

0	A Change Of Plans	Enemy
Effect		
Any player may decide to shuffle his or her hand into the draw deck to discard all enemy ships, adding their threat again.		
(C) 2011 Nick Prueths.		
1	Lack Of Preparation	Enemy
Effect		
One of the players discards a card.		
(C) 2011 Nick Prueths.		
2	No Way Out	Enemy
Effect		
Plays on table. Players can't play any effects this turn. Discard effect at the end of the turn.		
(C) 2011 Nick Prueths.		

0	End Of The Line	Enemy
Effect		
If the total number of characters and starships in all player discard piles exceeds 20, the players lose the game.		
(C) 2011 Nick Prueths.		
1	Lack Of Preparation	Enemy
Effect		
One of the players discards a card.		
(C) 2011 Nick Prueths.		
0	*On The Brink Of Despair	Enemy
Effect		
Plays on table. Every time a player ship loses a fight, put a token on this card. If there are 20 or more tokens on this card, the players lose the game.		
(C) 2011 Nick Prueths.		

1	Lack Of Preparation	Enemy
Effect		
One of the players discards a card.		
(C) 2011 Nick Prueths.		
1	No Mercy	Enemy
Effect		
Plays on table. Damaged ships are power -1. Discard effect at the end of the turn.		
(C) 2011 Nick Prueths.		
2	Overwhelmed	Enemy
Effect		
Plays on table. Attacking ships are power +2. Discard this effect when the players win a fight.		
(C) 2011 Nick Prueths.		

2	*The End Draws Near	Enemy
Effect		
Plays on table. At the end of each turn, place a token on this card. At the beginning of the attack phase, add (x), where x is the number of tokens on this card.		
(C) 2011 Nick Prueths.		
0	They Keep Coming	Enemy
Effect		
Add (1) for each destroyed player ship (limit 3).		
(C) 2011 Nick Prueths.		
3	Assault Cruiser	Enemy
Starship - Assault Cruiser		
Power 9		
(C) 2011 Nick Prueths.		

0	They Keep Coming	Enemy
Effect		
Add (1) for each destroyed player ship (limit 3).		
(C) 2011 Nick Prueths.		
2	*Worry	Enemy
Effect		
Plays on table. Player ships don't get any power bonuses from captains. Discard effect at the end of the turn.		
(C) 2011 Nick Prueths.		
3	Assault Cruiser	Enemy
Starship - Assault Cruiser		
Power 9		
(C) 2011 Nick Prueths.		

0	They Keep Coming	Enemy
Effect		
Add (1) for each destroyed player ship (limit 3).		
(C) 2011 Nick Prueths.		
5	*Agony	Enemy
Starship - Behemoth		
Every time this ship wins a fight, the owners of all losing ships discard a card.		
(C) 2011 Nick Prueths.		
Power 13		
(C) 2011 Nick Prueths.		
3	Assault Cruiser	Enemy
Starship - Assault Cruiser		
Power 9		
(C) 2011 Nick Prueths.		

3	Assault Cruiser	Enemy
Starship - Assault Cruiser		
Power 9		
(C) 2011 Nick Prueths.		
2	Assault Frigate	Enemy
Starship - Assault Frigate		
Power 7		
(C) 2011 Nick Prueths.		
4	Behemoth	Enemy
Starship - Behemoth		
Power -1 for each player ship fighting Behemoth.		
Power 12		
(C) 2011 Nick Prueths.		

2	Assault Frigate	Enemy
Starship - Assault Frigate		
Power 7		
(C) 2011 Nick Prueths.		
2	Assault Frigate	Enemy
Starship - Assault Frigate		
Power 7		
(C) 2011 Nick Prueths.		
4	Behemoth	Enemy
Starship - Behemoth		
Power -1 for each player ship fighting Behemoth.		
Power 12		
(C) 2011 Nick Prueths.		

2	Assault Frigate	Enemy
Starship - Assault Frigate		
Power 7		
(C) 2011 Nick Prueths.		
2	*Bane	Enemy
Starship - Swarm Frigate		
Power +1 for each other attacking ship.		
Power 7		
(C) 2011 Nick Prueths.		
4	Behemoth	Enemy
Starship - Behemoth		
Power -1 for each player ship fighting Behemoth.		
Power 12		
(C) 2011 Nick Prueths.		

4	Behemoth	Enemy
<div></div>		
<div>Starship - Behemoth</div> <div>Power -1 for each player ship fighting Behemoth.</div>		
<div>Power 12</div>		
<small>(C) 2011 Nick Pruett.</small>		
2	*Decay	Enemy
<div></div>		
<div>Starship - Swarm Frigate</div> <div>Power +2 while fighting a damaged ship.</div>		
<div>Power 7</div>		
<small>(C) 2011 Nick Pruett.</small>		
5	*Doom	Enemy
<div></div>		
<div>Starship - Behemoth</div> <div>Player ships can't cloak.</div>		
<div>Power 14</div>		
<small>(C) 2011 Nick Pruett.</small>		

3	*Cataclysm	Enemy
<div></div>		
<div>Starship - Assault Frigate</div> <div>Power +2 while any attack effects are on the table.</div>		
<div>Power 9</div>		
<small>(C) 2011 Nick Pruett.</small>		
3	*Despair	Enemy
<div></div>		
<div>Starship - Assault Frigate</div> <div>Power +2 while fighting a manned ship.</div>		
<div>Power 9</div>		
<small>(C) 2011 Nick Pruett.</small>		
4	*Fear	Enemy
<div></div>		
<div>Starship - Assault Cruiser</div> <div>Ships with power 7 or less can't be assigned to fight Fear.</div>		
<div>Power 11</div>		
<small>(C) 2011 Nick Pruett.</small>		

2	*Curse	Enemy
<div></div>		
<div>Starship - Swarm Frigate</div> <div>Draws one battle destiny.</div>		
<div>Power 7</div>		
<small>(C) 2011 Nick Pruett.</small>		
4	*Disaster	Enemy
<div></div>		
<div>Starship - Assault Cruiser</div> <div>Power +2 while the threat pool is empty.</div>		
<div>Power 11</div>		
<small>(C) 2011 Nick Pruett.</small>		
5	*Horror	Enemy
<div></div>		
<div>Starship - Behemoth</div> <div>Every time Horror wins a fight, damage all ships fighting Horror.</div>		
<div>Power 13</div>		
<small>(C) 2011 Nick Pruett.</small>		

1	Swarm Frigate	Enemy
Starship - Swarm Frigate		
When this ship is played, add (1).		
Power	5	
<small>(C) 2011 Nick Pruett.</small>		
1	Swarm Frigate	Enemy
Starship - Swarm Frigate		
When this ship is played, add (1).		
Power	5	
<small>(C) 2011 Nick Pruett.</small>		

1	Swarm Frigate	Enemy
Starship - Swarm Frigate		
When this ship is played, add (1).		
Power	5	
<small>(C) 2011 Nick Pruett.</small>		

1	Swarm Frigate	Enemy
Starship - Swarm Frigate		
When this ship is played, add (1).		
Power	5	
<small>(C) 2011 Nick Pruett.</small>		