



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)



Integration

Discard the effect.
You receive 2 free populations on a planet you occupy with ET.
OR
Cancel one card **Rebellious Natives**



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Hyper Route

Discard the effect.
Select a sun. All your trips from this solar system are half cost in energy for the remainder on this round (round down).



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Fleet Overhaul

Discard the effect.
Select a sun. One occupant must spend 1 energy per population he has there.
Each marker non maintained must land (for free) on related worlds and may change color (both your choice).



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