## LOST COLONY

This star system is already colonized by a rival.

Every other player rolls a dice. The highest roller places a control node here and your turn ends.

## HOSTAGE SITUATION

Your ship is captured and held hostage by strange aliens to whom you must prove yourself worthy.

Roll a dice. If you roll less than 6, your Ship is destroyed and your turn ends. You may spend Yellow tokens to add to your roll.

## ION STORM

Your ship is hit by a freak ion storm. All you can do is hope it was well-designed and will hold itself together.

Roll a dice. If you roll less than 6, your Ship is destroyed and your turn ends. You may spend Red tokens to add to your roll.

## SPACE MADNESS

A strange virus drives your crew to act erratically and turn on each other. You must race against time to find a cure.

Roll a dice. If you roll less than 6, your Ship is destroyed and your turn ends. You may spend Blue tokens to add to your roll.

## DANGEROUS PROBE

An alien probe scans your ship, disrupting your systems and endangering your crew.

Roll a dice. If the result less than your Shields, your ship is destroyed.

## SUPER NOVA

A nearby star explodes. You must jump to warp to avoid the shockwave.

Roll a dice. If the result equal to or higher than your Warp Speed, your ship is destroyed.

## SABOTEUR

A rival empire has infiltrated your fleet with a spy. You must find them before they commit an act of sabotage.

Roll a dice. If the result less than your Fleet Size, your ship is destroyed.

## WORMHOLE

Your ship travels far off course, but returns with something valuable.

Return your exploring Ship or Fleet to your Homeworld. Gain 2 Resource tokens of your choice.

## DOOMSDAY DEVICE

The planet's inhabitants destroyed themselves in a global war, but some of their war machines still survive.

Roll a dice. If the result equal to or higher than your Shields, your ship is destroyed. Repeat this for each ship here until one of them survives the roll.