

<div>PHOTON CANNON</div> <div>+1 Attack</div> <div>test,test2 fg</div> <div>(help ful text)</div> <div>flavor text</div>	<div>FLAK BLASTER</div> <div>+1 Attack</div> <div>SHRAPNEL SHEILD: 4●: Disable an item equiped to target ship in your sector until end of turn.</div> <div>(All Effects of a disabled item are ignored and it's abilities cannot be used)</div>	<div>LASER SLICER</div> <div>+1 Attack</div> <div>PINPOINT: 1●: +2 attack until end of turn.</div>
<div>BEAM SPLITTER</div> <div>+2 Attack</div> <div>FRACTURE: 2●: +2 attack until end of turn.</div>	<div>BLASTER CORE</div> <div>+2 Attack</div> <div>OVERCHARGE: 4●: +6 Attack until end of turn. Destroy this item.</div>	<div>HEAT RAY</div> <div>+3 Attack -3 Defense</div> <div>OVER HEAT: 3●: +3 Attack until end of turn. -3 Defense until end of turn.</div> <div>(Your Items cannot reduce your total Defense bellow 1)</div>
<div>INDUSTRIAL MINING CRUSHER</div> <div>+3 Attack -1 Speed</div> <div>Collect 1◆ extra Crystal from any system that gives you Crystals.</div>	<div>THE BLACK FLAG</div> <div>+X attack, where X is equal to half of your reputation rounded down.</div> <div>+2 to your Reputation when you equip this Item.</div>	<div>CLUSTER ROCKETS</div> <div>VOLLEY: X●: +X attack until end of turn.</div>

### TRASH CANNON

CHUCK: discard a card:  
+4 Attack until end of turn.

### SLIME SEALANT

+1 defense

### BLAST PANELS

+1 defense

### PARTICLE SHEILD

+1 defense

CHARGE: 3 ●:  
+3 defense

### REINFORCED HULL PLATING

+2 defense

### SENTIENT SENSOR SUITE

+2 defense

At the end of your move if you entered a new sector collect 1 ♦ crystal.

SENSOR PING: 1 ●:  
+1 Defense until end of turn

### NANOID PATCHERS

+1 defense

AMALGAMAFY: 0 ●:  
+4 defense  
Disable an item equiped to your ship until end of turn.  
  
(All Effects of a disabled item are ignored and it's abilities cannot be used.)

### IMPACT DAMPENER

+2 Defense

RIPPLE: 2 ●:  
+3 Defense until end of turn.  
-3 Attack until end of turn.

### THE INVISIBLE HOOK (RENAME?)

+4 Defense  
-2 Attack  
-X Defense and +X Attack where X is your Reputation.

(Your Items cannot reduce your total Defense bellow 1)

### WARP SHIELD

ENGAGE: X●:  
+X Defense until end of turn.

### DEPLETED FERMUM ARMOR LINING

+4 Defense  
-1 Speed

### TELEMETRY SOUNDER

+1 Speed  
  
SOUND OFF: 3●:  
+1 Defense until end of turn.  
+1 Attack until end of turn.

### AFTER BURNER

BURN: 2●:  
+1 Speed until end of turn.  
  
SONIC EXPLOSION: 4●:  
+5 Attack until end of turn.  
Destroy this Item.

### BUSSARD RAMJET

ENGAGE: 2●:  
+2 Speed until end of turn.

### SLIPSTREAM NOSE CONE

+1 Speed  
+1 Defense  
  
*She's got it where it counts, kid*

### ION ENGINE

+1 Speed

### AUXILIARY BOOSTERS

+1 Speed  
+1 Evasion

### FAULTY CRUISE ENGINE

When you start your move, you must roll a die:  
6: +3 Speed this turn.  
3 to 5: +2 Speed this turn.  
1 to 2: -1 Speed this turn.

**EXPERIAMENTAL DARK ENERGY  
QUANTUM JUMP CORE**

+2 Speed

When you complete you move, before performing any other action, roll a die:  
1: You must return to the location you started your move at.  
2 to 6: Nothing. Jump successful!

**IMPROBABILITY DRIVE**

ACTIVATE: roll a Die:  
6: Jump to the nearest planet in a moves.  
5: +2 Speed until end of turn  
4: +1 Speed until end of turn  
3: -1 Speed until end of turn  
turn.  
1: Your Speed drops to 0 until end of turn.

**STOLEN WARP CORE**

JUMP: 4●:  
+3 Speed until end of turn.  
+1 Reputation

**HEAT SINKS**

+1 Evasion

**GYROSCOPIC BALANCER**

+1 Evasion

**ARTICULATE THRUSTERS**

MANEUVER: 2●:  
+1 to Evasion until end of turn.  
  
OUT MANEUVER: 4●:  
+2 to Evasion

**BOTHAN CLOAKER**

+2 Evasion  
-4 Defense  
  
DISCHARGE: 3●:  
+4 to Evasion until end of turn  
turn.  
Destroy this Item.

**STEALTH FEILD**

ACTIVATE: 3●:  
Your ship cannot be the Target of Action Cards, Player Abilities or Item Abilities (including your own) until end of turn.  
  
(Abilities that Target say "target ship" in their text)

**ACROBATIC CONCUSION ENGINES**

BARREL ROLL: 2●:  
+1 to Evasion until end of turn.  
  
HOT PURSUIT: 3●:  
-2 to Evasion of target ship in your secror until end of turn.

### TARGETING COMPUTER

#### SCAN: 3●:

The Evasion of target ship in your sector becomes 1 until end of turn.

#### DEEEEEEP SCAN: 6●:

Target Ship's Evasion becomes 0 until end of turn.

>TARGET LOCK CONFIRMED<

### GRAPPLE HOOK

#### SNARE: 3●:

The Evasion of target ship in your sector becomes 1 until end of turn.  
-4 defense.

(Your Items cannot reduce your total Defense below 1)

### TRACTOR BEAM

#### PULL: 4●:

The Evasion of target ship in your sector becomes 0 until end of turn.

### MODULAR ENGINEERING

-2 defense

#### HOT SWAP: 1●:

You may exchange any equipped item with any other from your hand.

### MULTI-PASS

#### ACCESS ESCALATION: 2●:

-4 Reputation until end of turn.

#### SYSTEM SCRAMBLE: 2●:

+4 Reputation until end of turn.

### HARDWIRED SUB-SPACE FUSION BOMB

If your ship is destroyed, destroy all Item.

Gain Reputation equal to the number of ships destroyed this way.

(If your ship is destroyed as a result of combat, the winning player does not get to salvage, collect bounty or a gain level.)

### UNSPEAKABLE MACHINE

When you draw this item, it equips immediately. (even if you must un-equip another item)

At the beginning of your turn roll a die:  
6: +4 attack until end of turn and you must move to and attack the nearest ship if able.  
5: Discard a card  
4: Draw a card  
3: +1 speed until end of turn  
2: -2 Defense until end of turn  
1: +1 attack until end of turn

### POWER CONVERTER

#### CHARGE: 1●:

You may activate one ability of another item equipped to your ship without paying plasma for it.

#### SUPERCARGE: 3●:

You may activate one ability twice of another item equipped to your ship without paying plasma for it.  
Destroy this Item.  
(Item abilities that would destroy the item can only be activated once)

### BATTERY PODS

#### DISCHARGE: 2●:

-1 plasma to Abilities of all Items equipped to your ship until end of turn.

### STORAGE CONTAINER

You may have up to 3 extra cards in your hand.

### SMUGGLING COMPARTMENT

(something more interesting)

### TRASH REACTOR

FEED: discard a card:  
+2 Attack until end of turn.  
or  
+2 Defense until end of turn.  
or  
+1 Speed until end of turn.

### ORE SMELTER

LOAD: discard a card:  
Collect 2 ● Plasma.

OVER LOAD: discard X cards:  
Collect X \* 3 ● Plasma.  
Destroy this Item.  
EFFECT: -2 Speed on your next turn.

*Never give up! Never surrender!*

### PROGRAMMABLE MATTER

When you equip this item it becomes a copy of another item already equipped to your ship.  
If the copied item is unequipped, salvaged or destroyed, you must unequip this item.

### CAPTAIN'S CHAIR

INSPIRE: 1 ●:  
♦ ~~CrGet~~ 2  
(activate this item only on your turn.)

*Nothing gets a ship running like a well oiled machine like a well oiled machine.*

### SYNTHETIC DECK OFFICER

+1 Defense  
+1 Attack  
+1 Evasion  
+1 Speed

### FIRE CONTROL TEAM

+1 Defense  
CONTAINMENT: 2 ●:  
+ X Defense until end of turn where X is the number of items equipped to your ship.

### MERC SQUAD

+3 Attack  
+3 Defense  
At the beginning of your turn you must pay 50 ▲ Squad.  
At any time any player in your sector may pay 300 ▲, if they do they may equip Merc Squad to their ship.  
BONUS: 300 ▲:  
Target ship in the same sector gets -4 defense until end of turn.

### LOYAL MECHANIC

+1 Speed.

Any effect that would reduce your Speed below 1 only reduces it to 1 instead. This Item cannot be salvaged.

MAKE HER FLY: 6●:

If your ship would be destroyed this turn, your ship is not destroyed. Gain:

EFFECT: -4 defense until the end of your next turn.

### NARCOLEPTIC PILOT ACE

+1 Speed.

MANEUVER: 1● and roll a die:

3 to 6: +3 evasion

1 to 2: -3 evasion

### TAIL GUNNER

+2 Attack if you are the defending player.

SUPPRESSING FIRE: 6●: If you escaped combat, destroy the Attacking Ship. (Do not salvage, or collect bounty)

*Never look back*

### EXPERT NAVIGATOR

+X Attack where X is the number of other player ships in your sector

CHART: 2●:

If you just drew an Event Card, ignore that Event Card.

*Look before you leap, they says. If a foogort had wings it wouldn't bump it's ass a hoppin.*

### PLEASURE ANDROID

BACK RUB: 4●:

+1( max 6) to your next die roll.

FOOT RUB: 3●:

-1( min 1) to your next die roll.

### INSECTOID SABOTEUR

CROSS WIRE: 3●:

Disable an Item on target ship in your sector until end of turn.

HIJACK: 5●:

Control the next move of target ship in your sector or neighboring sector.

(You may not activate abilities of items equipped to the hijacked ship)

### RAMMING SPEED

+X Attack and -X Defense where X is your ship's current speed.

(Your Items cannot reduce your total Defense below 1)

### HOIST THE COLORS

+X Attack to target player ship where X is equal to the Reputation of the ship's owner.

(need name) : 2●:

+4 to your Reputation

### HACK THEIR SYSTEMS

Roll a die: turn.

6: Target ship's defense becomes 1 until end of turn. That ship's defense cannot be modified any further until end of turn.

DOUBLE HACK : 2●:

Disable 2 items equipped to target ship until end of turn.

Disable 2 items equipped to your ship until end of turn.

<..~□ ~..>

## ROUTE POWER

Pick one:

+4 Attack, -3 Defense and -2 Evasion  
until end of turn.

or

+4 Defense, -3 Attack and -2 Evasion  
until end of turn.

or

+2 Evasion, -4 Attack and -4 Defense  
until end of turn.

(Your Items cannot reduce your total Defense  
bellow 1)

*Giving it all she's got!*



### REDLINE

+3 to defending ship's Evasion until end of turn.  
If the defending player escapes, they roll a die.  
If they roll a 1 their ship is destroyed.

*"I'm a leave on the wind..."*

### KILL THE LIGHTS

+1 to Evasion until end of turn.

HOLD BREATH: 3●:

+3 Defense until end of turn.

-3 Attack until end of turn.

### SNITCH

A local municipal cruiser arrives on the scene. Combat is interrupted. No ships are destroyed.

Any player in the sector whose reputation is 5 or greater goes to jail.

STRIP SEARCH: 1●: Any player in the sector whose reputation is 2 or greater must destroy an equipped item.

*Break It up!*

### JETTISON THE CARGO

card.

Combat is interrupted. No ships are destroyed.

EFFECT:

+1 Movement until the end of your next turn.

### ELECTRO MAGNETIC PULSE

All items equipped to all ships in your sector are disabled until end of turn.

FAIL-SAFE: X●:

You may exclude 1 item from being disabled for each 4● spent.

(All Effects of a disabled item are ignored and it's abilities cannot be used.)

### GRAVITY BOMB

-4 Evasion to all ships in your sector until end of turn.

REMOTE DETINATION: X● where X is the sector.:

-4 Evasion to all ships until end of turn in target sector instead.

### ROLL A HARD 6

Play when a die is rolled.  
Make that die roll outcome become 6.

*Some days you just gotta roll a hard 6*

### FIXED FATE

Play when a die is rolled.  
Make that die roll outcome become 1.

*Sometimes the Kragork eats you and  
sometimes you are eaten by the Kragork*

### ACTIVATE THE OMEGA 13

Play when a die is rolled.  
The thrower of a dice may add or  
subtract 1 to the outcome of its roll.  
Cannot go below 1 or above 6.

### DOUBLE JEOPARDY

Play when a die is rolled.  
Roll a second die.  
+X or -X to the previous die roll where X  
is the value of the second Die Roll.  
The first die roll cannot go below 1 or  
above 6.

### PEDAL TO THE METAL

+1 Speed or +1 Evasion until end of turn.

USE BOTH PEDALS: 2●:  
+1 Speed and +1 Evasion until end of turn  
as well.

### FUSION BURST

+2 speed until end of turn.

BOOST: X●(max 6):  
Gain Speed equal to  $X / 2$  rounded down  
until end of turn.

### UNAUTHORIZED HYPERSPACE JUMP

Reputation.  
If you jump to a planet in the Core sector,  
+5 reputation instead.  
Cannot be played during combat.

### UNSTABLE FUEL

Roll a Die:  
+X Speed until end of turn where X is  
equal to the die roll minus 2.

### YOU SHALL BE AVENGED

Play at the end of combat.  
+5 reputation to winner of combat.


