

CALDONIANS

You meet an alien race of wanderers dedicated to the pursuit of scientific discovery.

- Confiscate their vessels: Gain 2 ships.
- Repair and refit their ships: Spend 2 Red tokens to gain the Caldonian Ally card.

TROYIANS

You meet Friendly aliens with highly advanced technology.

- Steal their latest invention: Increase your Warp rating by 1.
- Send your top scientists to study with them: Spend 2 Blue tokens to gain the Trojan Ally card.

RIGELIANS

You meet aliens who are experts in advanced medical procedures.

- Try their new pharmaceuticals: Un-exhaust up to 2 Command tokens.
- Sign a peace treaty with them: Spend 2 Yellow tokens to gain the Rigelian Ally card.

REFUGEES

An alien caravan of starships fleeing from an exploding star ask for aid.

- Tax them for passing through your space: Gain 1 Red token.
- Resettle them on a nearby planet: Exhaust a Command token to gain 2 Yellow tokens.

RARE ELEMENT

Your ship detects a comet rich in a valuable radioactive element passing near the star.

- Study it from afar with scanners: Gain 1 Blue token.
- Strip mine it: Exhaust a Command token to gain 2 Red tokens.

ALIEN RUINS

You find the ruins of an ancient alien city, but the primitive inhabitants of the planet considered it a holy site off limits to outsiders.

- Respect their beliefs: Gain 1 Yellow token.
- Excavate the ruins without their permission: Exhaust a Command token to gain 2 Blue tokens.

GRAVITY FLUX

The unstable gravity on this planet makes colonization dangerous.

- Study the phenomenon from a safe distance: Gain 2 Blue tokens, but you cannot Colonize this planet this turn.
- Push ahead regardless of the risk: Colonize the planet immediately, but your ship is destroyed.

XENOPHOBES

Aliens already inhabit this planet and want you to leave them alone.

- Negotiate peacefully: Gain 2 Yellow tokens, but you cannot Colonize this planet this turn.
- Negotiate with photon torpedoes: Colonize the planet immediately, but your ship is destroyed.

DISPUTED SPACE

Squatters have already claimed this planet and started mining operations.

- Trade with the miners: Gain 2 Red tokens, but you cannot Colonize this planet this turn.
- Blast them off the face of your planet: Colonize the planet immediately, but your ship is destroyed.