

-	Agniar	
Location		
PLANET. Every time an attack effect is played on table, add (1).		
Distance 2		
(C) 2011 Nick Prueths.		
-	Gerrara Nebula	
Location		
SPACE. Every time a ship is overloading, damage that ship.		
Distance 3		
(C) 2011 Nick Prueths.		
-	Lacarna Nebula	
Location		
SPACE. When the fleet jumps to this location, add (1) for each damaged ship (limit 4).		
Distance 1		
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-	Berana Pulsar	
Location		
SPACE. Player ships can't cloak.		
Distance 1		
(C) 2011 Nick Prueths.		
-	Harana	
Location		
PLANET. Reduce each player destiny drawn by 1.		
Distance 1		
(C) 2011 Nick Prueths.		
-	Moslov Asteroid	
Location		
SPACE. Each Behemoth is threat -1.		
Distance 2		
(C) 2011 Nick Prueths.		

-	Da'tar	
Location		
PLANET. Add 1 to each enemy battle destiny drawn.		
Distance 1		
(C) 2011 Nick Prueths.		
-	Kressar Shipyards	
Location		
STATION. Unique Enemy ships are threat -1.		
Distance 2		
(C) 2011 Nick Prueths.		
-	Oshiro Asteroid Belt	
Location		
SPACE. The first enemy ship played is threat -2.		
Distance 2		
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-	Pitiva Nebula	
Location		
SPACE. All ships are power +1.		
Distance 1		
(C) 2011 Nick Prueths.		
-	Solmar Border Station	
Location		
STATION. All player starships are threat +1.		
Distance 1		
(C) 2011 Nick Prueths.		

-	Rahra Asteroid Belt	
Location		
SPACE. When the fleet jumps to this location, damage every flagship.		
Distance 2		
(C) 2011 Nick Prueths.		
-	Tekana Passage	
Location		
SPACE. If this location is drawn during the jump phase, the fleet has to jump here.		
Distance 2		
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-	Salaza Docks	
Location		
STATION. At the beginning of the wrap-up phase, add (1) for each enemy ship.		
Distance 1		
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-	Volar Pulsar	
Location		
SPACE. When the fleet jumps to this location, discard all player effects.		
Distance 3		
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