	Chief Engineer Cantrell	Green		Dr. Cooley	Green		Dr. Ferrell	Green
				•			•	•
Nullify	Character Plasma Leak.		MAIN:	Character Once per turn, reveal the top card	of your	Everv	Character time a card requires you to disca	rd a card
,			draw Repai	Once per turn, reveal the top card deck. Put it in your hand if it contain keyword.	s the	from	time a card requires you to disca nand, place it beneath your draw	deck instead.
(C) 2015 Nic	k Prühs	130	(C) 2015 N	ck Prühs	130	(C) 2015 Ni	ck Prühs	130
	Ensign Holder	Green		Ensign Stark	Green		Tinkerer Lott	Green
MAIN:	Character Discard any card to repair a starshi	р.	MAIN:	Character Overload manned starship to repair	r any	Every	Character time a Green Wing starship wins	a fight, draw
			other	starship.		a card	1.	
(C) 2015 Nic		130	(C) 2015 N		130	(C) 2015 Ni		130
1	Ace In The Hole	Green	1	Ace In The Hole	Green	1	Ace In The Hole	Green
	F#Fk			F.65 b			F.65 L	
FIGHT:	Effect Make a starship power +2 (or +3 ir o or more cards in hand after playir	f you have	FIGHT	Effect : Make a starship power +2 (or +3 i vo or more cards in hand after playi	f you have	FIGHT	Effect Make a starship power +2 (or + vo or more cards in hand after pla	3 if you have
still tw one).	o or more cards in hand after playir	ng this	still tv one).	vo or more cards in hand after playir	ng this	still tw one).	vo or more cards in hand after pla	ying this
(C) 2015 Nic	k Prühs	130	(C) 2015 N	ick Prühs	130	(C) 2015 Ni	ick Prühs	130

1	Ace In The Hole	Green	1	Emergency Procedures	Green	1	Emergency Procedures	Green
							•	
	Effect			Effect		-	Effect	
FIGHT: still two	Make a starship power +2 (or +3 if o or more cards in hand after playir	you have	MAIN:	Discard a card to draw two cards.		MAIN:	Discard a card to draw two cards.	
one).								
(C) 2015 Nick	Prühs	130	(C) 2015 N	ick Prühs	130	(C) 2015 Ni	ck Prühs	130
1	Emergency Procedures	Green	1	Emergency Procedures	Green	1	Good As New!	Green
					•		•	
	Effect			Effect			Effect	
MAIN: I	Discard a card to draw two cards.		MAIN:	Discard a card to draw two cards.		MAIN: twice.	Repair a starship that is damaged a	it least
(C) 2015 Nick		130	(C) 2015 N		130	(C) 2015 Ni		130
1	Good As New!	Green	1	Good As New!	Green	1	Good As New!	Green
	Effect			Effect			Effect	
MAIN: I twice.	Repair a starship that is damaged a	t least	MAIN: twice	Repair a starship that is damaged a	at least	MAIN: twice.	Repair a starship that is damaged a	it least
(C) 2015 Nick	Prühs	130	(C) 2015 N	ick Prühs	130	(C) 2015 Ni	ck Prühs	130

1	Lost And Found	Green	1	Lost And Found	Green	1	Lost And Found	Green
				•	•		•	•
	Effect		-	Effect		\vdash	Effect	
MAIN: I	Retrieve a card from your discard pi	le.	MAIN	: Retrieve a card from your discard p	ile.	MAIN	۱: Retrieve a card from your discard ا	oile.
(C) 2015 Nick	Polika	120	(C) 2015 P	lik nek.	130	461 3015	Nick Prühs	120
	Lost And Found	Green	1	Never Say Die	Green	1		Green
_			<u> </u>		l	\vdash	· ·	
MAIN: I	Effect Retrieve a card from your discard pi	le.	FIGH [*]	Effect F: Make a starship power +2 (or +3 i	f that	FIGH	Effect T: Make a starship power +2 (or +3)	if that
			stars	nip is not damaged).		stars	ship is not damaged).	
(C) 2015 Nick	Never Say Die	Green	(C) 2015 P	Never Say Die	Green	3	Rise From The Ashes	Green
			┝			\vdash		
FIGHT:	Effect Make a starship power +2 (or +3 if	that	FIGH [*]	Effect F: Make a starship power +2 (or +3 i	f that	MAIN	Effect N: All players shuffle their discard pile	es into
starshi	p is not damaged).		stars	nip is not damaged).		their	draw decks.	
(C) 2015 Nick	Prühs	130	(C) 2015 N	ilck Prühs	130	(C) 2015	Nick Prühs	130

3	Rise From The Ashes	Green	3	Rise From The Ashes	Green	3	Rise From The Ashes	Green
	Effect			Effect		\vdash	Effect	
MAIN: . their d	All players shuffle their discard piles raw decks.	s into	MAIN: their o	All players shuffle their discard pile draw decks.	s into	MAIN their	: All players shuffle their discard pile draw decks.	s into
(C) 2015 Nick	Salvaging	Green	(C) 2015 Ni	sk Prühs Salvaging	Green	(C) 2015	Salvaging	Green
_			<u> </u>			┢		
WRAP flagshi	Effect UP: If there are no enemy starships	, repair a	WRAP flagsh	Effect UP: If there are no enemy starships in.	, repair a	WRA flags	Effect P UP: If there are no enemy starships hip.	, repair a
				·F·				
(C) 2015 Nick	r Prühs	130	(C) 2015 Ni	ck Prühs	130	(C) 2015	Nick Prühs	130
1	Salvaging	Green		TRF Moscow	Green		TRF Washington	Green
	Effect			Starship - Frigate		-	Starship - Frigate	
WRAP flagshi	UP: If there are no enemy starships	, repair a	FLAG	SHIP. Overload to draw a card.		FLAC	SSHIP. UPKEEP (1). Power +1 for each	card in
(C) 2015 Nick	. Průhs	130	(C) 2011 Ni	Power 7	130	(C) 2011	Power 7	130