Mobilization	**Demilitarize**	**Junta**
For all checks on this turn, treat this planet as having fortification and spaceships in this sector count as twice their actual number. This does not apply to resolution of checks, e.g. "halve spaceships" considers the actual number of spaceships.	Lose two spaceships to add one population on this planet.	Lose 1 spaceship to remove alien token on this planet.
Reclaim **Played on your sector or another player's sector.** Lose 3 spaceships to add one population to a planet with no population (i.e. fallen planet). If played on another player's sector, the other player regains control of the planet.	**Move spaceships** **Only played on another player's sector.** Transfer 1-2 of your spaceship tokens to the player of that sector. Remove spaceships from your sector's starbase, and place them on the other player's starbase.	**Move populations** **Played on your sector or another player's sector.** Transfer 1-2 of another planet's population tokens to this planet. If played on your sector, remove population from the other planet. If played on another player's sector, choose which of your planets to remove population from, and the other player chooses which planet that population moves to.
Build fortification Place fortification token on planet (maximum one fortification per planet). If there is no empty space on this planet, you must lose a population token (can not lose alien token).	**Build spaceship** Add 1 spaceship token to your sector's starbase. This action must be played on a non-fallen planet, even though spaceships belong to the sector in general.	**Secret police** Ignore the effects of *infiltration* and *dissent* on this turn.
Scrambled communications For all checks on this turn, treat this planet as if it does not have an alien token. Note that an *infiltration* can still take effect, but will not result in losing this planet if there is an alien token on it already.	**Quarantine** Lose 1 population to ignore the effects of *pandemic* and *dissent* on this planet for this turn. Lose alien token on this planet, if any.	**Propaganda** For all checks on this turn, treat population on this planet count as twice their actual number. This does not apply to resolution of checks, e.g. "halve population" considers the actual number of population tokens.

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Mobilization

For all checks on this turn, treat this planet as having fortification and spaceships in this sector count as twice their actual number.

This does not apply to resolution of checks, e.g. "halve spaceships" considers the actual number of spaceships.

Reclaim

Played on your sector or another player's sector.
Lose 3 spaceships to add one population to a planet with no population (i.e. fallen planet).

If played on another player's sector, the other player regains control of the planet.

Junta

Lose 1 spaceship to remove alien token on this planet.

Reclaim

Played on your sector or another player's sector.
Lose 3 spaceships to add one population to a planet with no population (i.e. fallen planet).

If played on another player's sector, the other player regains control of the planet.

Move spaceships

Only played on another player's sector.
Transfer 1-2 of your spaceship tokens to the player of that sector.

Remove spaceships from your sector's starbase, and place them on the other player's starbase.

Move populations

Played on your sector or another player's sector.
Transfer 1-2 of another planet's population tokens to this planet.

If played on your sector, remove population from the other planet. If played on another player's sector, choose which of your planets to remove population from, and the other player chooses which planet that population moves to.

Build fortification

Place fortification token on planet (maximum one fortification per planet). If there is no empty space on this planet, you must lose a population token (can not lose alien token).

Build spaceship

Add 1 spaceship token to your sector's starbase. This action must be played on a non-fallen planet, even though spaceships belong to the sector in general.

Secret police

Ignore the effects of *infiltration* and *dissent* on this turn.

Scrambled communications

For all checks on this turn, treat this planet as if it does not have an alien token.

Note that an *infiltration* can still take effect, but will not result in losing this planet if there is an alien token on it already.

Quarantine

Lose 1 population to ignore the effects of *pandemic* and *dissent* on this planet for this turn. Lose alien token on this planet, if any.

Propaganda

For all checks on this turn, treat population on this planet count as twice their actual number.

This does not apply to resolution of checks, e.g. "halve population" considers the actual number of population tokens.

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Mobilization

For all checks on this turn, treat this planet as having fortification and spaceships in this sector count as twice their actual number.

This does not apply to resolution of checks, e.g. "halve spaceships" considers the actual number of spaceships.

Reclaim

Played on your sector or another player's sector.
Lose 3 spaceships to add one population to a planet with no population (i.e. fallen planet).

If played on another player's sector, the other player regains control of the planet.

Junta

Lose 1 spaceship to remove alien token on this planet.

Reclaim

Played on your sector or another player's sector.
Lose 3 spaceships to add one population to a planet with no population (i.e. fallen planet).

If played on another player's sector, the other player regains control of the planet.

Move spaceships

Only played on another player's sector.
Transfer 1-2 of your spaceship tokens to the player of that sector.

Remove spaceships from your sector's starbase, and place them on the other player's starbase.

Move populations

Played on your sector or another player's sector.
Transfer 1-2 of another planet's population tokens to this planet.

If played on your sector, remove population from the other planet. If played on another player's sector, choose which of your planets to remove population from, and the other player chooses which planet that population moves to.

Build fortification

Place fortification token on planet (maximum one fortification per planet). If there is no empty space on this planet, you must lose a population token (can not lose alien token).

Build spaceship

Add 1 spaceship token to your sector's starbase. This action must be played on a non-fallen planet, even though spaceships belong to the sector in general.

Secret police

Ignore the effects of *infiltration* and *dissent* on this turn.

Scrambled communications

For all checks on this turn, treat this planet as if it does not have an alien token.

Note that an *infiltration* can still take effect, but will not result in losing this planet if there is an alien token on it already.

Quarantine

Lose 1 population to ignore the effects of *pandemic* and *dissent* on this planet for this turn. Lose alien token on this planet, if any.

Propaganda

For all checks on this turn, treat population on this planet count as twice their actual number.

This does not apply to resolution of checks, e.g. "halve population" considers the actual number of population tokens.

YELLOW SECTOR	**YELLOW SECTOR**	**YELLOW SECTOR**
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Mobilization	Reclaim	Junta
For all checks on this turn, treat this planet as having fortification and spaceships in this sector count as twice their actual number. This does not apply to resolution of checks, e.g. "halve spaceships" considers the actual number of spaceships.	**Played on your sector or another player's sector.** Lose 3 spaceships to add one population to a planet with no population (i.e. fallen planet). If played on another player's sector, the other player regains control of the planet.	Lose 1 spaceship to remove alien token on this planet.

Reclaim	Move spaceships	Move populations
Played on your sector or another player's sector. Lose 3 spaceships to add one population to a planet with no population (i.e. fallen planet). If played on another player's sector, the other player regains control of the planet.	**Only played on another player's sector.** Transfer 1-2 of your spaceship tokens to the player of that sector. Remove spaceships from your sector's starbase, and place them on the other player's starbase.	**Played on your sector or another player's sector.** Transfer 1-2 of another planet's population tokens to this planet. If played on your sector, remove population from the other planet. If played on another player's sector, choose which of your planets to remove population from, and the other player chooses which planet that population moves to.

Build fortification	Build spaceship	Secret police
Place fortification token on planet (maximum one fortification per planet). If there is no empty space on this planet, you must lose a population token (can not lose alien token).	Add 1 spaceship token to your sector's starbase. This action must be played on a non-fallen planet, even though spaceships belong to the sector in general.	Ignore the effects of *infiltration* and *dissent* on this turn.

Scrambled communications	Quarantine	Propaganda
For all checks on this turn, treat this planet as if it does not have an alien token. Note that an *infiltration* can still take effect, but will not result in losing this planet if there is an alien token on it already.	Lose 1 population to ignore the effects of *pandemic* and *dissent* on this planet for this turn. Lose alien token on this planet, if any.	For all checks on this turn, treat population on this planet count as twice their actual number. This does not apply to resolution of checks, e.g. "halve population" considers the actual number of population tokens.

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