

0	Adaption	Ac'arr
Effect		
MAIN: If you have at least four different ships in your fleet, nullify any attack effect attached to one of your ships.		
(C) 2011 Nick Prueths.		
2	*Ecological Niche	Ac'arr
Effect		
MAIN: Plays on table. Your ships are threat -1.		
(C) 2011 Nick Prueths.		
0	Facing Extinction	Ac'arr
Effect		
FIGHT: Make an Ac'arr starship power +2 (or +4 is the threat pool is empty).		
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MAIN: If you have at least four different ships in your fleet, nullify any attack effect attached to one of your ships.		
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0	Endless Forms	Ac'arr
Effect		
MAIN: If you have at least four different Ac'arr ships in your fleet, play an Ac'arr ship from your draw deck.		
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Effect		
FIGHT: Make an Ac'arr starship power +2 (or +4 is the threat pool is empty).		
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0	Ferocity	Ac'arr
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FIGHT: Make an Ac'arr starship power +2 (or +4 if it's damaged).		
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Effect		
FIGHT: Make an Ac'arr starship power +2 (or +4 if it's damaged).		
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1	Mutation	Ac'arr
Effect		
MAIN: Play any effect from your draw deck or your discard pile.		
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0	Survival Of The Fittest	Ac'arr
Effect		
FIGHT: Make an Ac'arr starship power +2 (or +4 if you have at least four different ships in your fleet).		
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0	Ferocity	Ac'arr
Effect		
FIGHT: Make an Ac'arr starship power +2 (or +4 if it's damaged).		
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1	Natural Selection	Ac'arr
Effect		
MAIN: Plays on table. Every time you lose a fight, place a token here. MAIN: If there are four or more tokens here, discard this card to play an Ac'arr ship from your draw deck.		
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0	Survival Of The Fittest	Ac'arr
Effect		
FIGHT: Make an Ac'arr starship power +2 (or +4 if you have at least four different ships in your fleet).		
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Effect		
FIGHT: Make an Ac'arr starship power +2 (or +4 if you have at least four different ships in your fleet).		
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0	Symbiosis	Ac'arr
Effect		
FIGHT: If you have at least four different ships in your fleet and an Ac'arr starship is about to take damage, prevent that damage.		
(C) 2011 Nick Prueths.		
3	Bullacar	Ac'arr
Starship - Bullacar		
Ships in your fleet get "Ships fighting this ship are power -1 (Not cumulative.)".		
Power	6	Capacity 0
(C) 2011 Nick Prueths.		
3	Regacar	Ac'arr
Starship - Regacar		
Ships in your fleet get "MAIN: Add (2) to repair this ship."		
Power	6	Capacity 0
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0	Symbiosis	Ac'arr
Effect		
FIGHT: If you have at least four different ships in your fleet and an Ac'arr starship is about to take damage, prevent that damage.		
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3	Predacar	Ac'arr
Starship - Predacar		
Ships in your fleet are power +1 (Not cumulative.).		
Power	6	Capacity 0
(C) 2011 Nick Prueths.		
3	Regacar	Ac'arr
Starship - Regacar		
Ships in your fleet get "MAIN: Add (2) to repair this ship."		
Power	6	Capacity 0
(C) 2011 Nick Prueths.		

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Starship - Bullacar		
Ships in your fleet get "Ships fighting this ship are power -1 (Not cumulative.)".		
Power	6	Capacity 0
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3	Predacar	Ac'arr
Starship - Predacar		
Ships in your fleet are power +1 (Not cumulative.).		
Power	6	Capacity 0
(C) 2011 Nick Prueths.		
3	Sleepacar	Ac'arr
Starship - Sleepacar		
Ships in your fleet get "MAIN: Overload this ship to place it beneath your draw deck."		
Power	6	Capacity 0
(C) 2011 Nick Prueths.		

3	Sleepacar	Ac'arr
Starship - Sleepacar		
Ships in your fleet get "MAIN: Overload this ship to place it beneath your draw deck."		
Power	6	Capacity 0
(C) 2011 Nick Pruett.		

3	Suicacar	Ac'arr
Starship - Suicacar		
Ships in your fleet get "FIGHT: Discard this ship to discard an enemy ship it is fighting."		
Power	6	Capacity 0
(C) 2011 Nick Pruett.		

3	Suicacar	Ac'arr
Starship - Suicacar		
Ships in your fleet get "FIGHT: Discard this ship to discard an enemy ship it is fighting."		
Power	6	Capacity 0
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