



EVENT

Houston, we have a problem!
Our supply ship has gone
rogue, and our stomachs are
growling.

EVENT

Surprise! A cargo ship just
pulled up to shore with a
boatload of goodies.

+4 resources to reservoir

EVENT

Solar flare hits
cargo ship!

-2 items from shipment

EVENT

Oh no, solar flare strikes
and wipes out a cargo haul!
We're 4 items down, folks.

EVENT

Your well hit a large
reservoir!

+3 extra ice

EVENT

Uh-oh, looks like there's
some drama brewing in the
office!

This round starts with
Player One losing the power
to place resources.



EVENT

Let the political games begin! Our first player just scored a critical vote and now wields the power to add two resources per turn for this round.

EVENT

Bad news from the Hydroponics Farm: Biologists down for the count. Quarantine time, folks! Sadly, this means production is taking a snooze for the round.

EVENT

Oh no! The ice driller's gone and conked out, leaving us with zero production for this round.

EVENT

Oh no! The engineers just found an unexpected glitch in the mining rig. So, for everyone's safety, we need to pause production for one round and give the facility a thorough inspection.

EVENT

Uh-oh! The pesky flu has infiltrated our settlers, taking down half the team. Let's take preventative measures and give them a well-deserved quarantine vacay this round.

EVENT

Oh no! The flu has snuck in and taken out half our settlers. It's time to take action and give them a much-needed break in quarantine for the next round.



EVENT

Whoa! Brace yourself, solar flares are shaking up the atmosphere! Double the nitrogen extraction this round!

EVENT

Congratulations!
Time to welcome a new Titan baby and give the lucky parents a break.

+1 settler
sequester 3 settlers

EVENT

Uh-oh, trouble's brewing!

Titan's feeling a little hot under the collar. Brace yourselves, mining and drilling production is getting slashed by half (rounded down).

EVENT

Oh no! Our space grub's gone radioactive, and it's a no-go for munching. Time to jettison this toxic stash from the supply ship before we raise any galactic eyebrows.

EVENT

2 settlers have died of dysentery!

Remove them from the community.

EVENT

Ship mass restraints!

1 hex cell is restricted from use



EVENT

Ship fuel restraints!

2 hex cells are restricted
from use

EVENT

Supply budget restraints!

1 hex cell is restricted
from use

EVENT

2 settlers contracted a
virus!

sequester 2 settlers

EVENT

2 settlers contracted a
virus!

sequester 2 settlers

EVENT

4 settlers contracted a
virus!

sequester 4 settlers

EVENT

6 settlers contracted a
virus!

sequester 6 settlers



EVENT

Looks like a few settlers
are homesick and hopping on
the supply ship back.

Time to bid farewell to
three settlers from our
community.

EVENT

Oopsie daisy! The supply
ship's tardy due to some
space weather shenanigans.
Looks like we'll have to
reschedule unloading for
the next round.

EVENT

Holy cosmos! The next
supply ship has been
battered and bruised, and
loses 2 hexes.

EVENT

Hold onto your hats, folks!
Budget cuts incoming. Brace
yourselves for half-filled
ships per hex (which we'll
round up!)