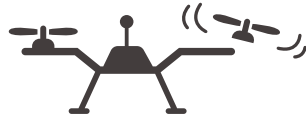




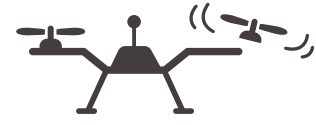
EAGLE ATTACK

Spend 1 extra Energy Unit this turn & Lose ALL Science Data!



MECHANICAL PROBLEMS

Spend 1 extra Energy Unit this turn.



MECHANICAL PROBLEMS

Spend 1 extra Energy Unit this turn.



BATTERY PROBLEM

Spend 2 extra Energy Units this turn.



BATTERY PROBLEM

Spend 2 extra Energy Units this turn.



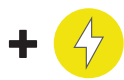
BATTERY PROBLEM

Spend 2 extra Energy Units this turn.



GOOD WINDS

Spend 1 LESS Energy Unit this turn.



GOOD WINDS

Spend 1 LESS Energy Unit this turn.



GOOD WINDS

Spend 1 LESS Energy Unit this turn.



GOOD WINDS

Spend 1 LESS Energy Unit this turn.



VERY BAD WINDS

Spend 3 extra Energy Units this turn.



VERY BAD WINDS

Spend 3 extra Energy Units this turn.





INSTRUMENT MALFUNCTION

Lose Science Data Points for 1 instrument (of your choice) this turn.



INSTRUMENT MALFUNCTION

Lose Science Data Points for 1 instrument (of your choice) this turn.



INSTRUMENT MALFUNCTION

Lose Science Data Points for 1 instrument (of your choice) this turn.



INSTRUMENT MALFUNCTION

Lose Science Data Points for 1 instrument (of your choice) this turn.



BAD WINDS

Spend 1 extra Energy Unit this turn.



BAD WINDS

Spend 1 extra Energy Unit this turn.



BAD WINDS

Spend 1 extra Energy Unit this turn.



BAD WINDS

Spend 1 extra Energy Unit this turn.



BAD WINDS

Spend 1 extra Energy Unit this turn.



BAD WINDS

Spend 1 extra Energy Unit this turn.

