

ROLL FOR EVENT AND ADVANCE THE COUNTER AFTER ALL PLAYERS HAVE TAKEN THEIR TURN.

Karsta 07.12.2014



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

* INSPIRATION HAPPENS ON 5 OR 6 IF THERE ARE NO CARDS IN SPACE OUTSIDE LEO.

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

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