

<p>Bombard Cities (outermost planet of the Red Sector) Lose fortification. If no fortification, lose 1 population.</p>	<p>Ground Invasion (outermost planet of the Red Sector) If the sector's starbase has 3+ spaceships, lose 1 spaceship. Else lose 1 spaceship and 1 population from outermost planet.</p>	<p>Carpet Bombing (Red Sector) If there is no fortification on a planet of this sector, halve its population (round-down).</p>
<p>Bombard Cities (outermost planet of the Blue Sector) Lose fortification. If no fortification, lose 1 population.</p>	<p>Ground Invasion (outermost planet of the Blue Sector) If the sector's starbase has 3+ spaceships, lose 1 spaceship. Else lose 1 spaceship and 1 population from outermost planet.</p>	<p>Carpet Bombing (Blue Sector) If there is no fortification on a planet of this sector, halve its population (round-down).</p>
<p>Bombard Cities (outermost planet of the Yellow Sector) Lose fortification. If no fortification, lose 1 population.</p>	<p>Ground Invasion (outermost planet of the Yellow Sector) If the sector's starbase has 3+ spaceships, lose 1 spaceship. Else lose 1 spaceship and 1 population from outermost planet.</p>	<p>Carpet Bombing (Yellow Sector) If there is no fortification on a planet of this sector, halve its population (round-down).</p>
<p>Bombard Cities (outermost planet of the Green Sector) Lose fortification. If no fortification, lose 1 population.</p>	<p>Ground Invasion (outermost planet of the Green Sector) If the sector's starbase has 3+ spaceships, lose 1 spaceship. Else lose 1 spaceship and 1 population from outermost planet.</p>	<p>Carpet Bombing (Green Sector) If there is no fortification on a planet of this sector, halve its population (round-down).</p>
<p>Alien Recruitment (all planets) Lose one population from every player planet with an alien token.</p>	<p>Alien Virus (all planets) Every planet with an alien token is treated as pandemic (halve population, round-down).</p>	<p>Gates Open (all planets) Lose fortification from every planet with an alien token. If no fortification, lose one population instead.</p>

<p>Infiltration (planet 1 & planet 6) Place alien token (remove population token if planet is full). If the planet has an alien token already, lose the planet (remove fortification and all population).</p>	<p>Infiltration (planet 2 & planet 4) Place alien token (remove population token if planet is full). If the planet has an alien token already, lose the planet (remove fortification and all population).</p>	<p>Infiltration (planet 3 & planet 7) Place alien token (remove population token if planet is full). If the planet has an alien token already, lose the planet (remove fortification and all population).</p>
<p>Infiltration (planet 4 & planet 5) Place alien token (remove population token if planet is full). If the planet has an alien token already, lose the planet (remove fortification and all population).</p>	<p>Infiltration (planet 5 & planet 3) Place alien token (remove population token if planet is full). If the planet has an alien token already, lose the planet (remove fortification and all population).</p>	<p>Infiltration (planet 6 & planet 8) Place alien token (remove population token if planet is full). If the planet has an alien token already, lose the planet (remove fortification and all population).</p>
<p>Infiltration (planet 7 & planet 2) Place alien token (remove population token if planet is full). If the planet has an alien token already, lose the planet (remove fortification and all population).</p>	<p>Infiltration (planet 8 & planet 1) Place alien token (remove population token if planet is full). If the planet has an alien token already, lose the planet (remove fortification and all population).</p>	<p>Dissent (Red sector) For each planet in this sector, if there is less than 3 population on that planet, remove 1 fortification and 1 population from this planet, and 1 spaceship from the sector's starbase.</p>
<p>Dissent (Blue sector) For each planet in this sector, if there is less than 3 population on that planet, remove 1 fortification and 1 population from this planet, and 1 spaceship from the sector's starbase.</p>	<p>Dissent (Yellow sector) For each planet in this sector, if there is less than 3 population on that planet, remove 1 fortification and 1 population from this planet, and 1 spaceship from the sector's starbase.</p>	<p>Dissent (Green sector) For each planet in this sector, if there is less than 3 population on that planet, remove 1 fortification and 1 population from this planet, and 1 spaceship from the sector's starbase.</p>
<p>Pandemic (outermost planet of each sector) Halve population on planet (round-down)</p>	<p>Pandemic (innermost planet of each sector) Halve population on planet (round-down)</p>	<p>Pandemic (Red sector) Halve population on each planet (round-up)</p>

<p>Pandemic (Blue sector) Halve population on each planet (round-down)</p>	<p>Pandemic (Green sector) Halve population on each planet (round-down)</p>	<p>Pandemic (Yellow sector) Halve population on each planet (round-down)</p>
<p>Dogfights (Red sector) If the sector's starbase has 3+ spaceships, lose 1 spaceship. Else lose all spaceships.</p>	<p>Bombard Starbase (Red sector) If 2 fortifications, lose fortification from outermost planet. If 1 fortification, halve spaceships (round-down). If 0 fortifications, lose all spaceships.</p>	<p>All-Out Attack (all sectors) If 3+ spaceships in a sector, halve spaceships. Else lose all sector's spaceships and halve population of sector's outermost planet (round-down).</p>
<p>Dogfights (Blue sector) if 3+ spaceships, lose 1 spaceship. Else lose all spaceships.</p>	<p>Bombard Starbase (Blue sector) If 2 fortifications, lose fortification from outermost planet. If 1 fortification, halve spaceships. If 0 fortifications, lose all spaceships.</p>	<p>Warp Storms (all planets) Move and reclaim actions on other players' sectors result in the maximum number of spaceships or population tokens to be lost by one player but not gained by the other player.</p>
<p>Dogfights (Yellow sector) if 3+ spaceships, lose 1 spaceship. Else lose all spaceships.</p>	<p>Bombard Starbase (Yellow sector) if 2 fortifications, lose fortification from outermost planet. If 1 fortification, halve spaceships. If 0 fortifications, lose all spaceships.</p>	<p>Sabotage (all planets) any action on a planet with an alien token is ignored</p>
<p>Dogfights (Green sector) if 3+ spaceships, lose 1 spaceship. Else lose all spaceships.</p>	<p>Bombard Starbase (Green sector) if 2 fortifications, lose fortification from outermost planet. If 1 fortification, halve spaceships. If 0 fortifications, lose all spaceships.</p>	<p>Emergency Mustering (all planets) if 3+ spaceships on a sector's starbase, lose 1 population from planet in this sector with most population.</p>

<p>Silence Before the Storm (special) Nothing happens on this turn: In the next turn, draw two threat cards (but lookout player sees only the top-most threat card).</p>	<p>Stupor (all planets) No population, spaceships or fortifications gained on this turn</p>	<p>Power Projection (all planets) If all players build a spaceship or a fortification in this turn, remove one alien token from each sector.</p>
<p>Silence Before the Storm (special) Nothing happens on this turn: In the next turn, draw two threat cards (but lookout player sees only the top-most threat card).</p>	<p>Infiltration (all planets) Add one alien to the outermost planet in each sector.</p>	<p>Heroic Resilience (special) Add a population to the planet with the fewest population tokens.</p>
<p>Silence Before the Storm (special) Nothing happens on this turn: In the next turn, draw two threat cards (but lookout player sees only the top-most threat card).</p>	<p>Infiltration (special) Add an alien token to the planet with the most population. Place alien tokens in all planets that tie for most. If the planet has an alien token already, lose the planet (remove fortification and all population).</p>	<p>Scrambled Plans (special) When resolving, draw a second card and apply its effects (but see only this card during transmission).</p>
<p>Silence Before the Storm (special) Nothing happens on this turn: In the next turn, draw two threat cards (but lookout player sees only the top-most threat card).</p>	<p>Infiltration (special) Add an alien token to each planet in the sector with the fewest spaceships. If a planet has an alien token already, lose the planet (remove fortification and all population).</p>	<p>Scrambled Plans (special) When resolving, draw a second card and apply its effects (but see only this card during transmission).</p>
<p>Silence Before the Storm (special) Nothing happens on this turn: In the next turn, draw two threat cards (but lookout player sees only the top-most threat card).</p>	<p>Alien Propaganda (all planets) Every planet with an alien token is treated as dissent (if it has less than 3 population, remove 1 fortification and 1 population from this planet, and 1 spaceship from the sector's starbase.)</p>	<p>Scrambled Plans (special) When resolving, draw a second card and apply its effects (but see only this card during transmission).</p>