

High Frontier Political Events

2026-SEP-05

How This Works

This event deck replaces the event die roll.

Draw Event: The Secretary General (Sec-Gen) draws an event at the beginning of the 1st turn. Then every subsequent turn the Sec-Gen draws a new event *after* advancing the Sunspot Cube.

Sunspot Cycle: When the Sunspot Cycle event is drawn, apply the event for the current season. Just like you rolled a '5' or '6' using the standard event rules.

Seniority

Reshuffle: Each time the Sunspot Cube passes Seniority, set the most recent event aside face-up to start a new discard stack. Then shuffle the remaining cards to form a fresh event deck.

New Sec-Gen: The Sec-Gen position goes to the player whose ideology is the Active Law. This is true even if that player is the current Sec-Gen. If the Active Law isn't associated with a player, the current Sec-Gen must choose a different player normally.

Anarchy/War: The change to Sec-Gen is delayed during anarchy/war. Determine a new Sec-Gen after anarchy/war ends.

Mostly Nothing Happens

Conditional: Half the cards have an effect only if a certain condition is met. For example, the Authority event applies only if the Active Law is Authority. If the condition isn't met, ignore the card. There is no event this turn.

Repetition: If the same event comes up twice or more in a row, ignore the subsequent events. There is no event this turn. Treat Pad Explosion and Space Debris as the same event. Treat *all* Sunspot Cycle events as the same event.

Bonus Operations

Some events give players a bonus operation. For example, Freedom allows each player to Free Market 1 card. In normal turn order, beginning with the Sec-Gen, each player may perform the operation specified. When everyone has finished, proceed with the turn normally.

War and Peace and Anarchy

No Active Law: There is no Active Law during anarchy or war.

Anarchy/War Ends: Anarchy and war don't end automatically. Instead, anarchy/war continues until you draw an Anarchy/War Ends event. Then follow the instructions on the event card.

Delegates: Add, move, or remove delegates in normal turn order, beginning with the current Sec-Gen.

Tally Vote: If 2 or more ideologies tie, the current Sec-Gen chooses between them. Then choose a new Sec-Gen if required.

Inspiration



Put the topmost card of each patent deck and the colonist queue on the bottom.

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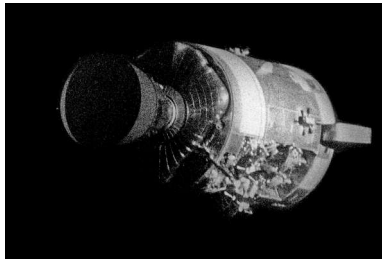
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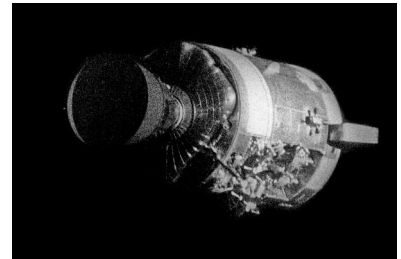
Glitch



Each player places a busted disk on his stack with the most cards that has neither a busted disk nor humans. Choose which stack if tied.

See *Glitch Trigger* in the glossary.

Glitch



Each player places a busted disk on her stack with the most cards that has neither a busted disk nor humans. Choose which stack if tied.

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Pad Explosion



Each player decommissions his heaviest card in LEO. Choose which card if tied.

Crew, black-side, purple-side, colonists, contracts, and Bernals are immune.

Space Debris



Each player decommissions her heaviest card in LEO. Choose which card if tied.

Crew, black-side, purple-side, colonists, contracts, and Bernals are immune.



Equality



Symposia: If Equality is the Active Law, each player may take the top card from 1 patent deck. Ignore academia limit. Cards do *not* come with supports.

This is a *Bonus Operation*.

Unity



Plenary Session: If Unity is the Active Law, each player may perform a Fundraise *Bonus Operation*. However, tally the vote only *after* all players have finished. The current Sec-Gen decides ties.

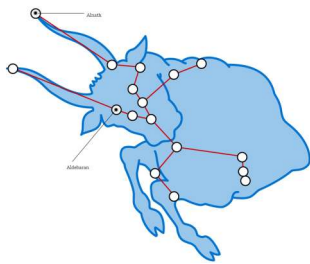
Centrist



Premiums Due: If Centrist is the Active Law, each player with a delegate in Centrist must pay 1 aqua to the bank.

Ignore if you have no aqua.

Freedom



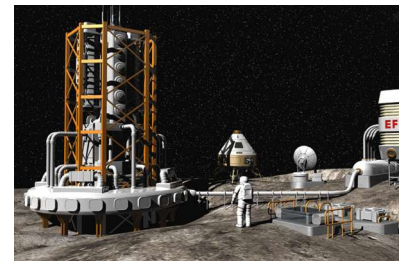
Bull Market: If Freedom is the Active Law, each player may Free Market 1 patent card for 4 aquas.

Authority



Forced Labor: If Authority is the Active Law, each player may perform any 1 operation (except Research *Auction*) but no movement. This is a *Bonus Operation*.

Individuality



Choice: If Individuality is the Active Law, each player may perform 1 ET Production or Site Refuel at any factory belonging to *any* player. This is a *Bonus Operation*.

Honor



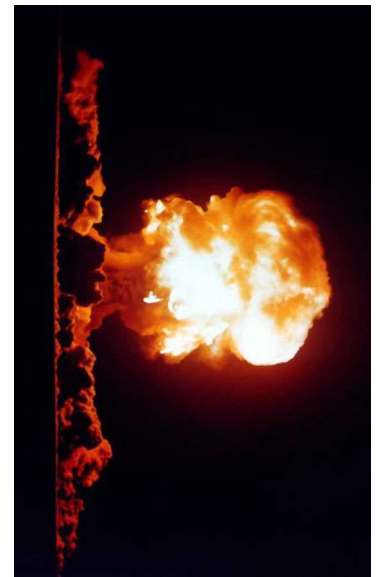
Hero Worship: If Honor is the Active Law, each player gains 1 aqua for each glory chit they hold anywhere.

Stability



Dominant Ideology: Gain 2 glory if your ideology is the Active Law.

Note there is no Active Law during Anarchy/War.



Anarchy/War Ends



Centrist Purge: If Anarchy or War are in effect, each player loses 1 Centrist delegate. Then tally vote.

Anarchy/War Ends



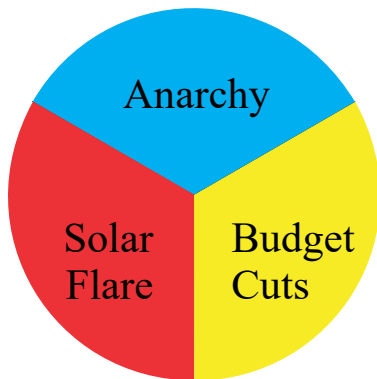
Core Values: If Anarchy or War are in effect, each player may place a new delegate into their ideology. This is *not* a Fundraise. Then tally vote.

Anarchy/War Ends

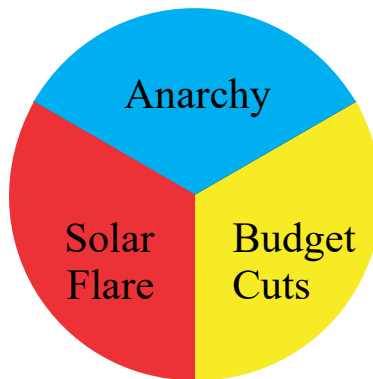


Rightward Shift: If Anarchy or War are in effect, each player must move 1 delegate clockwise in the assembly. Then tally vote.

Sunspot Cycle



Sunspot Cycle

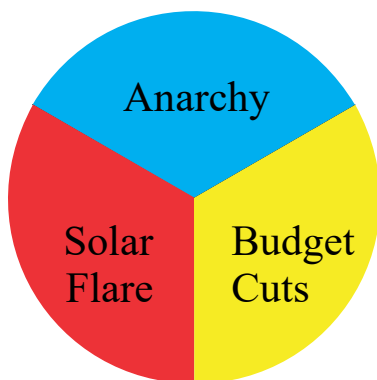


Anarchy/War Ends

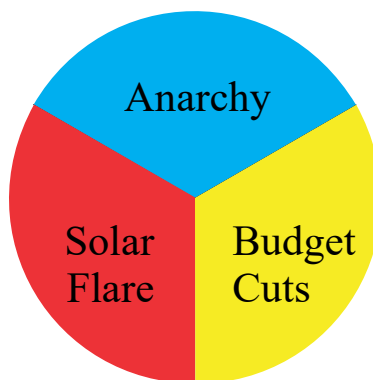


Leftward Shift: If Anarchy or War are in effect, each player must move 1 delegate counter-clockwise in the assembly. Then tally vote.

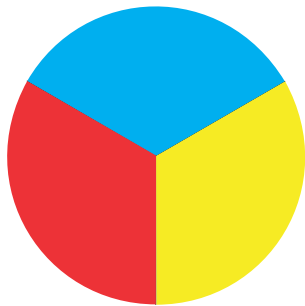
Sunspot Cycle



Sunspot Cycle

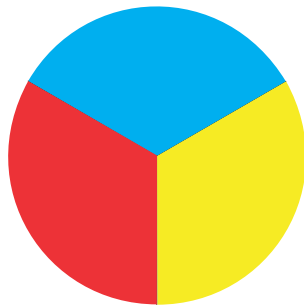


**High
Frontier**



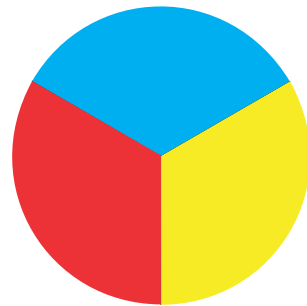
Event

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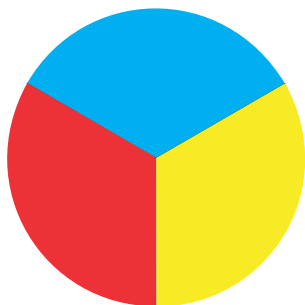
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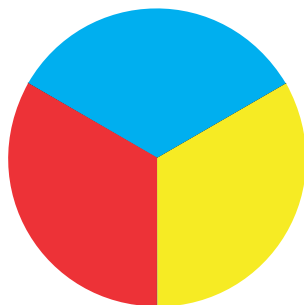
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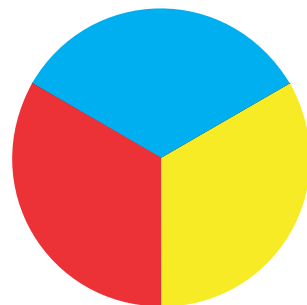
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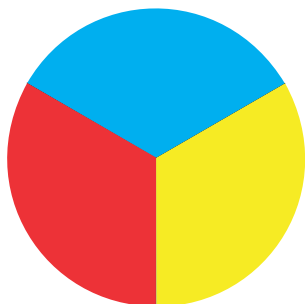
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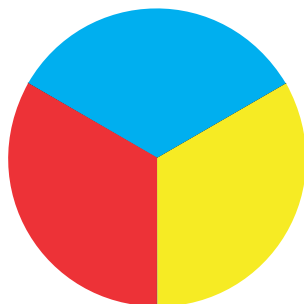
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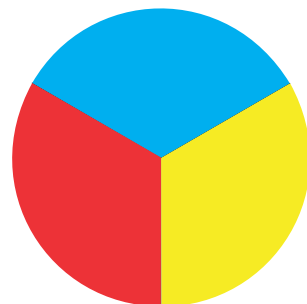
Event

**High
Frontier**



Event

**High
Frontier**



Event

Ideological Glory from Stability Event

Front



Back



Special thanks to:

Anthony

Brian L.

e.kizito

The Blue Tweezers