

1

2

3

4

5

6

BLUE SYNODIC SITES

YELLOW SYNODIC SITES

RED SYNODIC SITES

1D6

1

SHIT HAPPENS

re-roll

2-3

LIFE SUPPORT DEGRADATION

ADD ONE YELLOW CUBE\* ON EACH CREW CARD IN SPACE, UNLESS IT'S IN LEO OR AT A FACTORY.

4-5

SOLAR FLARE

ONLY DURING RED SEASON

MAKE 1D6 + SOLAR MOD (ROLL ONCE FOR ALL) RADIATION CHECK FOR EACH STACK, EXCEPT FOR THOSE ON A SITE OR INSIDE EARTH RADIATION BELT.

6

INSPIRATION

DISCARD THE TOP CARD OF EACH DECK. RANDOMIZE ON WHOSE TURN THIS HAPPENS.

1D6

1-2

GLITCH

EACH PLAYER DECOMMISSIONS HIS HEAVIEST\*\* NON-CREW CARD IN SPACE OUTSIDE LEO, UNLESS IT'S AT A FACTORY, OR COLLOCATED WITH CREW.

3-4

SPACE DEBRIS

EACH PLAYER DECOMMISSIONS HIS HEAVIEST\*\* CARD IN LEO.

5-6

BUDGET CUTS

ALL PLAYERS DISCARD ONE HAND CARD.



+2

TO RADIATION LEVEL OF ALL RADIATION BELTS AND FLYBYS

ONLY DURING RED SEASON

\* MAKE A HAZARD ROLL FOR THE CREW AT THE START OF EACH TURN IF THE AMOUNT OF YELLOW CUBES IS GREATER THAN THE CREW'S RADIATION HARDNESS.

\*\* CHOOSE ONE IF SEVERAL CARDS HAVE THE SAME MASS.