

Repair

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Foreach repair card. Repair your ship by one point for each repair card as long as you are not the aggressor. A ship cannot be repaired as long as it is seen as the aggressor. A ship cannot be repaired beyond full health.

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Wealth

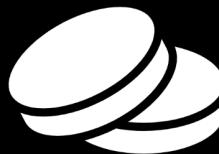
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Wealth cards can be used to purchase upgrade cards. Wealth cards that are unused can be held until the next hand. If held to the next hand, those cards count towards the next hand.

Wealth

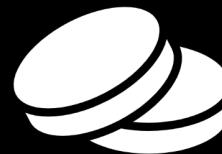
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Attack



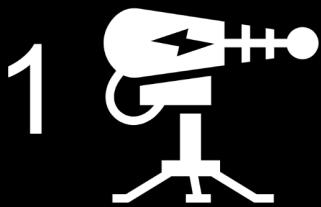
If a player is not the aggressor and there is a ship considered the aggressor, that player can attack that ship for how many attack cards he has. If there is no aggressor that player cannot attack. If the player is the aggressor that player deals damage to each of the other players equivalent to the number of attack cards they hold.

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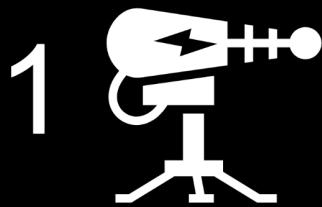
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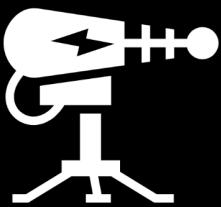
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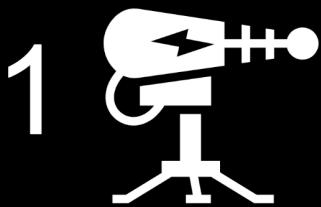
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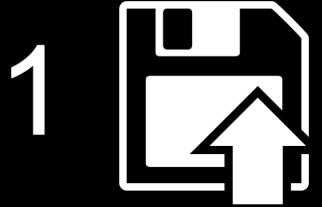
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Data



1

If you have collected 3 data cards with the same point value, you score that many points. For every additional card with the same point value, you add 1 additional point to your point tracker.

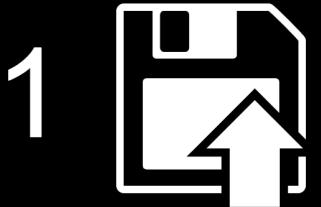
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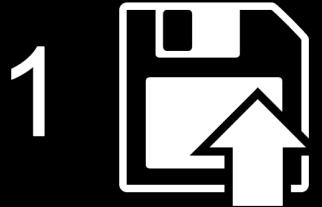
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Aggressor



The first player to keep attack cards becomes the aggressor and takes this card. The aggressor gets 1 point of data when they become the aggressor and for each turn they stay the aggressor. The player can swap being the aggressor with a player after that player attacks. The aggressor attacks every other player, but cannot heal.

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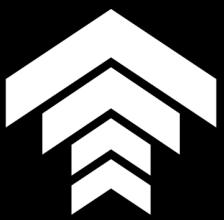
Upgrade



cost:6

Gain 2 points of data & deal 3 damage to all other players. Discard.

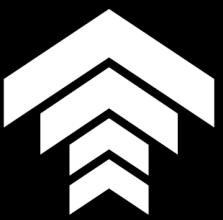
Upgrade



cost:5

Gain 5 points of data & take 4 hits. Discard.

Upgrade



cost:4

1 extra card draft

Upgrade



cost:3

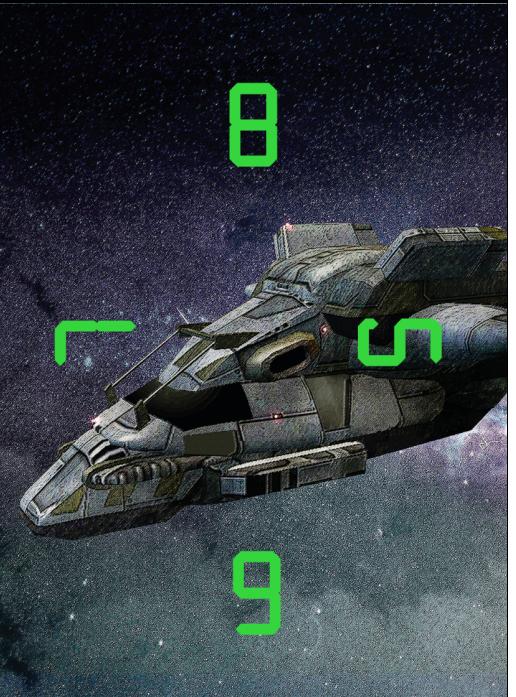
Make a player redraw a card on their turn. If they get a repair card. Discard this card.

Upgrade



cost:2

When you score data also repai by that much. Discard.



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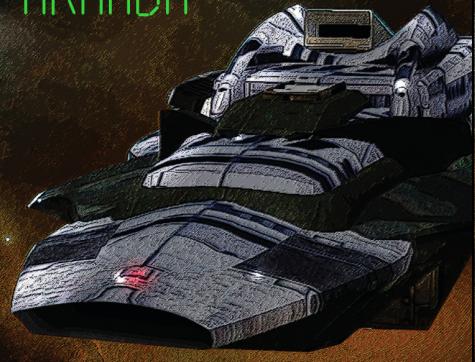
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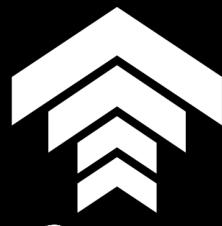
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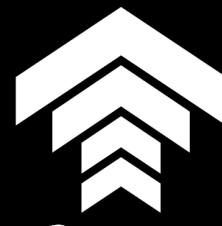
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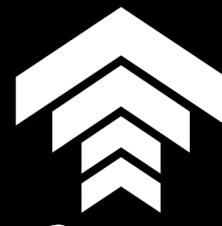
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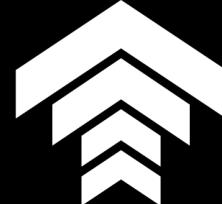
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cost:3

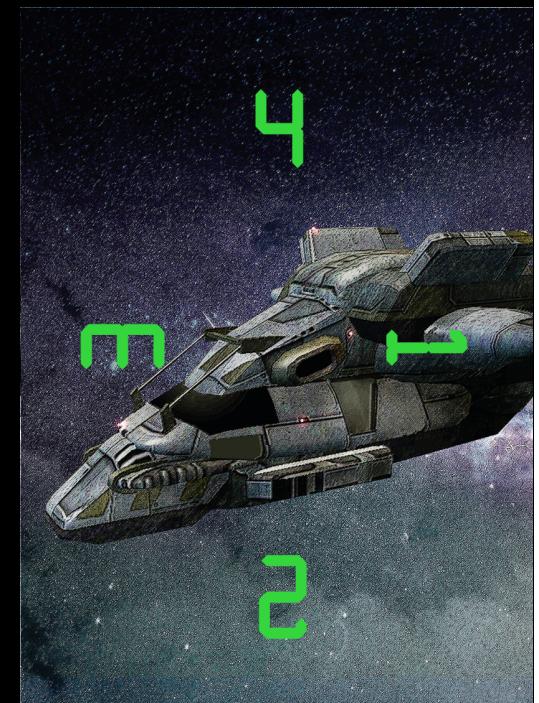
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