

| | | |
|--|--------------------------|------|
| 2 | *Chief Engineer Cantrell | Blue |
| | | |
| Character | | |
| At the beginning of your turn, draw a card. | | |
| (C) 2011 Nick Prueths. | | |
| 1 | *Ensign Holder | Blue |
| | | |
| Character | | |
| MAIN: Discard any card to repair a starship. | | |
| (C) 2011 Nick Prueths. | | |
| 0 | Ace In The Hole | Blue |
| | | |
| Effect | | |
| FIGHT: Make a starship power +2 (or +4 if that starship has equipment aboard). | | |
| (C) 2011 Nick Prueths. | | |

| | | |
|---|-----------------|------|
| 2 | *Dr. Cooley | Blue |
| | | |
| Character | | |
| MAIN: Once per turn, reveal the top card of your draw deck. Put it in your hand if it's an equipment or effect, and beneath your draw deck otherwise. | | |
| (C) 2011 Nick Prueths. | | |
| 1 | *Ensign Stark | Blue |
| | | |
| Character | | |
| MAIN: Overload manned ship to repair any starship. | | |
| (C) 2011 Nick Prueths. | | |
| 0 | Ace In The Hole | Blue |
| | | |
| Effect | | |
| FIGHT: Make a starship power +2 (or +4 if that starship has equipment aboard). | | |
| (C) 2011 Nick Prueths. | | |

| | | |
|--|-----------------|-------------|
| 1 | *Dr. Ferrell | Blue |
| | | |
| Character | | |
| Every time a card requires you to discard any card, you may place it beneath your draw deck instead. | | |
| (C) 2011 Nick Prueths. | | |
| 1 | *Tinkerer Lott | Blue |
| | | |
| Character | | |
| MAIN: Once per game, play any equipment card from your draw deck. | | |
| | | Capacity +1 |
| (C) 2011 Nick Prueths. | | |
| 0 | Ace In The Hole | Blue |
| | | |
| Effect | | |
| FIGHT: Make a starship power +2 (or +4 if that starship has equipment aboard). | | |
| (C) 2011 Nick Prueths. | | |

| | | |
|---|----------------------|------|
| 0 | Ace In The Hole | Blue |
| | | |
| Effect | | |
| FIGHT: Make a starship power +2 (or +4 if that starship has equipment aboard). | | |
| (C) 2011 Nick Prueths. | | |
| 0 | Emergency Procedures | Blue |
| | | |
| Effect | | |
| MAIN or FIGHT: Discard any equipment to repair equipping ship twice. | | |
| (C) 2011 Nick Prueths. | | |
| 1 | Lost And Found | Blue |
| | | |
| Effect | | |
| MAIN or FIGHT: Discard any equipment to repair equipping ship twice. | | |
| (C) 2011 Nick Prueths. | | |
| 1 | Lost And Found | Blue |
| | | |
| Effect | | |
| MAIN: Any player may play an equipment from his or her draw deck or discard pile. | | |
| (C) 2011 Nick Prueths. | | |

| | | |
|---|----------------------|------|
| 0 | Emergency Procedures | Blue |
| | | |
| Effect | | |
| MAIN or FIGHT: Discard any equipment to repair equipping ship twice. | | |
| (C) 2011 Nick Prueths. | | |
| 0 | Emergency Procedures | Blue |
| | | |
| Effect | | |
| MAIN or FIGHT: Discard any equipment to repair equipping ship twice. | | |
| (C) 2011 Nick Prueths. | | |
| 1 | Lost And Found | Blue |
| | | |
| Effect | | |
| MAIN: Any player may play an equipment from his or her draw deck or discard pile. | | |
| (C) 2011 Nick Prueths. | | |
| 1 | Lost And Found | Blue |
| | | |
| Effect | | |
| MAIN: Any player may play an equipment from his or her draw deck or discard pile. | | |
| (C) 2011 Nick Prueths. | | |

| | | |
|---|----------------------|------|
| 0 | Emergency Procedures | Blue |
| | | |
| Effect | | |
| MAIN or FIGHT: Discard any equipment to repair equipping ship twice. | | |
| (C) 2011 Nick Prueths. | | |
| 1 | Lost And Found | Blue |
| | | |
| Effect | | |
| MAIN: Any player may play an equipment from his or her draw deck or discard pile. | | |
| (C) 2011 Nick Prueths. | | |
| 1 | Lost And Found | Blue |
| | | |
| Effect | | |
| MAIN: Any player may play an equipment from his or her draw deck or discard pile. | | |
| (C) 2011 Nick Prueths. | | |

| | | |
|---|---------------|------|
| 0 | Never Say Die | Blue |
| | | |
| Effect | | |
| FIGHT: Make a starship power +2 (or +4 if that starship is not damaged). | | |
| (C) 2011 Nick Pruett. | | |
| 0 | Never Say Die | Blue |
| | | |
| Effect | | |
| FIGHT: Make a starship power +2 (or +4 if that starship is not damaged). | | |
| (C) 2011 Nick Pruett. | | |
| 2 | *Salvaging | Blue |
| | | |
| Effect | | |
| <p>MAIN: Plays on table.</p> <p>Every time a player ship wins a fight, put a token on this card.</p> <p>MAIN: Remove two tokens from this card to allow a player to play an equipment from his or her discard pile.</p> | | |
| (C) 2011 Nick Pruett. | | |

| | | |
|---|---------------------|------|
| 0 | Never Say Die | Blue |
| | | |
| Effect | | |
| FIGHT: Make a starship power +2 (or +4 if that starship is not damaged). | | |
| (C) 2011 Nick Pruett. | | |
| 3 | Rise From The Ashes | Blue |
| | | |
| Effect | | |
| MAIN: Add (x) to allow all players to shuffle x characters, equipment and/or starships from their discard piles into their draw decks. | | |
| (C) 2011 Nick Pruett. | | |
| 2 | *Salvaging | Blue |
| | | |
| Effect | | |
| <p>MAIN: Plays on table.</p> <p>Every time a player ship wins a fight, put a token on this card.</p> <p>MAIN: Remove two tokens from this card to allow a player to play an equipment from his or her discard pile.</p> | | |
| (C) 2011 Nick Pruett. | | |

| | | |
|--|---------------------|------|
| 0 | Never Say Die | Blue |
| | | |
| Effect | | |
| FIGHT: Make a starship power +2 (or +4 if that starship is not damaged). | | |
| (C) 2011 Nick Pruett. | | |
| 3 | Rise From The Ashes | Blue |
| | | |
| Effect | | |
| MAIN: Add (x) to allow all players to shuffle x characters, equipment and/or starships from their discard piles into their draw decks. | | |
| (C) 2011 Nick Pruett. | | |
| 2 | Particle Rays | Blue |
| | | |
| Equipment | | |
| Every time equipping ship wins a fight, its owner may draw a card. | | |
| (C) 2011 Nick Pruett. | | |
| Power | +1 | |
| (C) 2011 Nick Pruett. | | |

| | | |
|--|---------------|------|
| 2 | Particle Rays | Blue |
| | | |
| Equipment | | |
| Every time equipping ship wins a fight, its owner may draw a card. | | |
| | | |
| Power +1 | | |
| (C) 2011 Nick Prueths. | | |
| 1 | Repair Bot | Blue |
| | | |
| Equipment | | |
| At start of each turn, repair equipping ship. | | |
| | | |
| (C) 2011 Nick Prueths. | | |
| 2 | *Berlin | Blue |
| | | |
| Starship - Escort Cruiser | | |
| MAIN: Overload Berlin to draw a card. | | |
| | | |
| Power 6Capacity 2 | | |
| (C) 2011 Nick Prueths. | | |

| | | |
|---|----------------|------|
| 1 | Plasma Shields | Blue |
| | | |
| Equipment | | |
| FIGHT: If equipping ship is about to be damaged, discard Plasma Shields to prevent that damage. | | |
| | | |
| (C) 2011 Nick Prueths. | | |
| 1 | Repair Bot | Blue |
| | | |
| Equipment | | |
| At start of each turn, repair equipping ship. | | |
| | | |
| (C) 2011 Nick Prueths. | | |
| 3 | *London | Blue |
| | | |
| Starship - Carrier | | |
| FIGHT: Once per turn, may play Emergency Procedures from your draw deck. | | |
| | | |
| Power 7Capacity 3 | | |
| (C) 2011 Nick Prueths. | | |

| | | |
|---|----------------|------|
| 1 | Plasma Shields | Blue |
| | | |
| Equipment | | |
| FIGHT: If equipping ship is about to be damaged, discard Plasma Shields to prevent that damage. | | |
| | | |
| (C) 2011 Nick Prueths. | | |
| 2 | *Berlin | Blue |
| | | |
| Starship - Escort Cruiser | | |
| MAIN: Overload Berlin to draw a card. | | |
| | | |
| Power 6Capacity 2 | | |
| (C) 2011 Nick Prueths. | | |
| 3 | *London | Blue |
| | | |
| Starship - Carrier | | |
| FIGHT: Once per turn, may play Emergency Procedures from your draw deck. | | |
| | | |
| Power 7Capacity 3 | | |
| (C) 2011 Nick Prueths. | | |

| | | |
|--|-------------|------------|
| 4 | *Moscow | Blue |
| | | |
| Starship - Dreadnought | | |
| FLAGSHIP. At start of each of your turns, may repair any starship. | | |
| | | |
| Power | 8 | Capacity 6 |
| (C) 2011 Nick Pruehs. | | |
| 4 | *Washington | Blue |
| | | |
| Starship - Dreadnought | | |
| UPKEEP (1). Power +1 for each equipment aboard. | | |
| | | |
| Power | 8 | Capacity 5 |
| (C) 2011 Nick Pruehs. | | |

| | | |
|--|-------------|------------|
| 2 | *Paris | Blue |
| | | |
| Starship - Escort Frigate | | |
| MAIN: Overload Paris to play an effect from your discard pile. | | |
| | | |
| Power | 6 | Capacity 2 |
| (C) 2011 Nick Pruehs. | | |
| 4 | *Washington | Blue |
| | | |
| Starship - Dreadnought | | |
| UPKEEP (1). Power +1 for each equipment aboard. | | |
| | | |
| Power | 8 | Capacity 5 |
| (C) 2011 Nick Pruehs. | | |

| | | |
|--|--------|------------|
| 2 | *Paris | Blue |
| | | |
| Starship - Escort Frigate | | |
| MAIN: Overload Paris to play an effect from your discard pile. | | |
| | | |
| Power | 6 | Capacity 2 |
| (C) 2011 Nick Pruehs. | | |