

## UNAVOIDABLE EXPENDITURE

Mission cost is increased by  
one money.



HIGH TRADER

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## UNAVOIDABLE DELAY

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## PRESS LEAK

After seeing your full stack,  
other players may take back  
one they played on you and  
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## EXCHANGE RATES DROP

You lose 10% of your cash on hand, rounded up, before paying for this mission.



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## EMBEZZLEMENT

Your mission cost is increased by one-quarter (rounded up) of the money income you received this turn.



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## EMBEZZLEMENT

Your mission cost is increased by one-quarter (rounded up) of the money income you received this turn.



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## LABOUR ACRIMONY

You lose 12 time chits and one year's worth of your monetary income immediately. Launch is delayed a further 3d6 months.



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## CONSTRUCTION DELAYS

Add +3d6 to the Macro time cost of this mission, at most doubling it.



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## SUBCONTRACTOR LOST

Pay double the time and  
money cost (max +15 of  
either) for one resource  
which used its default  
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## SCRAP AND START OVER

Double the Macro and  
Nano time/money costs  
attributable to a single built  
object including its add-ons.  
(Charge it at your average  
rates for Macro/Nano this  
turn.)



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### SOLAR FLARE

Roll 2d6 plus modifiers. On 10+, damage all crew units onboard.

Modifiers:

+ Photon Flux

+1 in a radiation zone  
(+2 if spiral transit)

- 3 if flare shielded



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### METASTABLE HYDROGEN ACCIDENT

One metastable hydrogen rocket in this mission is spectacularly destroyed.



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### DAMAGED EQUIPMENT

One of your facilities at a hazardous site stops working until repaired (repair parts cost half its Macro/Nano). If the object is an Infrastructure, it still has 6 months of life support backup.



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### THEY KNEW THE RISKS

One crew unit (hab or colony) at your hazardous site is damaged.



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### CRYOGENIC BRAIN DAMAGE

Cryostored colony discovers a problem as it is thawed, and is damaged one step as it awakes. Site loses one Cool.



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### MATTER- ANTIMATTER ACCIDENT

One annihilation drive in this mission is REALLY spectacularly destroyed. Roll 1d6 for every other object at same site; on a 1-4, it too is destroyed.



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## INDECISION

Keep this card in front of you. Later, if you come under scrutiny for any reason, you immediately pass; discard this card at that point.



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## THE PRICE OF FAME

Mission cost (time, money, or any combination, your choice) is increased by twice your current victory point total.



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## COMPETITIVE PRESSURES

Mission cost is increased by three money and three time, per victory point you possess above the next-highest victory point total.



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## PROJECT OVERREACH

Mission cost is increased by X money and X time, where X is the square of the difference between your bid and the next-highest one. No effect if you were the lowest bidder.



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## STAKE YOUR REPUTATION

You will take a -1 victory point chit if this mission is delayed, or two -1 chits if it fails or is aborted.



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## LAUNCH PLANS AWRY

Mission launch is delayed by 2d6 months. This does not increase mission's time cost.



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## LAUNCH PAD ACCIDENT

Add +2d6 to the Earth boost time cost and +1d6 to its money cost, at most doubling each.



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## CATASTROPHIC LAUNCH ACCIDENT

This mission is automatically aborted. You suffer a fatality (and take the Achievement if this is the first one in the game). This disaster can be prevented as though it were level two.



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## SCIENTIFIC FRAUD

Your Research resources (cards or stations) are not usable next turn. You may still use the default equation.



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## DEFECTIVE MATERIALS

Your Macro resources (cards, facilities, or shipping routes) are not usable next turn. You may still use the default equation.



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## ONE PERCENT YIELD

Your Nano resources (cards, facilities, or shipping routes) are not usable next turn. You may still use the default equation.



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Your Nano resources (cards, facilities, or shipping routes) are not usable next turn. You may still use the default equation.



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## DOWNTIME FOR MAINTENANCE

Your Earth Boost resource card(s) are not usable next turn. You may still use the default equation.



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## RESEARCH SETBACKS

Add +1d6 to mission's research money cost and +2d6 to research time cost, at most doubling either.



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## IRREPRODUCIBLE RESULTS

Double the Research time/money costs attributable to a single object including its add-ons. (Charge it at your average rates for Macro/Nano this turn.) Research cost is doubled until object built.



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## BUT IT WORKED THE FIRST TIME!

The highest Research object which you researched this turn gets built as planned, but can never be reproduced until the tech is re-researched.



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## LIFE SUPPORT STRAIN

Your hab's life support duration drops by one month, or if indefinite drops to 3d6 months from start of longest leg. You may change your route, trajectory, etc. from the affected leg onward.



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## LANDING ACCIDENT

On its first landing, your rocket's (or lander's) thrust drops by 2. Repairs require a three-month crew or bot action, double under robotic guidance.



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## INCOMPATIBLE FITTINGS

This mission's longest onsite facility-assembly time is increased by 1d6 months (for crew), or 2d6 (for robotic assembly).



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## DIFFICULT TERRAIN

This mission's longest onsite exploration time is increased by 1d6 months (for crew), or 2d6 (for robotic assembly).



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## MISSION PSYCHOSIS

Roll 2d6. If this mission's crew unit exceeds this duration on its life support clock, it can no longer take site actions until it is restaffed (at LEO or any colony).



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## SUIT INTEGRITY ACCIDENT

As your crew are performing their first site action, you suffer a fatality (and take the Achievement if this is the first one in the game). This crew's site actions all take twice as long until restaffed (LEO or any colony).



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## AIRBRAKING ERROR

Airbrake maneuver fails. Roll 1d6: On 2-6, the approach overshoot, arrival is delayed by 1d6 months. On a 1, it undershot; rocket is destroyed.



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## FUEL MISCALCULATION

Your highest delta-V leg needs one impulse more than expected. If you can no longer do the original plan on the available fuel, you may replan from the affected leg onward.



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## LAUNCH WINDOW

If your launch is going to be more than 6 months later than originally expected, add 24 months' launch delay, 12 if destination is more than one flux zone away.



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## TIGHT LAUNCH WINDOW

If your launch is going to be more than 3 months later than originally expected, add 24 months' launch delay, 12 if destination is more than one flux zone away.



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## TIGHT LAUNCH WINDOW

If your launch is going to be more than 3 months later than originally expected, add 24 months' launch delay, 12 if destination is more than one flux zone away.



HIGH TRADER

## ULTRASHORT LAUNCH WINDOW

If your launch is going to be even one month later than originally expected, add 24 months' launch delay, 12 if destination is more than one flux zone away.



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## GOOD PLANNING

Cancel one disaster of level two or less.



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<p>GOOD PLANNING</p> <p>Cancel one disaster of level two or less.</p> <p>HIGH TRADER</p>	<p>GOOD PLANNING</p> <p>Cancel one disaster of level two or less.</p> <p>HIGH TRADER</p>	<p>SOFTWARE GLITCH</p> <p>Add a delay of 1d6x1d6 months to one robotically-guided site action on this mission. Roll only after deciding whether to cancel this card. Delay stops instantly if superior guidance is somehow supplied.</p> <p>HIGH TRADER</p>	<p>SOFTWARE GLITCH</p> <p>Add a delay of 1d6x1d6 months to one robotically-guided site action on this mission. Roll only after deciding whether to cancel this card. Delay stops instantly if superior guidance is somehow supplied.</p> <p>HIGH TRADER</p>
<p>SOFTWARE GLITCH</p> <p>Add a delay of 1d6x1d6 months to one robotically-guided site action on this mission. Roll only after deciding whether to cancel this card. Delay stops instantly if superior guidance is somehow supplied.</p> <p>HIGH TRADER</p>	<p>FLASH OF GENIUS</p> <p>Cancel all disaster-inflicted research time and money costs for this mission.</p> <p>HIGH TRADER</p>	<p>FLASH OF GENIUS</p> <p>Cancel all disaster-inflicted research time and money costs for this mission.</p> <p>HIGH TRADER</p>	<p>FLASH OF GENIUS</p> <p>Cancel all disaster-inflicted research time and money costs for this mission.</p> <p>HIGH TRADER</p>

<p>QUALITY MANAGEMENT</p> <p>Cancel all disaster-inflicted macro/nano time and money costs for this mission.</p> <p>HIGH TRADER</p>	<p>QUALITY MANAGEMENT</p> <p>Cancel all disaster-inflicted macro/nano time and money costs for this mission.</p> <p>HIGH TRADER</p>	<p>QUALITY MANAGEMENT</p> <p>Cancel all disaster-inflicted macro/nano time and money costs for this mission.</p> <p>HIGH TRADER</p>	<p>SAFETY INTERLOCKS</p> <p>Cancel one disaster with 'Accident' in the title. If you just researched the affected item, this cancel works only on 4-6 on 1d6.</p> <p>HIGH TRADER</p>
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<p><b>PRACTICALLY PRESCIENT</b></p> <p>Cancel one disaster of level four or less.</p> <p>HIGH TRADER</p>	<p><b>PRACTICALLY PRESCIENT</b></p> <p>Cancel one disaster of level four or less.</p> <p>HIGH TRADER</p>	<p><b>BUT BY THE GRACE OF GOD</b></p> <p>Play in response to a disaster of level three or higher. Roll 1d6. On a 5 or 6, cancel the disaster.</p> <p>HIGH TRADER</p>	<p><b>BUT BY THE GRACE OF GOD</b></p> <p>Play in response to a disaster of level three or higher. Roll 1d6. On a 5 or 6, cancel the disaster.</p> <p>HIGH TRADER</p>
<p><b>PROJECT MANAGEMENT</b></p> <p>Halve the added time costs from any one disaster.</p> <p>HIGH TRADER</p>	<p><b>PROJECT MANAGEMENT</b></p> <p>Halve the added time costs from any one disaster.</p> <p>HIGH TRADER</p>	<p><b>WORRIED YET?</b></p> <p>If you own a Disaster Target, deal one card to every other player, and they must play one more card on this mission immediately.</p> <p>HIGH TRADER</p>	<p><b>MATHEMATICAL DISPROOF</b></p> <p>If a specific object (you choose if no one confesses) has not successfully been researched by the end of next turn, it is actually impossible and is out of play this game.</p> <p>HIGH TRADER</p>

## WRITING THE ENDING

Whoever played this (or you if no one confesses) may search through the Global Events deck for the Doomsday Clock event of their choice and put it on top of the Events deck.

5

HIGH TRADER

## YEAH, THAT WOULD SUCK

Cancel a disaster of level two or less and take it into your own hand.

HIGH TRADER

## PRACTICED

Cancel one disaster of level three or less, but only if the item it was targeting is one you've built before.

HIGH TRADER

## PAY IT FORWARD

Cancel any one disaster targeting a player other than yourself.

HIGH TRADER

## FIENDISH TRAINING DRILLS

Play in response to a disaster labeled 'Accident.' Roll 1d6. On 5-6, cancel the disaster. On 2-4, put this card back in your hand.

HIGH TRADER

## GLAD THAT WAS JUST A SIM

Cancel all disasters on this mission and abort the mission without cost.

HIGH TRADER

## BLUFF

The primary mission team catches flu. Beta team steps up to the plate.

HIGH TRADER

## BLUFF

Politics complicates the departure, but the mission team manages to launch first and explain later.

HIGH TRADER

B

B

**BLUFF**

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**B**

HIGH TRADER

**BLUFF**

You have to make the sound effects for this mission in order for it to execute.

**B**

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**B**

HIGH TRADER

**BLUFF**

You must doodle a picture of this rocket. Doesn't have to be drawn well. Finish it before the end of the game.

**B**

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HIGH TRADER

**BLUFF**

The other players all get to look at the remaining cards on this mission and laugh about them before showing them to you.

**B**

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**B**

HIGH TRADER

**BLUFF**

Tell us - what is the rocket in this mission's name?

**B**

HIGH TRADER

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**BLUFF**

Tell us - what is the rocket in this mission's name?

**B**

HIGH TRADER

**BLUFF**

Make up, and announce, a short press release about this mission.

**B**

HIGH TRADER

**BLUFF**

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**B**

HIGH TRADER

## BLUFF

Make up, and announce, a short press release about this mission.

B

HIGH TRADER

## BLUFF

Weather conditions delay launch for a week.

B

HIGH TRADER

## BLUFF

(Insert popular sport from your faction's home country) season begins. Launch gets less publicity than you'd like.

B

HIGH TRADER

## BLUFF

Some gamer somewhere gripes that he wrote up this exact mission, ten years before, for some ancient board game.

B

HIGH TRADER

## BLUFF

Your faction serves up a lawsuit against some other faction in play. What for?

B

HIGH TRADER

## BLUFF

Everyone in Mission Control gets profoundly drunk after the successful (or unsuccessful) launch of this mission.

B

HIGH TRADER

## BLUFF

Astronomers find an Earthlike world - some two thousand light-years away.

B

HIGH TRADER

## BLUFF

This mission's code name turns out to be a dirty word in an obscure language.

B

HIGH TRADER

## BLUFF

Hackers insert irreverant phrases into mission's telemetry data, until stopped.

B

HIGH TRADER

## BLUFF

One brave man or woman steps up and saves this mission from ruin. What did they do?

B

HIGH TRADER

## BLUFF

Pick another disaster in this stack. Who in your agency takes the fall for this one, and what happens to them?

B

HIGH TRADER

## BLUFF

Pick another disaster in this stack. You have **ABSOLUTELY NO IDEA** how this could have happened. A full investigation finds nothing.

B

HIGH TRADER

## BLUFF

Point to another player. Blame them in detail for one of the other disasters in this stack. Of course they're lying when they say they didn't do it.

B

HIGH TRADER

## BLUFF

Something went horribly wrong with this mission... but an ingenious solution was found. What happened?

B

HIGH TRADER

## BLUFF

A mission spinoff product has novelty value on Earth. Pick a number from 0-3. Lose that much time making it, gain that much money in profits.

B

HIGH TRADER

## BLUFF

Protesters object to something in the mission plan. What are they angry about? Do you care?

B

HIGH TRADER