

XENO PREDATORS

Alien animals on the surface are extremely deadly and aggressive.

- Slowly work to domesticate them: Gain a Yellow token.
- Drive them into the wilderness and exploit the planet's resources: Gain a Red token.
- Begin the dissections: Gain a Blue token.

ALIEN ENGINEER

You meet a strange starship piloted by a gifted engineer.

- Force him to serve in your navy: Gain a Ship.
- Ask him to improve your ship designs: Raise your Shields For 2 less than the normal cost.

THE INCIDENT

One of your starship captains overcomes a difficult situation by breaking regulations.

- Convene a Court Marital: Un-exhaust a Command token.
- Promote him: Gain a Command token For 2 less than the normal cost.

BIO-MECHANICAL SHIP

This strange living ship could be Friend or Foe.

- Capture and enslave it: Gain a Ship.
- Learn to communicate with it: Raise your Fleet Size For 2 less than the normal cost.

TRIBBLES

A crewman brings some cute Furry creatures onboard. Born hungry and pregnant, they begin to breed out of control.

- Quick! Beam them into space: Lose a Yellow token.
- Find them a suitable home: Exhaust a Command token.

PLAGUE

The inhabitants of a moon in this star system are being ravaged by a deadly virus.

- Send your science officer to help them: Lose a Blue token.
- Enforce a quarantine zone around the moon: Exhaust a Command token.

DISTRESS SIGNAL

You answer a distress call and find a damaged civilian ship.

- Replicate the parts they need for repairs: Lose 1 Red token.
- Tow them into space dock: Exhaust a Command.

REBEL OUTPOST

Dissidents driven from your society long ago have already colonized this planet.

Place Resource Nodes on all this planet's slots. Your turn ends. In the future, you must invade this planet to gain control of it.

CIVILIZED PLANET

This planet is already colonized and is protected by a planetary shield.

Place Resource Nodes on all this planet's slots. Your turn ends. In the future, you must Annex this planet to gain control of it.