

### SALVAGE SHIP

If you are in a space hex, you encounter a salvage ship. It has some cargo, requiring 1 free space, which is worth \$200 times 1 die roll at the nearest location. They are willing to sell it for half the price! Pay the bank half the cost of the cargo and keep this card until you reach a destination where you can sell it for the original value. If you do not wish to buy the cargo, or lack the space for it, place a salvage ship counter on the space and leave this card near the board.



**SALVAGE SHIP**

### COMPRESSION COIL BUSTS

Lose this turn.  
You may still take your Enemy Phase as normal.



### MEDIUM TRANSPORT

If you are in a space hex, you encounter a medium transport ship. It has some cargo, requiring 1 free space, which is worth \$200 at the nearest location. They are willing to sell it for \$100. Pay the bank the \$100 and keep this card until you reach a destination where you can sell it for the original value. If you do not wish to buy the cargo, or lack the space for it, place a medium transport counter on the space and leave this card near the board.



**MEDIUM TRANSPORT**

### ALLIANCE SHORT RANGE ENFORCEMENT VESSEL (ShREV)

If you are not within 3 hexes of a face-up Alliance Cruiser, ignore this event, otherwise, an Alliance ShREV scans you. Treat this exactly the same way you would any Alliance Cruiser Encounter, but you may add 1 to the total of your evade roll (if you are on a location hex, you may add 2 to the total instead).



### ALLIANCE CRACKDOWN

The Alliance is dispatching another cruiser to seek out its enemies. Place an Alliance Cruiser on the board as follows: Roll a die, using the quadrant indicator, to determine direction from your ship. Roll another die to determine how many hexes away from your ship to place the counter, face up. Place it 1 hex closer for every 6 NR you have attained (minimum 1 space away). If this space is illegal for any reason (such as off the board), place it on the next closest legal space.



**ALLIANCE CRUISER**

MOVE 2

### REAPER INTRUSION

A Reaper ship has come into the quadrant! Place a Reaper Ship on the board as follows: Roll a die, using the quadrant indicator, to determine direction from your ship. Roll another die to determine how many hexes away from your ship to place the counter, face up. Place it 1 hex closer for every PASSENGER job you have on your ship (minimum 1 space away). If this space is illegal for any reason (such as off the board), place it on the next closest legal space.



**REAPER**

MOVE 2

GRAP 6

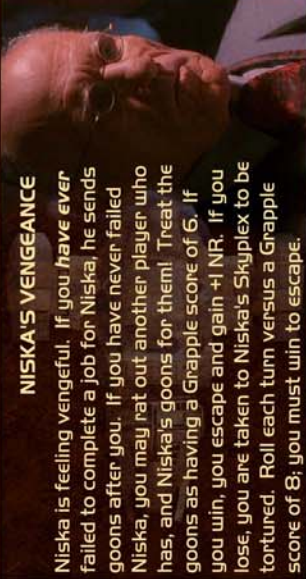
### NISKA HAS A SPECIAL JOB FOR YOU

You may choose to ignore Niska's request and immediately gain +3 NR and you are considered to have failed Niska (this is bad) OR you must travel to Niska's Skyplex for your next Job Phase; hold this card until you reach Niska's Skyplex. Once there, draw a Job Card and treat it as a JOB FROM NISKA (see rules), but he pays you \$300 more and you gain +1 NR more than normal.



### NISKA'S VENGEANCE

Niska is feeling vengeful. If you have ever failed to complete a job for Niska, he sends goons after you. If you have never failed Niska, you may rat out another player who has, and Niska's goons for them! Treat the goons as having a Grapple score of 6. If you win, you escape and gain +1 NR. If you lose, you are taken to Niska's Skyplex to be tortured. Roll each turn versus a Grapple score of 8; you must win to escape.



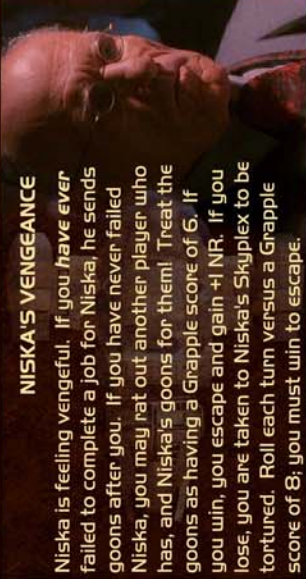
### "NO POWER IN THE 'VERSE CAN STOP ME"

Hold this card until used.  
You may use this card when any other Event card is played. That Event card affects any player you choose.



### BOUNTY HUNTER

If you do not have an illegal PASSENGER job card on your ship, ignore this event; otherwise a bounty hunter has tracked down the passenger(s). You may turn over the passenger(s) & discard the job(s) OR try and escape. In order to escape you must immediately move 2 hexes and then beat a Grapple score of 6. If you win, your turn ends. If you lose, you must turn over the passenger(s), gain +1 NR for each illegal passenger card, and your turn ends.



NO EVENT



### DERELICT SHIP

If you are in a space hex, you stumble upon a drifting derelict ship. You may perform a salvage operation but you must have one cargo space available. It will take the rest of your turn to collect the lost cargo from the derelict. If an Alliance Cruiser is within 3 hexes it will automatically PURSUE! Keep this card until you reach a location, there you can sell it for \$100 times I die roll. This is considered ILLEGAL cargo. If you can't or won't salvage, place a derelict counter on the space and leave this card near the board.



DERELICT

### CRAZY IVAN



Hold this card until used.

You may evade any one Reaver Encounter without rolling.

### CRY BABY



Hold this card until used.

You may evade any one Alliance Encounter without rolling.

### "WE'VE GOT PAPERS!"

Hold this card until used.

You may play this card before rolling to add +3 to any Alliance Encounter roll.

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DERELICT

### CONTACT

Hold this card until used.

An old friend has a job for you.

During the JOB PHASE you may draw an extra JOB card.



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