

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

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 Pruett.		
1	*Ensign Stark	Blue
Character		
MAIN: Overload manned ship to repair any starship.		
(C) 2011 Nick Pruett.		
0	Ace In The Hole	Blue
Effect		
FIGHT: Make a starship power +2 (or +4 if that starship has equipment aboard).		
(C) 2011 Nick Pruett.		

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 Pruett.		
1	*Tinkerer Lott	Blue
Character		
MAIN: Once per game, play any equipment card from your draw deck.		
		Capacity +1
(C) 2011 Nick Pruett.		
0	Ace In The Hole	Blue
Effect		
FIGHT: Make a starship power +2 (or +4 if that starship has equipment aboard).		
(C) 2011 Nick Pruett.		

0	Emergency Procedures	Blue
Effect		
MAIN or FIGHT: Discard any equipment to repair equipped ship twice. (OR) Nullify Plasma Leak or Where It Hurts Most.		
(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 Prueths.		

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FIGHT: Make a starship power +2 (or +4 if that starship is not damaged).		
(C) 2011 Nick Prueths.		

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 Prueths.		
2	*Salvaging	Blue
Effect		
MAIN: Plays on table. Every time a player ship wins a fight, put a token on this card.  MAIN: Remove three tokens from this card to allow a player to play an equipment from his or her discard pile.		
(C) 2011 Nick Prueths.		
1	Repair Bot	Blue
Equipment		
At start of each turn, repair equpping ship.		
(C) 2011 Nick Prueths.		

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 Prueths.		
2	Particle Rays	Blue
Equipment		
Every time equipped 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 equpping ship.		
(C) 2011 Nick Prueths.		

2	*Salvaging	Blue
Effect		
MAIN: Plays on table. Every time a player ship wins a fight, put a token on this card.  MAIN: Remove three tokens from this card to allow a player to play an equipment from his or her discard pile.		
(C) 2011 Nick Prueths.		
1	Plasma Shields	Blue
Equipment		
FIGHT: If equipped 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 6 Capacity 2		
(C) 2011 Nick Prueths.		

2	*Berlin	Blue
Starship - Escort Cruiser		
MAIN: Overload Berlin to draw a card.		
Power	6	Capacity 2
(C) 2011 Nick Proeths.		

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

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