0	A Change Of Plans	Enemy	0	*Collateral Damage	Enemy	0	End Of The Line	Enemy
	Effect			Effect	Colo		Effect	
into the	yer may decide to shuffle his or he draw deck to discard all enemy sh their threat again.	nips,	one pla	n table. Every time the players wi yer participating in that fight drav lestiny. If the number of his or hei s that destiny draw, damage one	vs one r ships	destroy game.	otal number of starships in all yed piles exceeds 6, the player	s lose the
			ships (p	olayer's choice).	or those			
(C) 2011 Nick			(C) 2011 Nick	Pruehs.	130	(C) 2011 Nici	k Pruehs.	
0	Lack Of Preparation	Enemy	0	Lack Of Preparation	Enemy	0	Lack Of Preparation	Enemy
Every p	Effect player discards a card.		Every p	Effect layer discards a card.		Every	Effect player discards a card.	
(C) 2011 Nick		Enemy	(C) 2011 Nick	*On The Brink Of Despair	Enemy	(C) 2011 Nick	Plasma Leak	Enemy
0	NO Mercy	Effettiy	0	*On The Brillik Of Despail	Literity	0	Plasifia Leak	Enemy
Plays o	Effect n table. Damaged ships are power	-1.		Effect n table. Every time a player ship l			Effect on table. If any player loses a fi	
Discard	effect at the end of the turn.		more to	ut a token on this card. If there ar okens on this card, the players los (Immune to Eyes and Ears.)	e the	each ti	the losing ships (player's choic urn, damage targeted ship.	.e). AL START OF
(C) 2011 Nick	Pruehs.		(C) 2011 Nick	Pruehs.		(C) 2011 Nici	k Pruehs.	130

0	Plasma Leak	Enemy	0	Plasma Leak	Enemy	0	*The End Draws Near	Enemy
Plays o	Effect n table. If any player loses a fight, the losing ships (player's choice).	attach to	Plays o	Effect n table. If any player loses a the losing ships (player's cho	fight, attach to	Plays o	Effect on table. At the end of each turn	, place a
	rn, damage targeted ship.	AL SLATE OF		irn, damage targeted ship.	ce). At start of	phase, this ca	on this card. At the beginning of add (x), where x is the number rd.	of tokens on
(C) 2011 Nick	Pruehs.	130	(C) 2011 Nick	Pruehs.	130	(C) 2011 Nici		
0	*They Keep Coming	Enemy	0	Weary	Enemy	0	Weary	Enemy
	Effect			Effect			Effect	
Plays o add (1)	n table. Every time a player loses	a fight,	threat	ne battle destiny. Return all c equal to that destiny draw to	haracters with their owner's	threat	one battle destiny. Return all cha equal to that destiny draw to the	racters with eir owner's
			hands.			hands.		
(C) 2011 Nick	Where It Hurts Most	Enemy	(C) 2011 Nick	Where It Hurts Most	Enemy	(C) 2011 Nici	Where It Hurts Most	Enemy
0	Where it fluits Most	Literity	0	Where it rights Most	Literity		Where it fluits Most	Literity
	Effect			Effect			Effect	
one of	n table. If any player loses a fight, the losing ships (player's choice). ⁻ n't be repaired.	attach to Targeted	one of	n table. If any player loses a the losing ships (player's chon't be repaired.	fight, attach to ice). Targeted	one of	on table. If any player loses a fig the losing ships (player's choice an't be repaired.	ht, attach to e). Targeted
	•						,	
(C) 2011 Nick	Pruehs.	130	(C) 2011 Nick	Pruehs.	130	(C) 2011 Nic	k Pruehs.	130

0	*Worry	Enemy	5	*Agony		Enemy	3	Assault Cruis	er	Enemy
										•
Plays o	Effect n table. Player ships don't get any s from captains. Discard effect at t n.	power	Every	Starship - E time this ship wins a ships discard a card.		ers of all		Starship -	Assault Cruiser	
the tur	n.	ne end of	losing	snips discard a card.						
(C) 2011 Nick			(C) 2011 Nice	Pruehs.			Power	Pruehs.	10	
3	Assault Cruiser	Enemy	3	Assault Cruiser		Enemy	3	Assault Cruis	er	Enemy
	Starship - Assault Cruiser			Starship - Ass	ault Cruiser			Starship -	Assault Cruiser	
Power	10		Powe	r 10			Power	-	10	
(C) 2011 Nick	Assault Frigate	Enemy	(C) 2011 Nici	Assault Frigate		Enemy	(C) 2011 Nick	Assault Frigat	te	Enemy
_			<u> </u>							
	Starship - Assault Frigate			Starship - Ass	ault Frigate			Starship -	Assault Frigate	
Power	Pruehs.		Powe				Power		8	

2	Assault Frigate	Enemy	2	*Bane	Enemy	4	Behemoth	Ener	ny
	Starship - Assault Frigat	e	Bane is	Starship - Swarm Frigate spower +1 for each other attacking	g ship.	Power	Starship - E -1 for each player sh	Sehemoth ip fighting Behemoth.	
Powei	r 8		Power	. 8		Powei	r 13		
(C) 2011 Nick		Enemy	(C) 2011 Nick	Pruehs.	Enemy	(C) 2011 Nick		Ener	ny
Power	Starship - Behemoth -1 for each player ship fighting B	ehemoth.	Power	Starship - Behemoth 1 for each player ship fighting Beh	emoth.	Power	Starship - E -1 for each player sh	ehemoth ip fighting Behemoth.	,
Powei			Power	13		Powei	r 13		
(C) 2011 Nick	*Cataclysm	Enemy	2011 Nick		Enemy	2 (C) 2011 Nick	*Decay	Ener	ny
	Grand to the state of the state			Civilia Civilia			Charles 6		
Power	Starship - Assault Frigat +2 while any attack effects are o		Draws	Starship - Swarm Frigate one battle destiny.		Power	Starship - Sw +2 while fighting a d		
Powe			Power			Power			
(C) 2011 Nick	r Pruehs.		(C) 2011 Nick	Pruehs.		(C) 2011 Nick	Pruehs.		=

3	*Despair	Enemy	4	*Disaster	Enemy	5	*Doom	Enemy
	Starship - Assault Frigate			Starship - Assault Cruiser	-		Starship - Behemoth	
Power -	+2 while fighting a manned ship.		Power	+2 while the threat pool is empty.		Player	ships can't cloak.	
Power	10		Dawe	. 12		Daws	, 1cl	
(C) 2011 Nick			(C) 2011 Nick			(C) 2011 Nick	r Pruehs.	
4	*Fear	Enemy	5	*Horror	Enemy	_ 1	Swarm Frigate	Enemy
	Starship - Assault Cruiser			Starship - Behemoth			Starship - Swarm Frigate	
Ships w fight Fe	rith power 7 or less can't be assign ar.	ed to	Every t fighting	ime Horror wins a fight, damage a g Horror.	ll ships	When	this ship is played, add (1).	
Power	12		Power	14		Powe	r el	
(C) 2011 Nick	Pruehs.		(C) 2011 Nick	Pruehs.		(C) 2011 Nice	r Pruehs.	
1	Swarm Frigate	Enemy	1	Swarm Frigate	Enemy	1	Swarm Frigate	Enemy
	Starship - Swarm Frigate			Starship - Swarm Frigate			Starship - Swarm Frigate	
When t	his ship is played, add (1).		When t	his ship is played, add (1).		When	this ship is played, add (1).	
Power	6		Power	6		Powe	r 6	
(C) 2011 Nick			(C) 2011 Nick			(C) 2011 Nick		