 intelligence
State size: 3
🎭 Costs x2, espionage always costs 0
(except against police units), military units
become privateers and are equipped with an
agent, cannot be changed, sanctions, no
cabinet

Kakistocracy

1 free, 4 intelligence
State size: 4
All abilities of Kleptocracy, politics phase: +X
🟡 theft from each player, end phase: X+1,
if X is 5 or greater, the Kosme fleet appears
and selects you as its first target

Die zerbrochene Maske (Clan) 🟢

Favor: Pirate unit is placed, intelligence
action or 10 🟡 in the Politics phase.
Remove 1 favor (Maske) to activate
other clan, control all pirate units, +1
counselor slot. All politics cards have
no upkeep, protection money

Call of the Königin in Rot 7 🟡

Receive SM cards: Drei Augen,
Call of the Maske and the
Counselor Clan Member for
free
3 Favor (Maske): End phase:
Place 1 Pirate Corvette in a sys-
tem of your choice.

Expansion of the pirate state 10 🟡

3 Favor (Maske) and all clans
are activated: Get Kakistocracy,
replace this card with any Klep-
tocracy politics.

Hubris (Kakistocracy) 10 🟡

6 Favor (mask): Gain the hubris.
Then replace this politic with
one of kleptocracy or kakistoc-
racy.

Die letzten Zeugen (Clan) 🟡

Favour (Zeugen): Build level
I network/ increase it, +1 fa-
vor (Zeugen)

Call of the letzte Grazie 7 🟡

Receive SM cards: Infiltration Com-
mand, Cooperation of the Wit-
nesses and the Witnesses' Advisor
Mouth for free.
3 Favor (Zeugen): End phase: Place
network level I in any system/in-
crease it by 1 level

Faceless (Kakistocracy) 10 🟡

Newly produced ships can be
placed on networks. Networks
stealth units and count as trade
routes (Mou), +2 max. network level
1 Favor (Zeugen): move 1 ship of
your choice from one of your net-
works to another of your networks.

Der schlafende Schwan (Clan) 🎭

Favor (Schwan): for every 8 🎭
income or pay 10 🎭 in the poli-
tics phase: +1 favor (Schwan)

Call of the Zwillingsköniginnen 7 🟡

Receive SM cards: Vier Winde,
Grim Carnival and the counse-
lor Countess of the Schwan
free of charge.

1 Favor (Schwan): Receive 5 🎭
in the end phase.

Opulence (Kakistocracy) 10 🟡

For every 3 🎭 on your account,
you receive an additional +1 🟢
+1 🟡 and +1 🎭 income.
3 Favor (Schwan): Gain a tech-
nology which is researchable
for you.

Das Fassstuhlla-Syndi- cate (Klan) 🟡

Favor (Syndicate): if you steal at
least 1 🟡 (can be triggered once
per player per round), gain +1 Fa-
vor (Syndicate).

Call of the Emir 7 🟡

Receive SM cards: Shift D, Syndi-
cate Support and the counselor
Tor Contact for free
1 Favor (Syndicate): In the end
phase receive 6 🟡

Der Hass (Kakistocracy) 10 🟡

Agents give boarding crew 3 and each
agent in the system with a ground battle
may roll 1W6. On a 4+ it inflicts 1 🎭
on a ground unit.
3 Favor (Syndicate): Whenever you steal
resources this turn, double these gains
this round.