


**On Strike**

Discard the effect during the Energy Production Phase. The plants on a world (your choice) are not producing any energy during this round.



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**Peace**

Discard the effect. You can cancel a fight just declared on a world. No fight is allowed there for the remainder of the round.



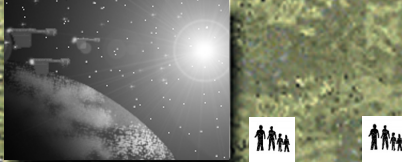
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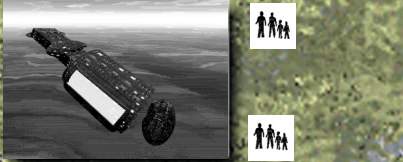
**Blocus**

Discard the effect. Select a system where you are the only occupant on the sun. For the remainder of the round, you can cancel any of your opponents' move toward, from or inside this system.



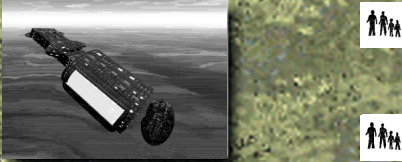
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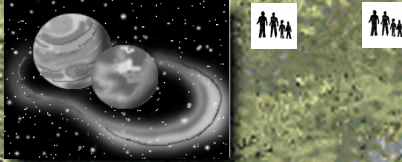
**Spying**

Discard this effect. You can glance at the hand of an opponent for 10 seconds and steal one card from him.



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**Diplomacy**

Discard the effect after a fight you just lost. For each population you lost during the fight, you may transform on an other world 1 population of the winner into your color (except Home World)