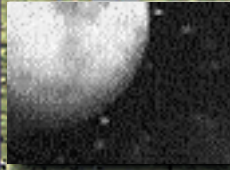



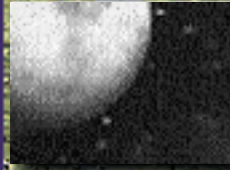

**Emergency Withdrawal**

Discard the effect whenever during the round (even during your opponents' turn or as a react against any aggression). You can withdraw your population from a world to the related sun (for free).



**Leader**

Discard the effect during a fight (either on a world or a sun). A charismatic leader galvanizes your soldiers. For two battles of this fight, you may throw 2 dies instead of 1.

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**Destructive Conflict**

Discard the effect during a fight on a world. The fight stops automatically. All plants present are blasted. Each fighter loose 1 die population.




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**Spatial Support**

Discard the effect during a fight on a world. Each population you have orbiting on the related sun provides +1 power for all the battles of this fight.






**Social Riots**

Discard the effect. You can force 2 players to fight on a world they occupy together. They must involve all their markers present.

OR

Cancel a card Trade Agreements (discard both effects).

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