

	Chief Engineer Cantrell	Green
Character		
Nullify Plasma Leak.		
(C) 2015 Nick Pruhs 130		
	Ensign Holder	Green
Character		
MAIN: Discard any card to repair a starship.		
(C) 2015 Nick Pruhs 130		
1	Ace In The Hole	Green
Effect		
FIGHT: Make a starship power +2 (or +3 if you have still two or more cards in hand after playing this one).		
(C) 2015 Nick Pruhs 130		

	Dr. Cooley	Green
Character		
MAIN: Once per turn, reveal the top card of your draw deck. Put it in your hand if it contains the Repair keyword.		
(C) 2015 Nick Pruhs 130		
	Ensign Stark	Green
Character		
MAIN: Overload manned starship to repair any other starship.		
(C) 2015 Nick Pruhs 130		
1	Ace In The Hole	Green
Effect		
FIGHT: Make a starship power +2 (or +3 if you have still two or more cards in hand after playing this one).		
(C) 2015 Nick Pruhs 130		

	Dr. Ferrell	Green
Character		
Every time a card requires you to discard a card from hand, place it beneath your draw deck instead.		
(C) 2015 Nick Pruhs 130		
	Tinkerer Lott	Green
Character		
Every time a Green Wing starship wins a fight, draw a card.		
(C) 2015 Nick Pruhs 130		
1	Ace In The Hole	Green
Effect		
FIGHT: Make a starship power +2 (or +3 if you have still two or more cards in hand after playing this one).		
(C) 2015 Nick Pruhs 130		

1	Ace In The Hole	Green
Effect		
FIGHT: Make a starship power +2 (or +3 if you have still two or more cards in hand after playing this one).		
(C) 2015 Nick Pruhs 130		
1	Emergency Procedures	Green
Effect		
MAIN: Discard a card to draw two cards.		
(C) 2015 Nick Pruhs 130		
1	Good As New!	Green
Effect		
MAIN: Repair a starship that is damaged at least twice.		
(C) 2015 Nick Pruhs 130		

1	Emergency Procedures	Green
Effect		
MAIN: Discard a card to draw two cards.		
(C) 2015 Nick Pruhs 130		
1	Emergency Procedures	Green
Effect		
MAIN: Discard a card to draw two cards.		
(C) 2015 Nick Pruhs 130		
1	Good As New!	Green
Effect		
MAIN: Repair a starship that is damaged at least twice.		
(C) 2015 Nick Pruhs 130		

1	Emergency Procedures	Green
Effect		
MAIN: Discard a card to draw two cards.		
(C) 2015 Nick Pruhs 130		
1	Good As New!	Green
Effect		
MAIN: Repair a starship that is damaged at least twice.		
(C) 2015 Nick Pruhs 130		
1	Good As New!	Green
Effect		
MAIN: Repair a starship that is damaged at least twice.		
(C) 2015 Nick Pruhs 130		

1	Lost And Found	Green
Effect		
MAIN: Retrieve a card from your discard pile.		
(C) 2015 Nick Pruhs 130		
1	Lost And Found	Green
Effect		
MAIN: Retrieve a card from your discard pile.		
(C) 2015 Nick Pruhs 130		
1	Never Say Die	Green
Effect		
FIGHT: Make a starship power +2 (or +3 if that starship is not damaged).		
(C) 2015 Nick Pruhs 130		
1	Never Say Die	Green
Effect		
FIGHT: Make a starship power +2 (or +3 if that starship is not damaged).		
(C) 2015 Nick Pruhs 130		

1	Lost And Found	Green
Effect		
MAIN: Retrieve a card from your discard pile.		
(C) 2015 Nick Pruhs 130		
1	Never Say Die	Green
Effect		
FIGHT: Make a starship power +2 (or +3 if that starship is not damaged).		
(C) 2015 Nick Pruhs 130		
1	Never Say Die	Green
Effect		
FIGHT: Make a starship power +2 (or +3 if that starship is not damaged).		
(C) 2015 Nick Pruhs 130		

1	Lost And Found	Green
Effect		
MAIN: Retrieve a card from your discard pile.		
(C) 2015 Nick Pruhs 130		
1	Never Say Die	Green
Effect		
FIGHT: Make a starship power +2 (or +3 if that starship is not damaged).		
(C) 2015 Nick Pruhs 130		
3	Rise From The Ashes	Green
Effect		
MAIN: All players shuffle their discard piles into their draw decks.		
(C) 2015 Nick Pruhs 130		

3	Rise From The Ashes	Green
Effect		
MAIN: All players shuffle their discard piles into their draw decks.		
(C) 2015 Nick Pruhs 130		
1	Salvaging	Green
Effect		
WRAP UP: If there are no enemy starships, repair a flagship.		
(C) 2015 Nick Pruhs 130		
1	Salvaging	Green
Effect		
WRAP UP: If there are no enemy starships, repair a flagship.		
(C) 2015 Nick Pruhs 130		

3	Rise From The Ashes	Green
Effect		
MAIN: All players shuffle their discard piles into their draw decks.		
(C) 2015 Nick Pruhs 130		
1	Salvaging	Green
Effect		
WRAP UP: If there are no enemy starships, repair a flagship.		
(C) 2015 Nick Pruhs 130		
	TRF Moscow	Green
Starship - Frigate		
FLAGSHIP. Overload to draw a card.		
Power 7		
(C) 2011 Nick Pruhs 130		

3	Rise From The Ashes	Green
Effect		
MAIN: All players shuffle their discard piles into their draw decks.		
(C) 2015 Nick Pruhs 130		
1	Salvaging	Green
Effect		
WRAP UP: If there are no enemy starships, repair a flagship.		
(C) 2015 Nick Pruhs 130		
	TRF Washington	Green
Starship - Frigate		
FLAGSHIP. UPKEEP (1). Power +1 for each card in hand.		
Power 7		
(C) 2011 Nick Pruhs 130		

