

# Twilight Imperium: Agenda Cards

Name		Elect	Effect
Anti-Intellectual Revolution	L		<b>For:</b> After a player researches a technology, that player must destroy 1 of their non-fighter ships. <b>Against:</b> At the start of the next strategy phase, each player chooses and exhausts 1 planet for each technology that they own.
Archived Secret	D	Player	The elected player draws 1 secret objective.
Armed Forces Standardization	D	Player	The elected player places command tokens from their reinforcements so that they have 3 tokens in their tactic pool, 3 tokens in their fleet pool, and 2 tokens in their strategy pool. They return any excess tokens to their reinforcements.
Arms Reduction	D		<b>For:</b> Each player destroys all but 2 of their dreadnoughts and all but 4 of their cruisers. <b>Against:</b> At the start of the next strategy phase, each player exhausts each of their planets that have a technology specialty.
Articles of War	L		<b>For:</b> All mechs lose their printed abilities except for <i>Sustain Damage</i> . <b>Against:</b> Each player that voted "For" gains 3 trade goods.
Checks and Balances	L		<b>For:</b> When a player chooses a strategy card during the strategy phase, they give that strategy card to another player who does not have 1 (or a player who does not have 2 in a three- or four-player game), if able. <b>Against:</b> Each player readies only 3 of their planets at the end of this agenda phase.
Clandestine Operations	D		<b>For:</b> Each player removes 2 command tokens from their command sheet and returns those tokens to their reinforcements. <b>Against:</b> Each player removes 1 command token from their fleet pool and returns that token to their reinforcements.
Classified Document Leaks	L	Scored Secret Objective	The elected secret objective becomes a public objective; place it near the other public objectives in the common play area.
Colonial Redistribution	D	Non-Home Planet Other Than Mecatol Rex	Destroy each unit on the elected planet. Then, the player who controls that planet chooses 1 player with the fewest victory points; that player may place 1 infantry from their reinforcements on the elected planet.
Committee Formation	L	Player	The elected player gains this card. Before players vote on an agenda that requires a player to be elected, the owner of this card may discard this card to choose a player to be elected. Players do not vote on that agenda.
Compensated Disarmament	D	Planet	Destroy each ground force on the elected planet; for each unit that was destroyed, the player who controls that planet gains 1 trade good.
Conventions of War	L		<b>For:</b> Players cannot use <i>Bombardment</i> against units that are on cultural planets. <b>Against:</b> Each player that voted "Against" discards all of their action cards.
Covert Legislation	D	Special	When this agenda is revealed, the speaker draws the next card in the agenda deck but does not reveal it to the other players. Instead, the speaker reads the eligible outcomes aloud (for, against, elect player, etc.); the other players vote for these outcomes as if they were outcomes of this agenda, without knowing their effects.
Economic Equality	D		<b>For:</b> Each player returns all of their trade goods to the supply. Then, each player gains 5 trade goods. <b>Against:</b> Each player returns all of their trade goods to the supply.
Enforced Travel Ban	L		<b>For:</b> Alpha and beta wormholes have no effect during movement. <b>Against:</b> Destroy each PDS in or adjacent to a system that contains a wormhole.
Executive Sanctions	L		<b>For:</b> Each player can have a maximum of 3 action cards in their hand. <b>Against:</b> Each player discards 1 random action card from their hand.

Fleet Regulations	L		<p><b>For:</b> Each player cannot have more than 4 tokens in their fleet pool.</p> <p><b>Against:</b> Each player places 1 command token from their reinforcements in their fleet pool.</p>
Galactic Crisis Pact	D	Strategy Card	Each player may perform the secondary ability of the elected strategy card without spending a command token; command tokens placed by the ability are placed from a player's reinforcements instead.
Homeland Defense Act	L		<p><b>For:</b> Each player can have any number of PDS units on planets they control.</p> <p><b>Against:</b> Each player destroys 1 of their PDS units.</p>
Imperial Arbiter	L	Player	<p>The elected player gains this card.</p> <p>At the end of the strategy phase, the owner of this card may discard this card to swap 1 of their strategy cards with 1 of another player's strategy cards.</p>
Incentive Program	D		<p><b>For:</b> Draw and reveal 1 stage I public objective from the deck and place it near the public objectives.</p> <p><b>Against:</b> Draw and reveal 1 stage II public from the deck and place it near the public objectives.</p>
Ixthian Artifact	D		<p><b>For:</b> The speaker rolls 1 die. If the result is 6-10, each player may research 2 technologies. If the result is 1-5, destroy all units in Mecatol Rex's system, and each player with units in systems adjacent to Mecatol Rex's system destroys 3 of their own units in each of those systems.</p> <p><b>Against:</b> No effect.</p>
Judicial Abolishment	D	Law	Discard the elected law from play.
Minister of Antiquities	D	Player	The elected player gains 1 relic.
Minister of Commerce	L	Player	<p>The elected player gains this card.</p> <p>After the owner of this card replenishes commodities, they gain 1 trade good for each player that is their neighbor.</p>
Minister of Exploration	L	Player	<p>The elected player gains this card.</p> <p>When the owner of this card gains control of a planet, they gain 1 trade good.</p>
Minister of Industry	L	Player	<p>The elected player gains this card.</p> <p>When the owner of this card places a space dock in a system, his units in that system may use their <i>Production</i> abilities.</p>
Minister of Peace	L	Player	<p>The elected player gains this card.</p> <p>After a player activates a system that contains 1 or more of a different player's units, the owner of this card may discard this card; immediately end the active player's turn.</p>
Minister of Policy	L	Player	<p>The elected player gains this card.</p> <p>At the end of the status phase, the owner of this card draws 1 action card.</p>
Minister of Sciences	L	Player	<p>The elected player gains this card.</p> <p>When the owner of this card resolves the primary or secondary ability of the "Technology" strategy card, he does not need to spend resources to research technology.</p>
Minister of War	L	Player	<p>The elected player gains this card.</p> <p>The owner of this card may discard this card after performing an action to remove 1 of his command counters from the game board and return it to his reinforcements; then he may perform 1 additional action.</p>
Miscount Disclosed	D	Law	Vote on the elected law as if it were just revealed from the top of the deck.
Mutiny	D		<p><b>For:</b> Each player that voted "For" gains 1 victory point.</p> <p><b>Against:</b> Each player that voted "For" loses 1 victory point.</p>
New Constitution	D		<p><b>For:</b> Discard all laws from play. At the start of the next strategy phase, each player exhausts each planet in his home system.</p> <p><b>Against:</b> No effect.</p>
Nexus Sovereignty	L		<p><b>For:</b> Alpha and beta wormholes in the wormhole nexus have no effect during movement.</p> <p><b>Against:</b> Place a gamma wormhole token in the Mecatol Rex system.</p>

Political Censure	L	Player	The elected player gains this card and 1 victory point. The elected player cannot play action cards. If the owner of this card loses this card, they lose 1 victory point.
Prophecy of Ixth	L	Player	The elected player gains this card. The owner of this card applies +1 to the result of his fighter's combat rolls. When the owner of this card uses <i>Production</i> , he discards this card unless he produces 2 or more fighters.
Public Execution	D	Player	The elected player discards all of his action cards. If he has the speaker token, he gives it to the player on his left. The elected player cannot vote on any agendas during this agenda phase.
Publicize Weapon Schematics	L		<b>For:</b> If any player owns a war sun technology, all players may ignore all prerequisites on war sun technologies. All war suns lose <i>Sustain Damage</i> . <b>Against:</b> Each player that owns a war sun technology discards all of his action cards.
Rearmament Agreement	D		<b>For:</b> Each player places 1 mech from their reinforcements on a planet they control in their home system. <b>Against:</b> Each player replaces each of their mechs with 1 infantry from their reinforcements.
Regulated Conscription	L		<b>For:</b> When a player produces units, he produces only 1 fighter and infantry for its cost instead of 2. <b>Against:</b> No effect.
Representative Government	L		<b>For:</b> Players cannot exhaust planets to cast votes during the agenda phase; each player may cast 1 vote on each agenda instead. Players cannot cast additional votes. <b>Against:</b> At the start of the next strategy phase, each player that voted "Against" exhausts all of their cultural planets.
Research Grant Reallocation	D	Player	The elected player gains any 1 technology of their choice. Then, for each prerequisite on that technology, they remove 1 token from their fleet pool and return it to their reinforcements.
Search Warrant	L	Player	The elected player gains this card and draws 2 secret objectives. The owner of this card plays with their secret objectives revealed.
Seed of an Empire	D		<b>For:</b> The player with the most victory points gains 1 victory point. <b>Against:</b> The player with the least victory points gains 1 victory point.
Shared Research	L		<b>For:</b> Each player's units can move through nebulae. <b>Against:</b> Each player places a command token from his reinforcements in his home system, if able.
Swords to Plowshares	D		<b>For:</b> Each player destroys half of his infantry on each planet he controls, rounded up. Then, each player gains trade goods equal to the number of his infantry that were destroyed. <b>Against:</b> Each player places 1 infantry from his reinforcements on each planet he controls.
Unconventional Measures	D		<b>For:</b> Each player that voted "For" draws 2 action cards. <b>Against:</b> Each player that voted "For" discards all of his action cards.
Wormhole Reconstruction	L		<b>For:</b> All systems that contain either an alpha or beta wormhole are adjacent to each other. <b>Against:</b> Each player places a command token from his reinforcements in each system that contains a wormhole and 1 or more of his ships.
Wormhole Research	D		<b>For:</b> Each player who has 1 or more ships in a system that contains a wormhole may research 1 technology. Then, destroy all ships in systems that contain an alpha or beta wormhole. <b>Against:</b> Each player that voted "Against" removes 1 command token from his command sheet and returns it to his reinforcements.

D = Directive

L = Law