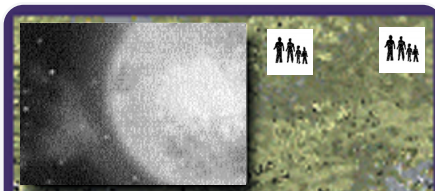




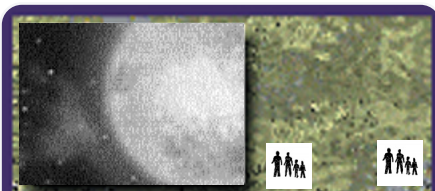
**Life Support**

Discard the effect.  
 Select a ♦ planet. One occupant must spend 1 energy per population he has there.  
 Each marker non maintained may flee (for free) to the related sun and change color (your choice).



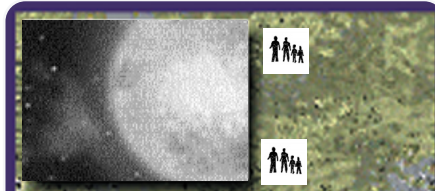
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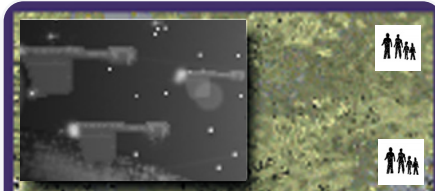
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**Prisoners**

Discard the effect at the end of a fight you just won.  
 You may transform into your color the surviving markers of the looser.



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