

	Bridge Hit	
Damage		
Does not get any power bonuses.		
Power	-1	Structure -20%
(C) 2011 Nick Pruett. 130		
	Cargo Bay Hit	
Damage		
Randomly discard a card from hand.		
Power	0	Structure -30%
(C) 2011 Nick Pruett. 130		
	Direct Hit	
Damage		
Power	-1	Structure -35%
(C) 2011 Nick Pruett. 130		

	Bridge Hit	
Damage		
Does not get any power bonuses.		
Power	-1	Structure -20%
(C) 2011 Nick Pruett. 130		
	Cloaking Device Hit	
Damage		
Can't cloak.		
Power	-1	Structure -25%
(C) 2011 Nick Pruett. 130		
	Direct Hit	
Damage		
Power	-1	Structure -35%
(C) 2011 Nick Pruett. 130		

	Cargo Bay Hit	
Damage		
Randomly discard a card from hand.		
Power	0	Structure -30%
(C) 2011 Nick Pruett. 130		
	Cloaking Device Hit	
Damage		
Can't cloak.		
Power	-1	Structure -25%
(C) 2011 Nick Pruett. 130		
	Engine Room Hit	
Damage		
Can't overload.		
Power	-1	Structure -30%
(C) 2011 Nick Pruett. 130		

	Engine Room Hit	
Damage		
Can't overload.		
Power	-1	Structure -30%
(C) 2011 Nick Pruehs. 130		
	Sickbay Hit	
Damage		
Randomly discard a character.		
Power	0	Structure -25%
(C) 2011 Nick Pruehs. 130		
	Weapon Systems Hit	
Damage		
Power	-2	Structure -25%
(C) 2011 Nick Pruehs. 130		

	Engines Hit	
Damage		
UPKEEP (1).		
Power	-1	Structure -25%
(C) 2011 Nick Pruehs. 130		
	Sickbay Hit	
Damage		
Randomly discard a character.		
Power	0	Structure -25%
(C) 2011 Nick Pruehs. 130		
	Agniar	
Location - Planet		
Every time an attack effect is played, add (1).		
Distance 2		
(C) 2011 Nick Pruehs. 130		

	Engines Hit	
Damage		
UPKEEP (1).		
Power	-1	Structure -25%
(C) 2011 Nick Pruehs. 130		
	Weapon Systems Hit	
Damage		
Power	-2	Structure -25%
(C) 2011 Nick Pruehs. 130		
	Berena Pulsar	
Location - Space		
Ships can't cloak.		
Distance 1		
(C) 2011 Nick Pruehs. 130		

	Da'tar	
Location - Planet		
Add 1 to each enemy battle destiny drawn.		
Distance 1		
(C) 2011 Nick Prueths. 130		
	Kressar Shipyards	
Location - Station		
Unique enemy ships are threat -1.		
Distance 2		
(C) 2011 Nick Prueths. 130		
	Oshiro Asteroid Belt	
Location - Space		
The first enemy ship played is threat -2.		
Distance 2		
(C) 2011 Nick Prueths. 130		

	Gerrara Nebula	
Location - Space		
Every time a ship is overloading, damage that ship.		
Distance 3		
(C) 2011 Nick Prueths. 130		
	Lacarna Nebula	
Location - Space		
When the fleet jumps to this location, add (1) for each damaged ship.		
Distance 1		
(C) 2011 Nick Prueths. 130		
	Rahra Asteroid Belt	
Location - Space		
When the fleet jumps to this location, damage a random flagship.		
Distance 2		
(C) 2011 Nick Prueths. 130		

	Harana	
Location - Planet		
Reduce each player destiny draw by 1.		
Distance 1		
(C) 2011 Nick Prueths. 130		
	Moslov Asteroid	
Location - Space		
Each Behemoth is threat -1.		
Distance 2		
(C) 2011 Nick Prueths. 130		
	Salaza Docks	
Location - Station		
At the beginning of the Wrap Up phase, add (1) for each enemy ship.		
Distance 1		
(C) 2011 Nick Prueths. 130		

	Solmar Border Station	
Location - Station		
Add (3).		
Distance 1		
(C) 2011 Nick Prueths. 130		

	Tekana Passage	
Location - Space		
If this location is drawn during the jump phase, the fleet has to jump here.		
Distance 2		
(C) 2011 Nick Prueths. 130		

	Volar Pulsar	
Location - Space		
When the fleet jumps to this location, each player dis		
Distance 3		
(C) 2011 Nick Prueths. 130		

