

Twilight Imperium: Action Cards

<u>Name</u>	<u>When</u>	<u>Effect</u>
Ancient Burial Sites	Agenda Phase	At the start of the agenda phase: Choose 1 player, exhaust each cultural planet owned by that player.
Archaeological Expedition	As an Action:	Reveal the top 3 cards of an exploration deck that matches a planet you control; gain any relic fragments that you revealed and discard the rest.
Assassinate Representative	Agenda Phase	After an agenda is revealed: Choose 1 player. That player cannot vote on this agenda.
Blitz	Combat	At the start of an invasion: Each of your non-fighter ships in the active system that do not have <i>Bombardment</i> gain <i>Bombardment 6</i> until the end of the invasion.
Bribery*	Agenda Phase	After the speaker votes on an agenda: Spend any number of trade goods. For each trade good spent, cast 1 additional vote for the outcome on which you voted.
Bunker	Combat	At the start of an invasion: During this invasion, apply -4 to the result of each <i>Bombardment</i> roll against planets you control.
Confounding Legal Text	Agenda Phase	When another player is elected as the result of an agenda: You are elected instead.
Confusing Legal Text	Agenda Phase	When you are elected as the outcome of an agenda: Choose 1 player. That player is the elected player instead.
Construction Rider	Agenda Phase	After an agenda is revealed: You cannot vote on this agenda. Predict aloud an outcome of this agenda. If your prediction is correct, place 1 space dock from your reinforcements on a planet you control.
Counterstroke	Reaction	After a player activates a system that contains 1 of your command tokens: Return that command token to your tactic pool.
Coup D'etat	Reaction	When another player would perform a strategic action: End that player's turn; the strategic action is not resolved and the strategy card is not exhausted.
Courageous to the End	Combat	After 1 of your ships is destroyed during a space combat: Roll 2 dice. For each result equal to or greater than that ship's combat value, your opponent must choose and destroy 1 of their ships.
Cripple Defenses	As an Action:	Choose 1 planet. Destroy each PDS on that planet.
Deadly Plot	Agenda Phase	During the agenda phase, when an outcome would be resolved. If you voted for or predicted another outcome, discard the agenda instead. The agenda is not replaced. Then, exhaust all of your planets.
Decoy Operation	Tactical Action	After another player activates a system that contains 1 or more of your structures: Remove up to 2 of your ground forces from the game board and place them on a planet you control in the active system.
Diplomacy Rider	Agenda Phase	After an agenda is revealed: You cannot vote on this agenda. Predict aloud an outcome of this agenda. If your prediction is correct, choose 1 system that contains a planet you control. Each other player places a command token from their reinforcements in that system.
Diplomatic Pressure (x4)	Agenda Phase	When an agenda is revealed: Choose another player; that player must give you 1 promissory note from their hand.
Direct Hit x4*	Combat	After another player's ship uses <i>Sustain Damage</i> to cancel a hit produced by your units or abilities: Destroy that ship.
Disable	Combat	At the start of an invasion in a system that contains 1 or more of your opponents' PDS units: Your opponents' PDS units lose <i>Planetary Shield</i> and <i>Space Cannon</i> during this invasion.
Distinguished Councilor	Agenda Phase	After you cast votes on an outcome of an agenda: Cast 5 additional votes for that outcome.

Divert Funding	As an Action:	Return a non-unit upgrade, non-faction technology that you own to your technology deck. Then, research another technology.
Economic Initiative	As an Action:	Ready each cultural planet you control.
Emergency Repairs	Combat	At the start or end of a combat round: Repair all of your units that have <i>Sustain Damage</i> in the active system.
Experimental Battlestation	Tactical Action	After another player moves ships into a system during a tactical action: Choose 1 of your space docks that is either in or adjacent to that system. That space dock uses <i>Space Cannon 5 (x3)</i> against ships in the active system.
Exploration Probe	As an Action:	Explore a frontier token that is in or adjacent to a system that contains 1 or more of your ships.
Fighter Conscription	As an Action:	Place 1 fighter from your reinforcements in each system that contains 1 or more of your space docks or units that have capacity; they cannot be placed in systems that contain other players' ships.
Fighter Prototype	Combat	At the start of the first round of a space combat: Apply +2 to the result of each of your fighters' combat rolls during this combat round.
Fire Team	Combat	After your ground forces make combat rolls during a round of ground combat: Reroll any number of your dice.
Flank Speed x4	Tactical Action	After you activate a system: Apply +1 to the move value of each of your ships during this tactical action.
Focused Research	As an Action:	Spend 4 trade goods to research 1 technology.
Forward Supply Base	Reaction	After another player activates a system that contains your units: Gain 3 trade goods. Then, choose another player to gain 1 trade good.
Frontline Deployment	As an Action:	Place 3 infantry from your reinforcements on 1 planet you control.
Ghost Ship	As an Action:	Place 1 destroyer from your reinforcements in a non-home system that contains a wormhole and does not contain other players' ships.
Ghost Squad	Combat	After a player commits units to land on a planet you control: Move any number of ground forces from any planet you control in the active system to any other planet you control in the active system.
Hack Election	Agenda Phase	After an agenda is revealed: During this agenda, voting begins with the player to the right of the speaker and continues counterclockwise.
Harness Energy	Tactical Action	After you activate an anomaly: Replenish your commodities.
Imperial Rider	Agenda Phase	After an agenda is revealed: You cannot vote on this agenda. Predict aloud an outcome of this agenda. If your prediction is correct, gain 1 victory point.
Impersonation	As an Action:	Spend 3 influence to draw 1 secret objective.
In The Silence Of Space	Tactical Action	After you activate a system: Choose 1 system. During this tactical action, your ships in the chosen system can move through systems that contain other players' ships.
Industrial Initiative	As an Action:	Gain 1 trade good for each industrial planet you control.
Infiltrate	Combat	When you gain control of a planet: Replace each PDS and space dock that is on that planet with a matching unit from your reinforcements.
Insider Information	Agenda Phase	After an agenda is revealed: Look at the top card of the agenda deck.
Insubordination	As an Action:	Remove 1 token from another player's tactic pool and return it to their reinforcements.
Intercept	Combat	After your opponent declares a retreat during a space combat: Your opponent cannot retreat during this round of space combat.
Leadership Rider	Agenda Phase	After an agenda is revealed: You cannot vote on this agenda. Predict aloud an outcome of this agenda. If your prediction is correct, gain 3 command tokens.
Lost Star Chart	Tactical Action	After you activate a system: During this tactical action, systems that contain alpha and beta wormholes are adjacent to each other.
Lucky Shot	As an Action:	Destroy 1 dreadnought, cruiser, or destroyer in a system that contains a planet you control.
Maneuvering Jets x4	Combat	Before you assign hits produced by another player's <i>Space Cannon</i> roll: Cancel 1 hit.

Manipulate Investments	Strategy Phase	At the start of the strategy phase: Place a total of 5 trade goods from the supply on strategy cards of your choice; you must place these tokens on at least 3 different cards.
Master Plan	Tactical Action	After you perform an action: You may perform an additional action this turn.
Mining Initiative	As an Action:	Gain trade goods equal to the resource value of 1 planet you control.
Morale Boost x4	Combat	At the start of a combat round: Apply +1 to the result of each of your unit's combat rolls during this combat round.
Nav Suite	Tactical Action	After you activate a system: During the "Movement" step of this tactical action, ignore the effects of anomalies.
Parley	Combat	After another player commits units to land on a planet you control: Return the committed units to the space area.
Plagiarize	As an Action:	Spend 5 influence and choose a non-faction technology owned by 1 of your neighbors; gain that technology.
Plague	As an Action:	Choose 1 planet that is controlled by another player: Roll 1 die for each infantry on that planet. For each result of 6 or greater, destroy 1 of those units.
Political Stability	Status Phase	When you would return your strategy card(s) during the status phase: Do not return your strategy card(s). You do not choose strategy cards during the next strategy phase.
Politics Rider	Agenda Phase	After an agenda is revealed: You cannot vote on this agenda. Predict aloud an outcome of this agenda. If your prediction is correct, draw 3 action cards and gain the speaker token.
Public Disgrace	Strategy Phase	When another player chooses a strategy card during the strategy phase: That player must choose a different strategy card instead, if able.
Rally	Tactical Action	After you activate a system that contains another player's ships: Place 2 command tokens from your reinforcements in your fleet pool.
Reactor Meltdown	As an Action:	Destroy 1 spacedock in a non-home system.
Refit Troops	As an Action:	Choose 1 or 2 of your infantry on the game board; replace each of those infantry with mechs.
Reflective Shielding	Combat	When one of your ships uses <i>Sustain Damage</i> during combat: Produce 2 hits against your opponent's ships in the active system.
Reparations	Tactical Action	After another player gains control of a planet you control: Exhaust 1 planet that player controls and ready 1 planet you control.
Repeal Law	As an Action:	Discard 1 law from play.
Reveal Prototype	Combat	At the start of combat: Spend 4 resources to research a unit upgrade technology of the same type as 1 of your units that is participating in this combat.
Reverse Engineer	Reaction	After another player discards an action card that has a componnet action: Take that action card from the discard pile.
Rise of a Messiah	As an Action:	Place 1 infantry from your reinforcements on each planet you control.
Rout	Combat	At the start of the "Announce Retreats" step of space combat, if you are the defender: Your opponent must announce a retreat, if able.
Sabotage x4	Reaction	When another player plays an action card other than "Sabotage": Cancel that action card.
Salvage	Combat	After you win a space combat: Your opponent gives you all of their commodities.
Sanction	Agenda Phase	After an agenda is revealed: You cannot vote on this agenda. Predict aloud an outcome of this agenda. If your prediction is correct, each player that voted for that outcome returns 1 command token from their fleet supply to their reinforcements.
Scramble Frequency	Combat	After another player makes a <i>Bombardment</i> , <i>Space Cannon</i> , or <i>Anti-Fighter Barrage</i> roll: That player rerolls all of their dice.
Scuttle	As an Action:	Choose 1 or 2 of your non-fighter ships on the game board and return them to your reinforcements; gain trade goods equal to the combined cost of those ships.
Seize Artifact	As an Action:	Choose 1 of your neighbors that has 1 or more relic fragments. That player must give you 1 relic fragment of your choice.

Shields Holding x4	Combat	Before you assign hits to your ships during a space combat: Cancel up to 2 hits.
Signal Jamming	As an Action:	Choose 1 non-home system that contains or is adjacent to 1 of your ships. Place a command token from another player's reinforcements in that system.
Skilled Retreat x4	Combat	At the start of a combat round: Move all of your ships from the active system into an adjacent system that does not contain another player's ships; the space combat ends in a draw. Then, place a command token from your reinforcements in that system.
Solar Flare	Tactical Action	After you activate a system: During this movement, other players cannot use <i>Space Cannon</i> against your ships.
Spy	As an Action:	Choose 1 player. That player gives you 1 random action card from their hand.
Summit	Strategy Phase	At the start of the strategy phase: Gain 2 command tokens.
Tactical Bombardment	As an Action:	Choose 1 system that contains 1 or more of your units that have <i>Bombardment</i> . Exhaust each planet controlled by other players in that system.
Technology Rider	Agenda Phase	After an agenda is revealed: You cannot vote on this agenda. Predict aloud an outcome of this agenda. If your prediction is correct, research 1 technology.
Trade Rider	Agenda Phase	After an agenda is revealed: You cannot vote on this agenda. Predict aloud an outcome of this agenda. If your prediction is correct, gain 5 trade goods.
Unexpected Action	As an Action:	Remove 1 of your command tokens from the game board and return it to your reinforcements.
Unstable Planet*	As an Action:	Choose 1 hazardous planet. Exhaust that planet and destroy up to 3 infantry on it.
Upgrade	Tactical Action	After you activate a system that contains 1 or more of your ships: Replace 1 of your cruisers in that system with 1 of your dreadnoughts from your reinforcements.
Uprising	As an Action:	Exhaust 1 non-home planet controlled by another player. Then, gain trade goods equal to its resource value.
Veto*	Agenda Phase	When an agenda is revealed: Discard that agenda and reveal 1 agenda from the top of the deck. Players vote on this agenda instead.
War Effort	As an Action:	Place 1 cruiser from your reinforcements in a system that contains your ships.
War Machine x4	Tactical Action	When 1 or more of your units use <i>Production</i> : Apply +4 to the total <i>Production</i> value of your units and reduce the combined cost of the produced units by 1.
Warfare Rider	Agenda Phase	After an agenda is revealed: You cannot vote on this agenda. Predict aloud an outcome of this agenda. If your prediction is correct, place 1 dreadnought from your reinforcements in a system that contains 1 or more of your ships.
Waylay	Combat	Before you roll dice for <i>Anti-Fighter Barrage</i> : Hits from this roll are produced against ships (not just fighters).

*Errata Update from Living Rules Reference