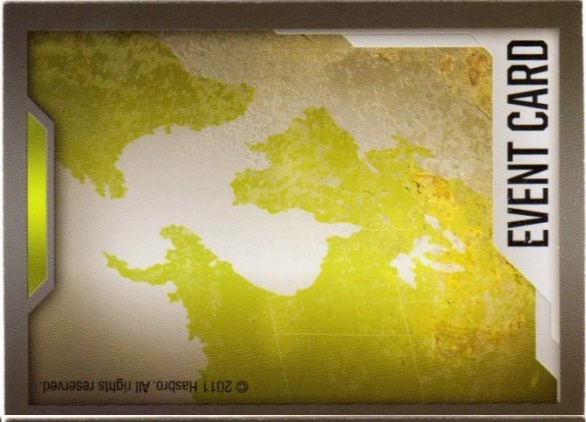
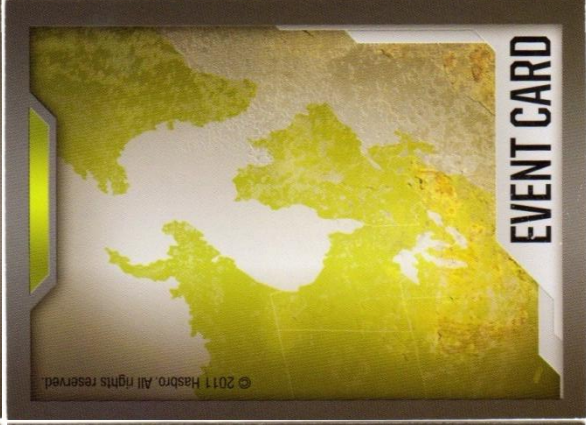
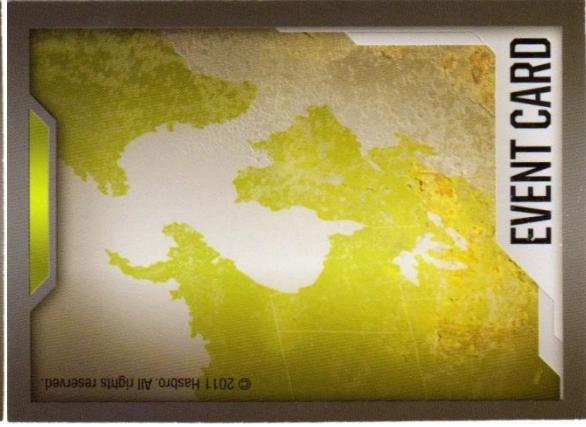
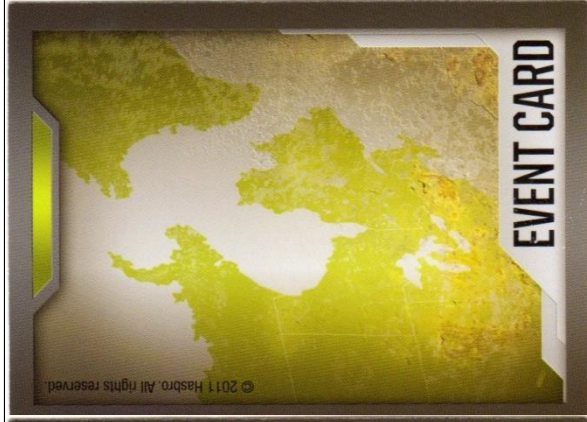
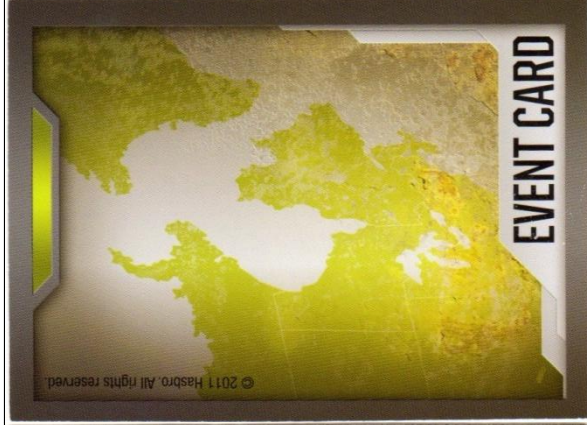
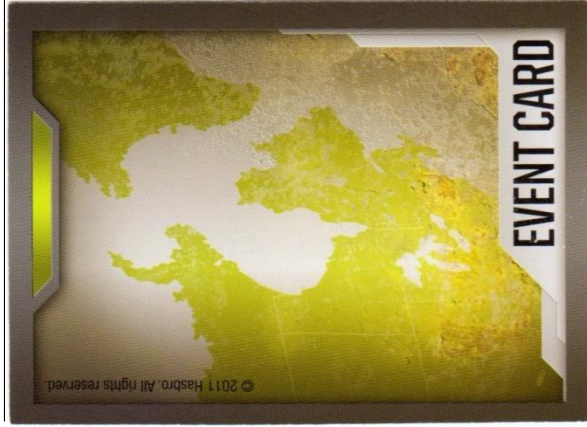




Front of Printer

<p>ENDLESS STORMS</p> <p><i>If there is an Unstable Orbit card in play, DISCARD it. Place this card on the board. It stays in play until replaced by another Unstable Orbit card.</i></p> <p>Attackers can only send a maximum of two troops into battle across sea-lines.</p> <p><i>At the end of the game, the winner may destroy up to 3 Unstable Orbit cards instead of his winner's reward.</i></p> <p>H149</p>	<p>ENDLESS RAINS</p> <p><i>If there is an Unstable Orbit card in play, DISCARD it. Place this card on the board. It stays in play until replaced by another Unstable Orbit card.</i></p> <p>Players can only maneuver troops into an adjacent territory.</p> <p><i>At the end of the game, the winner may destroy up to 3 Unstable Orbit cards instead of his winner's reward.</i></p> <p>H153</p>	<p>BLISTERING HEAT</p> <p><i>If there is an Unstable Orbit card in play, DISCARD it. Place this card on the board. It stays in play until replaced by another Unstable Orbit card.</i></p> <p>All three continent bonuses in the Southern Hemisphere are lowered by 2, to a minimum of 0.</p> <p><i>At the end of the game, the winner may destroy up to 3 Unstable Orbit cards instead of his winner's reward.</i></p> <p>H150</p>
<p>ETERNAL DARKNESS</p> <p><i>If there is an Unstable Orbit card in play, DISCARD it. Place this card on the board. It stays in play until replaced by another Unstable Orbit card.</i></p> <p>Subtract 1 from your resource total when turning in cards for troops.</p> <p><i>At the end of the game, the winner may destroy up to 3 Unstable Orbit cards instead of his winner's reward.</i></p> <p>H152</p>	<p>FAMINE</p> <p><i>If there is an Unstable Orbit card in play, DISCARD it. Place this card on the board. It stays in play until replaced by another Unstable Orbit card.</i></p> <p>Players must conquer 3 territories to draw a resource card at the end of their turn, regardless of powers.</p> <p><i>At the end of the game, the winner may destroy up to 3 Unstable Orbit cards instead of his winner's reward.</i></p> <p>H151</p>	<p>AGE OF ICE</p> <p><i>If there is an Unstable Orbit card in play, DISCARD it. Place this card on the board. It stays in play until replaced by another Unstable Orbit card.</i></p> <p>All three continent bonuses in the Northern Hemisphere are lowered by 2.</p> <p><i>At the end of the game, the winner may destroy up to 3 Unstable Orbit cards instead of his winner's reward.</i></p> <p>H148</p>

↑ Front of Printer





Front of Printer

VACCINE

DESTROY any one outbreak card (if any) in the discard pile.

Then, starting clockwise from the player about to start his turn, a player may discard 5+ resources to find any Outbreak card in the event deck, destroy it and reshuffle the deck. If there are no Outbreak cards in the deck, the player still loses the resources.

DISCARD this card

F139

LOCAL OUTBREAK

The territory card in slot 4 of the sideboard has an outbreak. Roll a die and remove that many troops from that territory. Each territory connected to it by land removes 2 troops. Each territory connected to it by sea-lines removes 1 troop.

DISCARD this card but DESTROY the territory card where the outbreak started.

F134

GENERAL OUTBREAK

The territory card in slot 4 of the sideboard has a major outbreak. Remove 1 troop from every territory on the same continent as that territory card.

DISCARD this card but DESTROY the territory card where the outbreak started.

F136

VACCINE

DESTROY any one outbreak card (if any) in the discard pile.

Then, starting clockwise from the player about to start his turn, a player may discard 5+ resources to find any Outbreak card in the event deck, destroy it and reshuffle the deck. If there are no Outbreak cards in the deck, the player still loses the resources.

DISCARD this card

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F134

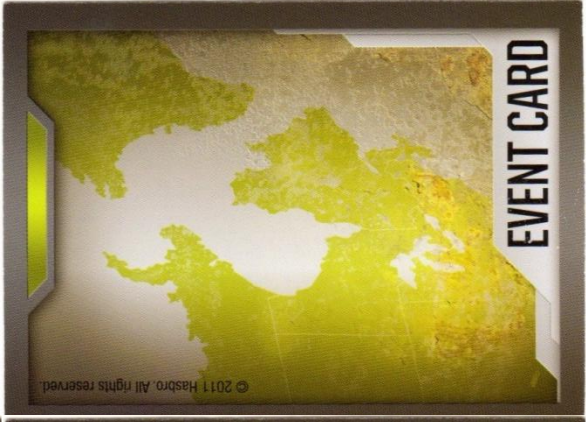
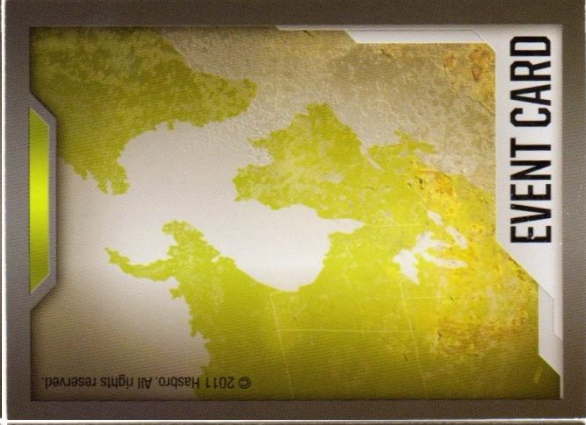
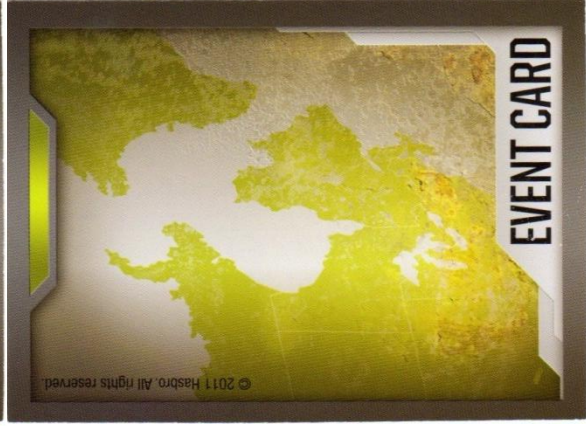
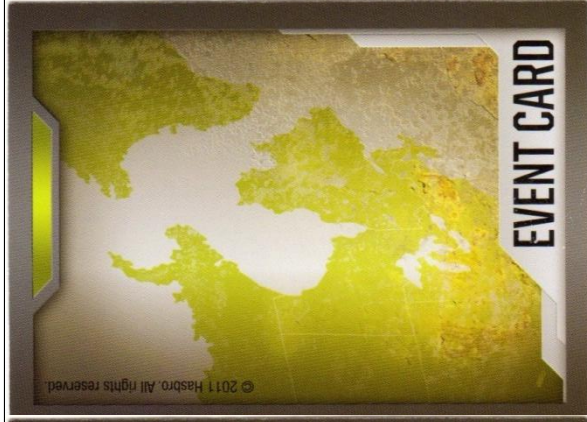
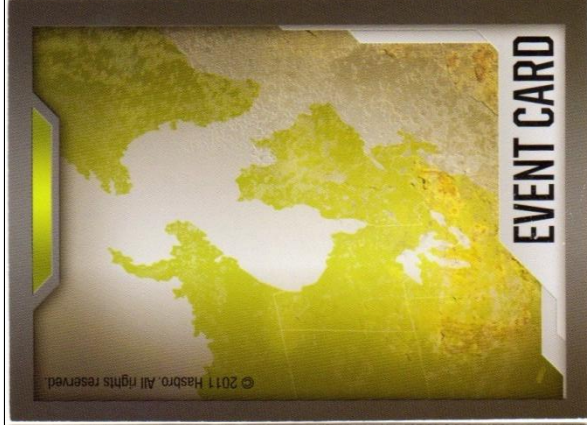
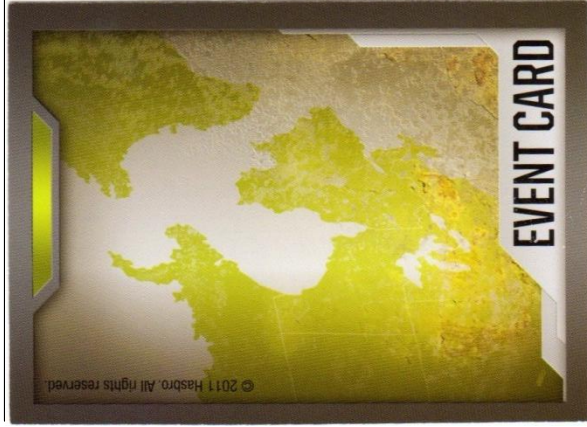
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F136

↑ Front of Printer





Front of Printer

ANCIENT BEING OF _____

Any player may remove 10 of his troops to immediately DESTROY this card. If not, the Chosen One (if not eliminated) may select one of the following:

Pestilence: All players discard all resource cards.

Host: Place 6 troops in a territory you control.

Rain of Fire: Demolish an HQ.

Storms: No attacks across sea-lines until your turn.

DISCARD this card unless someone DESTROYED it.

G143

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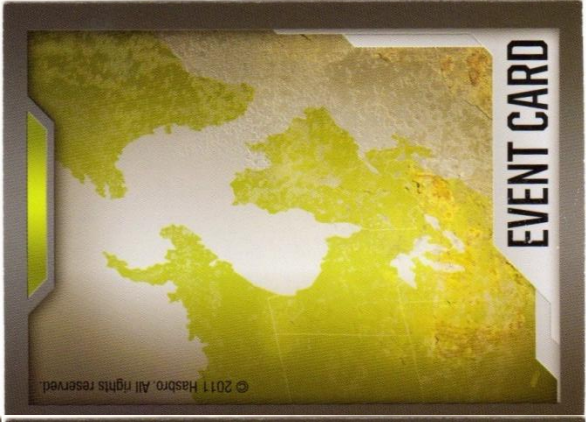
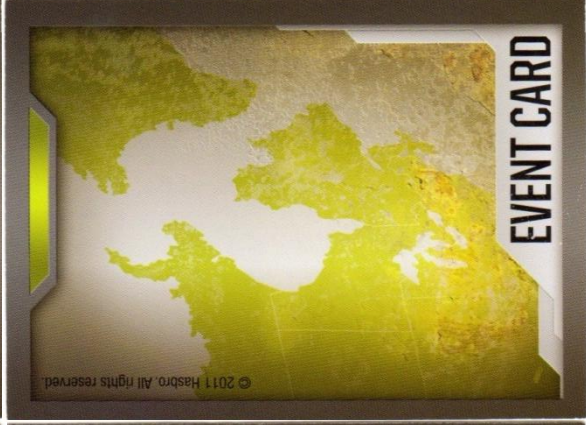
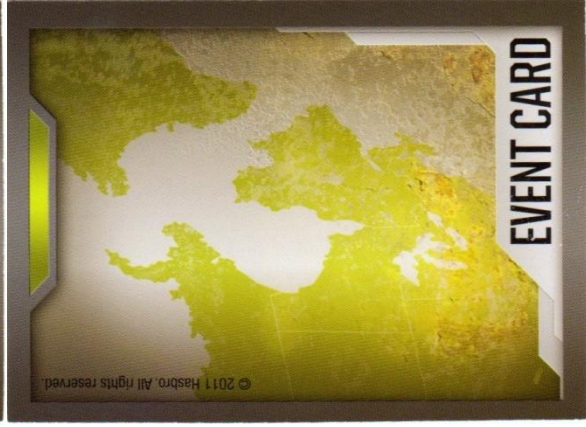
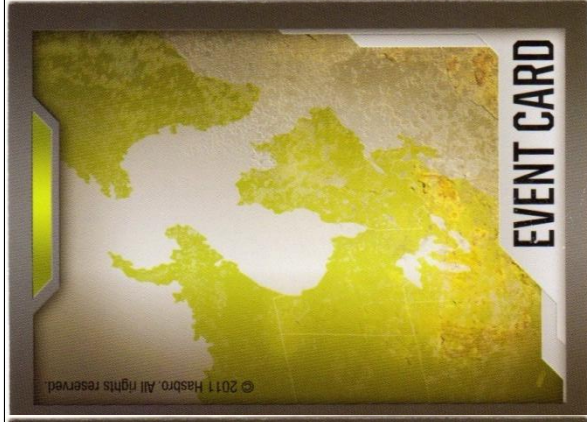
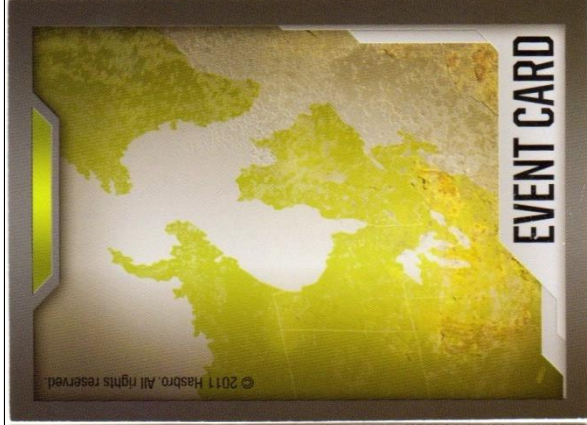
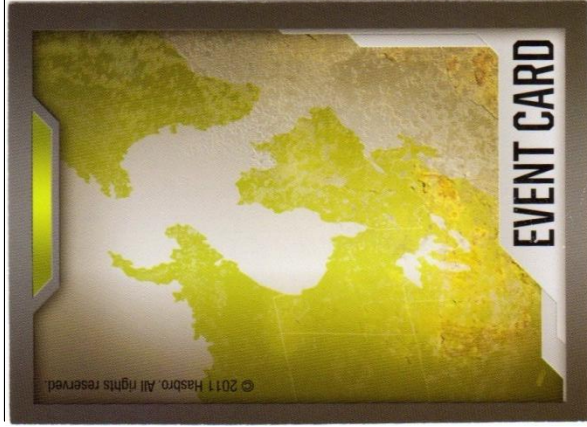
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G143

↑ Front of Printer





Front of Printer

_____ **is CURSED**

The cursed player may DISCARD 1 red star token to immediately DESTROY this card. If not, place this card in front of him. DISCARD it if the cursed player isn't playing.

Next turn, you only use territory count to recruit troops. Population, continent bonuses, and powers aren't added. You can't turn in resource cards for troops.

If not DESTROYED, DISCARD this card after your next turn.

1160

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