

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.		
0	Lack Of Preparation	Enemy
Effect		
Every player discards a card.		
(C) 2011 Nick Prueths.		
0	No Mercy	Enemy
Effect		
Plays on table. Damaged ships are power -1. Discard effect at the end of the turn.		
(C) 2011 Nick Prueths.		

0	*Collateral Damage	Enemy
Effect		
Plays on table. Every time the players wins a fight, one player participating in that fight draws one battle destiny. If the number of his or her ships exceeds that destiny draw, damage one of those ships (player's choice).		
(C) 2011 Nick Prueths. 130		
0	Lack Of Preparation	Enemy
Effect		
Every player 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. (Immune to Eyes and Ears.)		
(C) 2011 Nick Prueths.		

0	End Of The Line	Enemy
Effect		
If the total number of starships in all player destroyed piles exceeds 6, the players lose the game.		
(C) 2011 Nick Prueths.		
0	Lack Of Preparation	Enemy
Effect		
Every player discards a card.		
(C) 2011 Nick Prueths.		
0	Plasma Leak	Enemy
Effect		
Plays on table. If any player loses a fight, attach to one of the losing ships (player's choice). At start of each turn, damage targeted ship.		
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0	Plasma Leak	Enemy
Effect		
Plays on table. If any player loses a fight, attach to one of the losing ships (player's choice). At start of each turn, damage targeted ship.		
(C) 2011 Nick Prueths. 130		
0	*They Keep Coming	Enemy
Effect		
Plays on table. Every time a player loses a fight, add (1).		
(C) 2011 Nick Prueths. 130		
0	Where It Hurts Most	Enemy
Effect		
Plays on table. If any player loses a fight, attach to one of the losing ships (player's choice). Targeted ship can't be repaired.		
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0	Plasma Leak	Enemy
Effect		
Plays on table. If any player loses a fight, attach to one of the losing ships (player's choice). At start of each turn, damage targeted ship.		
(C) 2011 Nick Prueths. 130		
0	Weary	Enemy
Effect		
Draw one battle destiny. Return all characters with threat equal to that destiny draw to their owner's hands.		
(C) 2011 Nick Prueths. 130		
0	Where It Hurts Most	Enemy
Effect		
Plays on table. If any player loses a fight, attach to one of the losing ships (player's choice). Targeted ship can't be repaired.		
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0	*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. 130		
0	Weary	Enemy
Effect		
Draw one battle destiny. Return all characters with threat equal to that destiny draw to their owner's hands.		
(C) 2011 Nick Prueths. 130		
0	Where It Hurts Most	Enemy
Effect		
Plays on table. If any player loses a fight, attach to one of the losing ships (player's choice). Targeted ship can't be repaired.		
(C) 2011 Nick Prueths. 130		

0	*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 10		
(C) 2011 Nick Prueths.		
2	Assault Frigate	Enemy
Starship - Assault Frigate		
Power 8		
(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.		
Power 14		
(C) 2011 Nick Prueths.		
3	Assault Cruiser	Enemy
Starship - Assault Cruiser		
Power 10		
(C) 2011 Nick Prueths.		
2	Assault Frigate	Enemy
Starship - Assault Frigate		
Power 8		
(C) 2011 Nick Prueths.		

3	Assault Cruiser	Enemy
Starship - Assault Cruiser		
Power 10		
(C) 2011 Nick Prueths.		
3	Assault Cruiser	Enemy
Starship - Assault Cruiser		
Power 10		
(C) 2011 Nick Prueths.		
2	Assault Frigate	Enemy
Starship - Assault Frigate		
Power 8		
(C) 2011 Nick Prueths.		

2	Assault Frigate	Enemy
Starship - Assault Frigate		
Power 8		
<small>(C) 2011 Nick Prueths.</small>		
4	Behemoth	Enemy
Starship - Behemoth		
Power -1 for each player ship fighting Behemoth.		
Power 13		
<small>(C) 2011 Nick Prueths.</small>		
3	*Cataclysm	Enemy
Starship - Assault Frigate		
Power +2 while any attack effects are on the table.		
Power 10		
<small>(C) 2011 Nick Prueths.</small>		

2	*Bane	Enemy
Starship - Swarm Frigate		
Bane is power +1 for each other attacking ship.		
Power 8		
<small>(C) 2011 Nick Prueths.</small>		
4	Behemoth	Enemy
Starship - Behemoth		
Power -1 for each player ship fighting Behemoth.		
Power 13		
<small>(C) 2011 Nick Prueths.</small>		
2	*Curse	Enemy
Starship - Swarm Frigate		
Draws one battle destiny.		
Power 8		
<small>(C) 2011 Nick Prueths.</small>		

4	Behemoth	Enemy
Starship - Behemoth		
Power -1 for each player ship fighting Behemoth.		
Power 13		
<small>(C) 2011 Nick Prueths.</small>		
4	Behemoth	Enemy
Starship - Behemoth		
Power -1 for each player ship fighting Behemoth.		
Power 13		
<small>(C) 2011 Nick Prueths.</small>		
2	*Decay	Enemy
Starship - Swarm Frigate		
Power +2 while fighting a damaged ship.		
Power 8		
<small>(C) 2011 Nick Prueths.</small>		

3	*Despair	Enemy
Starship - Assault Frigate		
Power +2 while fighting a manned ship.		
Power 10		
(C) 2011 Nick Proehs.		
4	*Fear	Enemy
Starship - Assault Cruiser		
Ships with power 7 or less can't be assigned to fight Fear.		
Power 12		
(C) 2011 Nick Proehs.		
1	Swarm Frigate	Enemy
Starship - Swarm Frigate		
When this ship is played, add (1).		
Power 6		
(C) 2011 Nick Proehs.		

4	*Disaster	Enemy
Starship - Assault Cruiser		
Power +2 while the threat pool is empty.		
Power 12		
(C) 2011 Nick Proehs.		
5	*Horror	Enemy
Starship - Behemoth		
Every time Horror wins a fight, damage all ships fighting Horror.		
Power 14		
(C) 2011 Nick Proehs.		
1	Swarm Frigate	Enemy
Starship - Swarm Frigate		
When this ship is played, add (1).		
Power 6		
(C) 2011 Nick Proehs.		

5	*Doom	Enemy
Starship - Behemoth		
Player ships can't cloak.		
Power 15		
(C) 2011 Nick Proehs.		
1	Swarm Frigate	Enemy
Starship - Swarm Frigate		
When this ship is played, add (1).		
Power 6		
(C) 2011 Nick Proehs.		
1	Swarm Frigate	Enemy
Starship - Swarm Frigate		
When this ship is played, add (1).		
Power 6		
(C) 2011 Nick Proehs.		