







### Solar Flare

Roll a Radiation Roll against Danger level 4 (Base upgrades may help). If you fail by 1-2 Replace it by a neutral ship. Failing it by more results in the complete loss of a ship. (Radiation shield cards may be used in any case)



### Asteroid

Roll a dice to decide which asteroid appeared: Metal 1-3, Water 4-5, Energy 6. Consult the rule-book to see how to continue.



### Asteroid

Roll a dice to decide which asteroid appeared: Metal 1, Water 2-4, Energy 5-6. Consult the rule-book to see how to continue.



### Proximity Asteroid

Roll a dice to decide which asteroid appeared: Metal 1-3, Water 4-5, Energy 6. Consult the rule-book to see how to continue. Skip the roll for the quadrant, as it will appear in your Quadrant (Sun quadrant bordering yours for Energy)



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### Cunning Sabotage

You can't quite understand how it is possible, but it happens. After filling your ship's cargo hold to its capacity with ore from the closest asteroid, the asteroid explodes. You fail to understand how anyone on your minimally crewed ships could be a traitor to your cause. Remove the closest asteroid.



### Ingenious Invention

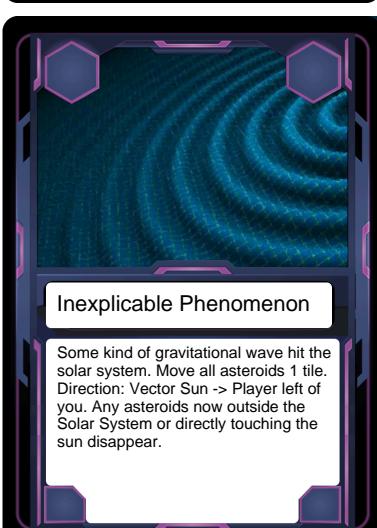
Some of your scientists came up with a prototype rocket-based asteroid propulsion system. Sadly it failed after only a short while. Move any asteroid by 1 tile in a direction of your choosing.



### Alien Bacteria

One of your scientists discovered a small sample of alien bacteria. The bacteria managed to gather traces of the ore that were previously spread out through the entire asteroid in unmineable quantities. Before the bacteria died off, they managed to gather several masses, that actually warrant mining.

Restore one Asteroid of your choosing to FULL content.



### Inexplicable Phenomenon

Some kind of gravitational wave hit the solar system. Move all asteroids 1 tile. Direction: Vector Sun -> Player left of you. Any asteroids now outside the Solar System or directly touching the sun disappear.



### Battery Overflow

Recent energy consumption was so low, as a matter of fact, that your batteries are full. As to avoid the battery overflow, base command has decided to activate the base thrusters and move the base by 1 tile in any direction desired by you. Requires Base level 2: You may choose not to move your base as well.



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