

Empires of the Void: Key to the Universe Secondary Action Boards
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REPAIR BAY Rebuild at 1/2 cost.
 Limit 1 ship.

- Gain 1 VP when you destroy ships.
- Draw if you lose a planet.
- 2 VP/turn for enemy Home Planets.

ARM
 Purchase up to 5 Photon Bombs.

MOVE +
 Move 2 ships at +1 movement.

ENSLAVE
 Place a credit on a conquered planet card, that planet has +1 income.

SMUGGLE
 Tech using a trade good from a planet where you have a Diplomat.

COUNCIL
 Purchase up to 5 Ambassadors.

1 SECONDARY ACTION








COUNCIL MOVE + SMUGGLE ARM ENSLAVE ATTACK

Limit 5 tokens total.




COST (Bombs/Ambassadors)
 0/1/3/6/8



CAPITAL CITY

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CAPITAL CITY