0	Adaption	Ac'arr	0	Adaption	Ac'arr	2	*Ecological Niche	Ac'arr
	Effect			Effect			Effect	
MAIN: I your fle	f you have at least four different s eet, discard any attack effect.	hips in	MAIN: I your fle	f you have at least four different eet, discard any attack effect.	ships in	MAIN:	Plays on table. Your ships are	threat -1.
(C) 2011 Nick	Pruehs.		(C) 2011 Nick	Pruehs.		(C) 2011 Nick	Pruehs.	
2	*Ecological Niche	Ac'arr	0	Endless Forms	Ac'arr	0	Endless Forms	Ac'arr
	Effect			Effect			Effect	
MAIN: I	Plays on table. Your ships are threa	at -1.	MAIN: I	f you have at least four different fleet, play an Ac'arr ship from yo	Ac'arr ships ur draw	MAIN:	f you have at least four difference fleet, play an Ac'arr ship from	ent Ac'arr ships
			deck.	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,		deck.		. ,
(C) 2011 Nick	Pruehs.		(C) 2011 Nick	Pruehs.		(C) 2011 Nick	: Pruehs.	
_	Endless Forms	Ac'arr		Endless Forms	Ac'arr		Facing Extinction	Ac'arr
	F#c ct			C#C-at			T#	
MAIN: I	Fyou have at least four different A	Ac'arr ships	MAIN: I	Effect f you have at least four different of the play on Aclary ship from you	Ac'arr ships		Effect Make an Ac'arr starship powe	r +2 (or +4 is
in your deck.	fleet, play an Ac'arr ship from you	ıı uraw	deck.	fleet, play an Ac'arr ship from yo	ui UIaW	the thr	eat pool is empty).	
(C) 2011 Nick	Pruehs.		(C) 2011 Nick	Pruehs.		(C) 2011 Nick	Pruehs.	

0	Facing Extinction	Ac'arr	0	Facing Extinction	Ac'arr	0	Facing Extinction	Ac'arr
	Effect			Effect			Effect	
FIGHT: the thre	Make an Ac'arr starship power +2 eat pool is empty).	(or +4 is	FIGHT: the thr	Make an Ac'arr starship power +2 eat pool is empty).	(or +4 is	FIGHT: the thr	Make an Ac'arr starship powereat pool is empty).	r +2 (or +4 is
(C) 2011 Nick		Ac'arr	(C) 2011 Nic		Ac'arr	(C) 2011 Nic	Ferocity	Ac'arr
0	Ferocity	AC all	0	Ferocity	AC all	0	rerocity	AC all
FIGUE.	Effect Make an Ac'arr starship power +2	(or t A if	FIGUE	Effect Make an Ac'arr starship power +2	lor + 4 if	FIGUE	Effect Make an Ac'arr starship powe	r + 2 /or + 4 if
it's dan	naged).	(01 +4 11	it's dar	maged).	(or +4 II	it's dar	make an Ac arr starship powe maged).	1 +2 (01 +4 11
(C) 2011 Nick	Pruehs.		(C) 2011 Nic	s Pruehs.		(C) 2011 Nic	k Pruehs.	
0	Ferocity	Ac'arr	1	Mutation	Ac'arr	1	Mutation	Ac'arr
								,
	F#s-st			F#Co.			C#c.ch	
FIGHT:	Effect Make an Ac'arr starship power +2 haged).	(or +4 if	MAIN: discard	Effect Play any effect from your draw decl	k or your	MAIN: discard	Effect Play any effect from your drav	deck or your
, c 5 dall	g=u/.		discard	. p		discard	- p. 1001	
(C) 2011 Nick	Pruehs.		(C) 2011 Nic	r Pruehs.		(C) 2011 Nic	k Pruehs.	

1	Mutation	Ac'arr	1	Mutation	Ac'arr	1	Natural Selection	Ac'arr			
								•			
	Effect			Effect		Effect					
MAIN: discard	Play any effect from your draw de d pile.	eck or your	MAIN: discar	MAIN: Play any effect from your draw deck or your discard pile.			MAIN: Plays on table.				
							time you lose a fight, place If there are four or more to				
						this ca	rd to play an Ac'arr ship fro	om your draw deck.			
(C) 2011 Nic			(C) 2011 Nic	· Provide		(C) 2011 Nic	l. South				
1	Natural Selection	Ac'arr	0	Survival Of The Fittest	Ac'arr	0	Survival Of The Fittes	t Ac'arr			
		1,16 a			17.6 4.1			7.6 411			
MAIN:	Effect Plays on table.		FIGHT:	Effect Make an Ac'arr starship pow	er +2 (or +4 if	FIGHT:	Effect Make an Ac'arr starship po	wer +2 (or +4 if			
	time you lose a fight, place a toke	en here.	you ha	ve at least four different ship	os in your fleet).	you ha	ive at least four different sh	nips in your fleet).			
MAIN:	If there are four or more tokens h	ere, discard									
this ca	rd to play an Ac'arr ship from you	r draw deck.									
(C) 2011 Nic	k Pruehs.		(C) 2011 Nic	k Pruehs.		(C) 2011 Nic	k Pruehs.				
0	Survival Of The Fittest	Ac'arr	0	Survival Of The Fittest	Ac'arr	0	Symbiosis	Ac'arr			
					-		l				
	Effect			Effect			Effect				
FIGHT:	Make an Ac'arr starship power +	2 (or +4 if	FIGHT:	Make an Ac'arr starship pow	er +2 (or +4 if	FIGHT:	If you have at least four di	fferent ships in			
you ha	ve at least four different ships in	your fleet).	you ha	ve at least four different ship	os in your fleet).	damag	eet and an Ac'arr starship i ge, prevent that damage.	s about to take			
(C) 2011 Nic	k Pruehs.		(C) 2011 Nic	k Pruehs.		(C) 2011 Nic	k Pruehs.				

0	Symbiosis	Ac'arr	3	Bullacar	Ac'arr	3	Bullacar	Ac'arr
	Effect			Starship - Bullacar			Starship - Bullacar	
FIGHT: I your fle	f you have at least four different sl et and an Ac'arr starship is about t	nips in o take	Ships ir power	n your fleet get "Ships fighting this	ship are	Ships power	in your fleet get "Ships fighting this	ship are
damage	e, prevent that damage.							
			Power	6 Capacity	0	Powe	r 6 Capacity	0
(C) 2011 Nick	Camoucar	Ac'arr	(C) 2011 Nick	Pruehs. Camoucar	Ac'arr	(C) 2011 Nic		Ac'arr
								1.10 0
Ships ir	Starship - Camoucar your fleet have CLOAKING.		Ships ir	Starship - Camoucar n your fleet have CLOAKING.		FLAGS	Starship - Mothacar	
						MAIN: benea	Add (1) and place a ship in your fle th your draw deck to play a ship fro	et om your
						draw o	deck.	
Power		0	Power		0	(C) 2011 Nic		0
3	Predacar	Ac'arr	3	Predacar	Ac'arr	3	Regacar	Ac'arr
	Starship - Predacar			Starship - Predacar			Starship - Regacar	
Ships ir	your fleet are power +1.		Ships in	n your fleet are power +1.		Ships ship."	in your fleet get "MAIN: Add (2) to r	epair this
Power	-1 .	0	Power		0	Powe		0
NET ZULL NICK	TWEITE.		(C) 2011 Nick	F F Machine		(C) 2011 Nic	A FEMILIA	

				_						
3	Regacar	Ac'arr	3	Sleepacar		Ac'arr	3	Sleepacar		Ac'arr
						•				•
	Starship - Regacar			Starship -	Sleepacar			Starsh	nip - Sleepacar	
Ships i	n your fleet get "MAIN: Add (2) to re	epair this	Ships	in your fleet get "MA it beneath your draw		is ship to	Ships		"MAIN: Overload th draw deck."	nis ship to
Jilip.			piace	ie selieden your draw	- GCCR.		piace	ic beneath your	aran deck.	
Powe		0	Powe		Capacity	0	Powe		6 Capacity	0
3	Suicacar	Ac'arr	3	Suicacar		Ac'arr	(C) 2011 N	ridens.		
\vdash										
	Starship - Suicacar			Starship -						
Ships in your fleet get "FIGHT: Discard this ship to discard an enemy ship it is fighting."			Ships discar	in your fleet get "FIG d an enemy ship it is	GHT: Discard this fighting."	s ship to				
Powe	r 6 Capacity	0	Powe		Capacity	0				