

1	Agniar	
Location		
PLANET. When the fleet jumps to this location, every player may play character from his or her draw deck.		
Distance 1		
<small>(C) 2011 Nick Prueths.</small>		
2	Gerrara Nebula	
Location		
SPACE. Every time a ship is overloading, damage that ship.		
Distance 3		
<small>(C) 2011 Nick Prueths.</small>		
3	Lacarna Nebula	
Location		
SPACE. When the fleet jumps to this location, add (1) for each damaged ship (limit 4).		
Distance 2		
<small>(C) 2011 Nick Prueths.</small>		

3	Berana Pulsar	
Location		
SPACE. Player ships can't cloak.		
Distance 2		
<small>(C) 2011 Nick Prueths.</small>		
1	Harana	
Location		
PLANET. When the fleet jumps from this location, remove (3).		
Distance 1		
<small>(C) 2011 Nick Prueths.</small>		
3	Moslov Asteroid	
Location		
SPACE. Each Behemoth is threat -1.		
Distance 2		
<small>(C) 2011 Nick Prueths.</small>		

1	Da'tar	
Location		
PLANET.		
MAIN: Deploy a character to draw a card.		
Distance 1		
<small>(C) 2011 Nick Prueths.</small>		
1	Kressar Shipyards	
Location		
STATION. When the fleet jumps to this location, every player may add (2) to play a starship from his or her draw deck.		
Distance 1		
<small>(C) 2011 Nick Prueths.</small>		
3	Oshiro Asteroid Belt	
Location		
SPACE. The first enemy ship played is threat -2.		
Distance 2		
<small>(C) 2011 Nick Prueths.</small>		

3	Pitiva Nebula	
Location		
SPACE. All ships are power +1.		
Distance 2		
(C) 2011 Nick Pruhs.		
1	Solmar Border Station	
Location		
STATION. All player starships are threat -1.		
Distance 1		
(C) 2011 Nick Pruhs.		

3	Rahra Asteroid Belt	
Location		
SPACE. When the fleet jumps to this location, damage every flagship.		
Distance 2		
(C) 2011 Nick Pruhs.		
3	Tekana Passage	
Location		
SPACE. If this location is drawn during the jump phase, the fleet has to jump here.		
Distance 2		
(C) 2011 Nick Pruhs.		

1	Salaza Docks	
Location		
STATION.		
MAIN: Discard an equipment to repair a ship.		
Distance 1		
(C) 2011 Nick Pruhs.		
3	Volar Pulsar	
Location		
SPACE. When the fleet jumps to this location, discard all player effects.		
Distance 2		
(C) 2011 Nick Pruhs.		