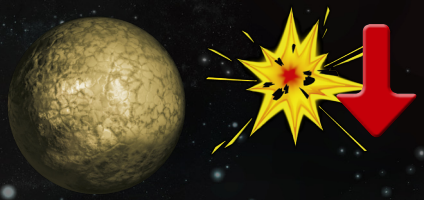
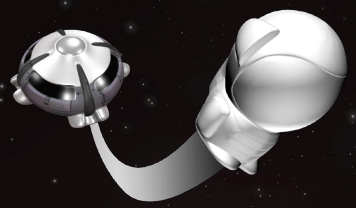
PARANOIA



Anyone who wants to land on a Planet first takes heavy cannon fire from the front.

PANIC



Any time a cabin has an exposed connector, its crew (alien or human) leaves the ship.

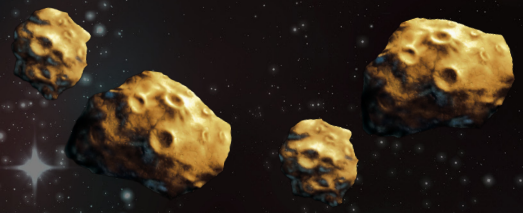
COSMIC PSYCHOSIS

After each adventure card, roll for coordinates. If the roll indicates a cabin with human crew members, they go insane and blow it up.

ROUGH TRIP

When adding the fourth pile of cards before this round's flight, also add the same number of level III cards.

METEORIC INVERSION

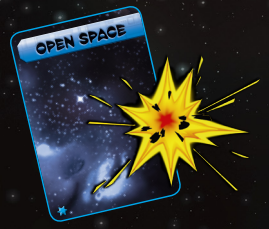


Large meteors are small, and small meteors are large.

BUM BATTERIES

When a component uses batteries, it costs one token more.

METAL FATIGUE



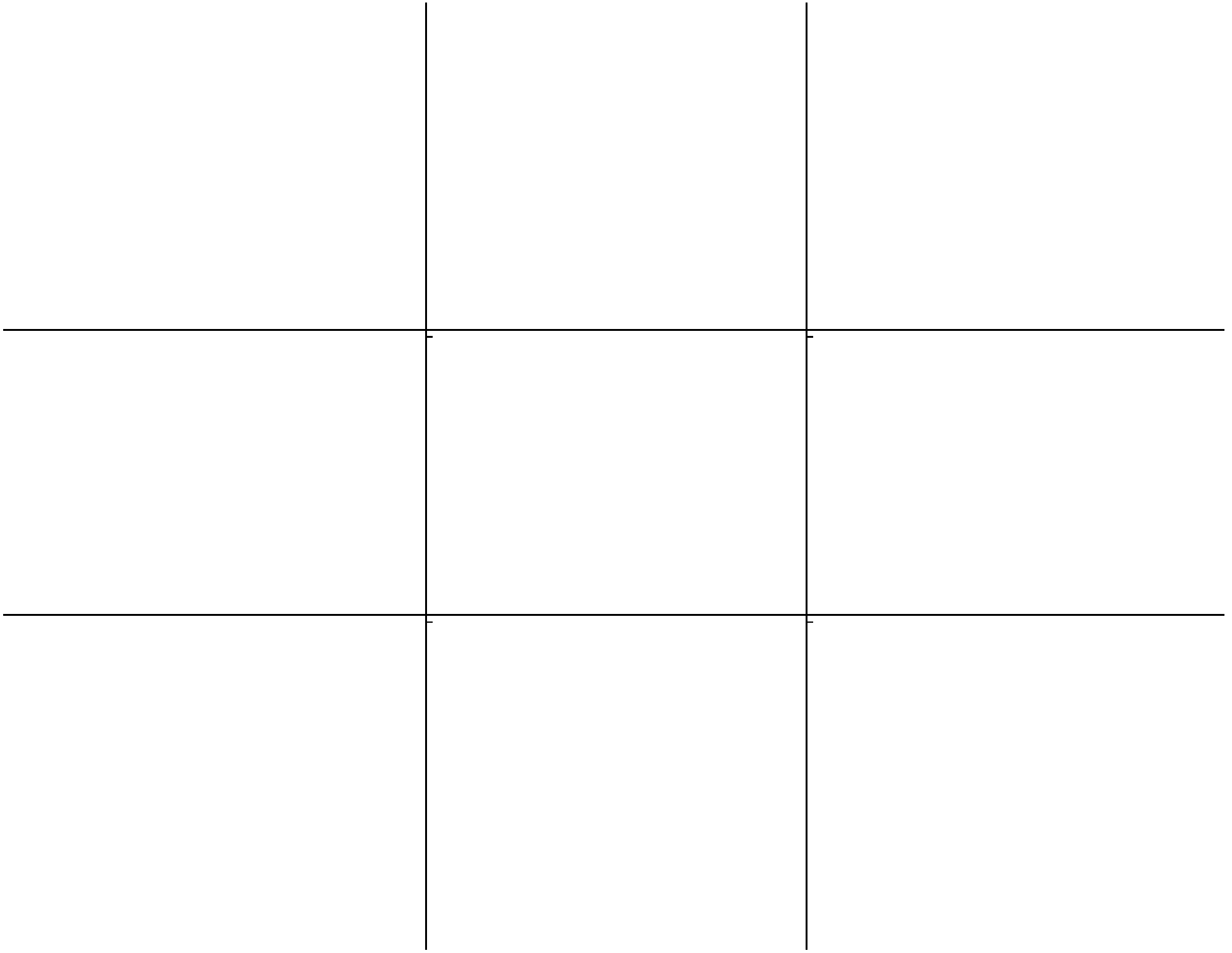
After each Open Space card, roll for coordinates. Players lose the component at those coordinates.

REMORSELESS FATE

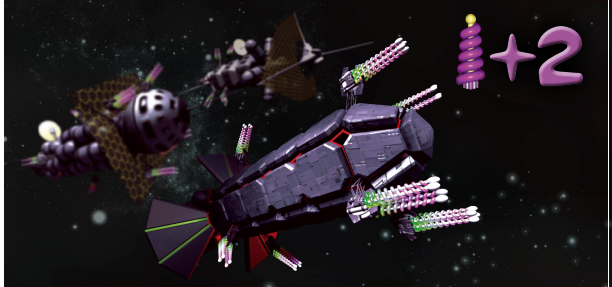
Combat Zones and Sabotage affect all players except the one who has the most. Cabins affected by Epidemics must be removed. Components with open connectors fall off in Stardust.

STIFF COMPETITION

A player choosing to use an Abandoned Station or Ship takes one round of heavy cannon fire in the rear from each stronger ship flying behind.



BIG BADDIES



Enemies are 2 points stronger.

ENGINE ENVY

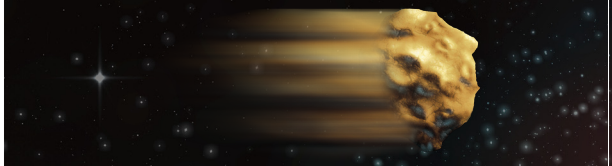
At the beginning of the flight, each player shoots the player in front of him or her in the rear with a burst of light cannon fire.

Each time the resolution of an adventure card results in a new leader, the second player shoots him or her in the rear with a burst of light cannon fire.

WORKERS' COMPENSATION

When you lose crew (except with the Abandoned Ship), put them next to your discard pile. You pay a 3-credit penalty for each at the end of the flight. Insurance does not apply.

PIERCING PROJECTILES



When a component is hit by a meteor or cannon fire, the projectile goes through and also hits the component in the next square (if any).

LIGHT-FINGERED CREW

Before revealing the final adventure card, either give up or you lose 1 credit or unit of goods per crew member.

BAD LUCK

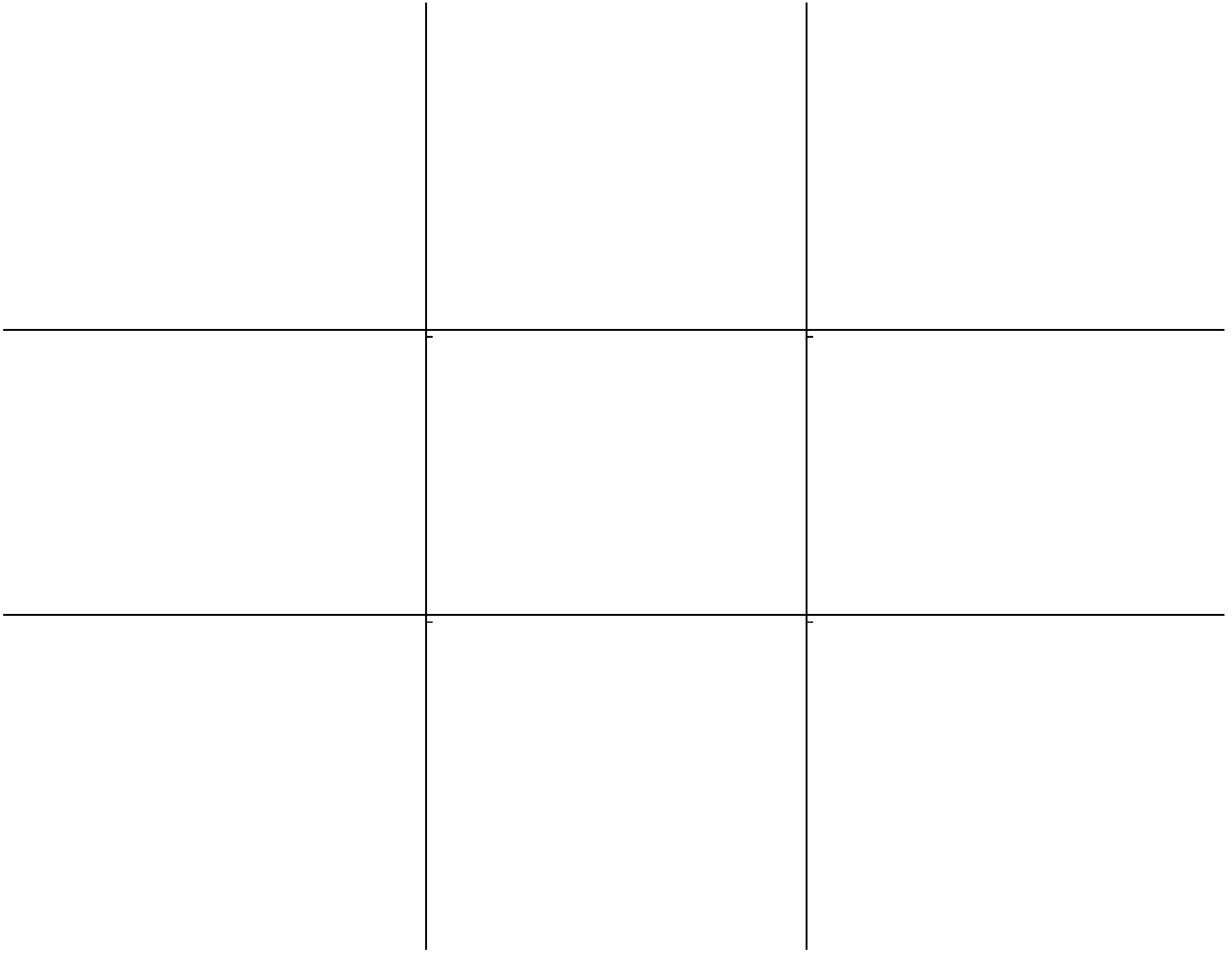
If a roll of the dice for a meteor or a shot indicates that no component is destroyed and no one is forced to use a battery, roll again (up to three times).

EXPLOSIVE GOODS

If a component with goods is destroyed, all components in the eight neighboring squares also blow up. This may cause a chain reaction.

EXPLOSIVE BATTERIES

If a component with battery tokens is destroyed, all components in the eight neighboring squares also blow up. This may cause a chain reaction.

GALAXY TRUCKER

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