	Bridge Hit				Bridge Hit				Cargo Bay Hit	
			Ī						•	
	Damaga				D				D	
Does n	Damage ot get any power bonuses.			oes n	ot get any power b	nage onuses.		Randor	Damage mly discard a card from hand.	
Powe	r -1 Structure	-20%		Power	-:	1 Structure	-20%	Power	r 0 Structure	-30%
(C) 2011 Nick	Cargo Bay Hit	130	(0	() 2011 Nick	Cloaking Device	e Hit	130	(C) 2011 Nick	Cloaking Device Hit	130
			ŀ							
	Damage		Į			nage			Damage	
Randor	mly discard a card from hand.		C	Can't cl	oak.			Can't c	lloak.	
			ļ			-le				
Power	n 0 Structure	-30% 130	(0	Power	Pruehs.	1 Structure	-25% 130	Power	r -1 Structure	-25%
	Direct Hit				Direct Hit				Engine Room Hit	
	•		ſ							
	Damaga				D				D	
	Damage		H		Dar	nage		Can't o	Damage overload.	
Power	r -1 Structure	-35%	F	Power	-:	1 Structure	-35%	Power	r -1 Structure	-30% 130
(C) 2011 Nick	Pruehs.	130		2011 Nick	Pruehs.	•	130	(C) 2011 Nick	r Pruehs.	130

Engine Room Hit		Engine	s Hit		En	ngines Hit	
	•						
Damage		HDV550 (4)	Damage		Damage		
Can't overload.		UPKEEP (1).			UPKEEP (1	.).	
Power -1 Structu	re -30%	Power	-1 Structure	-25%	Power	-1 Structure	-25%
Sickbay Hit	130	(C) 2011 Nick Pruehs. Sickbay	/ Hit	130	(C) 2011 Nick Prueh	eapon Systems Hit	130
Joseph Market Ma		Jordan	,				
Damage			Damage			Damage	
Randomly discard a character.		Randomly disca				-	
Downer of Structur	ro 250/	Down	olstrusturo	250/	Dawar	3 Structure	250/
Power 0 Structu	re -25%	Power (C) 2011 Nick Pruehs.	0 Structure	-25%	Power (C) 2011 Nick Prueh		-25% 130
Weapon Systems Hit		Agniar			Be	erena Pulsar	
Damage			Location - Planet ttack effect is played, add	d (1).	Ships can'	Location - Space t cloak.	

	Da'tar				Gerrara Nebula			Harana	
			Ī						
	Location - Planet				Location - Space	Location - Planet			
Add 1 t	o each enemy battle destiny drawr			Every t	ime a ship is overloading, damage	that ship.	Reduc	e each player destiny draw by 1.	
	Distance 1		-		Distance 3			Distance 1	
(C) 2011 Nick	Pruehs.	130	ŀ	(C) 2011 Nick	Pruehs.	130	(C) 2011 Ni		130
	Kressar Shipyards				Lacarna Nebula			Mosiov Asteroid	
	Location - Station				Location - Space			Location - Space	
Unique	enemy ships are threat -1.		ŀ	When t	he fleet jumps to this location, add amaged ship.	l (1) for	Each I	Behemoth is threat -1.	
				eacira	amaged ship.				
(C) 2011 Nick	Distance 2	130		(C) 2011 Nick	Distance 1	130	(C) 2011 Ni	Distance 2	130
	Oshiro Asteroid Belt				Rahra Asteroid Belt			Salaza Docks	
			Ī						
The fire	Location - Space		ļ	Mhc=+	Location - Space		AL 16-	Location - Station	ld (1) for
me nrs	st enemy ship played is threat -2.			random	he fleet jumps to this location, dan n flagship.	naye a	each e	beginning of the Wrap Up phase, ac enemy ship.	iu (1) 10F
	Distance 2		ŀ		Distance 2			Distance 1	
(C) 2011 Nick		130	ŀ	(C) 2011 Nick	Brushe	120	(C) 2011 Ni	ek Bauahe	120

Solmar Border Sta	ition		Tekana Passage			Volar Pulsar	
Location -	Station	┧╘	Location - Space			Location - Space	
Add (3).		If thi fleet	s location is drawn during the jump phas to jump here.	ohase, the	Wher	n the fleet jumps to this location, ϵ	each player dis
Distand		(C) 2011	Distance 2	130	(6) 2633	Distance 3	130