2	*Chief Engineer Cantrell	Blue	2	*Dr. Cooley	Blue	1	*Dr. Ferrell	Blue		
At the b	Character peginning of your turn, draw a card	l.	MAIN:	Character MAIN: Once per turn, reveal the top card of your			Character Every time a card requires you to discard any card, you may place it beneath your draw deck instead.			
			draw or effe	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.			you may place it beneath your draw deck instead.			
(C) 2011 Nick			(C) 2011 N		ı —	(C) 2011 N		$\overline{}$		
1	*Ensign Holder	Blue	1	*Ensign Stark	Blue	1	*Tinkerer Lott	Blue		
MAIN: [	Character Discard any card to repair a starshi	p.	MAIN:	Character  MAIN: Overload manned ship to repair any starship.			Character MAIN: Once per game, play any equipment card from your draw deck.			
						from y	your draw deck.			
							Capacity	+1		
(C) 2011 Nick			(C) 2011 N			(C) 2011 N	ick Pruehs.			
0	Ace In The Hole	Blue	0	Ace In The Hole	Blue	0	Ace In The Hole	Blue		
	Effoct			Effect			Effoct			
Effect FIGHT: Make a starship power +2 (or +4 if that			FIGHT	FIGHT: Make a starship power +2 (or +4 if that			Effect FIGHT: Make a starship power +2 (or +4 if that			
starship	o has equipment aboard).		starsh	iip has equipment aboard).		starsh	nip has equipment aboard).			
(C) 2011 Nick	Pruehs.		(C) 2011 N	ck Pruehs.		(C) 2011 N	ick Pruehs.			

0	Ace In The Hole	Blue	0	Emergency Procedures	Blue	0	Emergency Procedures	Blue		
							•			
FIGHT:	Effect  Make a starship power +2 (or +4 if p has equipment aboard).	that	MAIN	Effect  I or FIGHT: Discard any equipment to	repair	MAIN	Effect or FIGHT: Discard any equipment to	repair		
starshi	p has equipment aboard).		equip	pping ship twice.		equip	oing ship twice.			
(C) 2011 Nick	Pruehs.		(C) 2011	Nick Pruehs.		(C) 2011 Nic	tk Pruehs.			
0	Emergency Procedures	Blue	0	Emergency Procedures	Blue	1	Lost And Found	Blue		
	C#C-c+			Effect			Effect			
Effect MAIN or FIGHT: Discard any equipment to repair equipping ship twice.			MAIN equir	MAIN or FIGHT: Discard any equipment to repair equipping ship twice.			Any player may play an equipment draw deck or discard pile.	from his		
-4										
(C) 2011 Nick				Nick Pruehs.		(C) 2011 Nic		Ι		
1	Lost And Found	Blue	1	Lost And Found	Blue	1	Lost And Found	Blue		
	Effect			Effect			Effect			
MAIN: Any player may play an equipment from his or her draw deck or discard pile.			MAIN or he	MAIN: Any player may play an equipment from his or her draw deck or discard pile.			MAIN: Any player may play an equipment from his or her draw deck or discard pile.			
	·			·			,			
(C) 2011 Nick	Pruehs.		(C) 2011 I	Nick Pruehs.		(C) 2011 Nic	:k Pruehs.			

0	Never Say Die	Blue	0	Never Say Die	Blue	0	Never Say Die	Blue		
							•			
	Effect			Effect			Effect			
FIGHT: starshi	Make a starship power +2 (or +4 p is not damaged).	l if that	FIGHT: starsh	FIGHT: Make a starship power +2 (or +4 if that starship is not damaged).			FIGHT: Make a starship power +2 (or +4 if that starship is not damaged).			
(C) 2011 Nick		T pu	(C) 2011 Nic			(C) 2011 Nic		T pu		
0	Never Say Die	Blue	3	Rise From The Ashes	Blue	3	Rise From The Ashes	Blue		
	Effect			Effect			Effect			
FIGHT:	Make a starship power +2 (or +4 p is not damaged).	if that	MAIN:	Add (x) to allow all players to shuffl ters, equipment and/or starships from	e x	MAIN:	Add (x) to allow all players to shuters, equipment and/or starships	ıffle x		
Starsiii	p is not damaged).		discard	d piles into their draw decks.	om their	discar	d piles into their draw decks.	nom their		
(C) 2011 Nick	Pruehs.	_	(C) 2011 Nic	k Pruehs.		(C) 2011 Nic	ik Pruehs.	_		
2	*Salvaging	Blue	2	*Salvaging	Blue	2	Particle Rays	Blue		
							l			
Effect MAIN: Plays on table.			MAIN:	Effect MAIN: Plays on table.			Equipment Every time equipping ship wins a fight, its owner			
	ime a player ship wins a fight, pu	ıt a token		time a player ship wins a fight, put	a token		raw a card.	its owner		
on this			on this							
	Remove two tokens from this care to play an equipment from his or			Remove two tokens from this card t to play an equipment from his or h						
pile.			pile.							
						Powe	. –			
(C) 2011 Nick	Pruehs.		(C) 2011 Nic	k Pruehs.		(C) 2011 Nic	k Pruehs.			

2	Particle Rays	Blue	1	Plasma Shields	Blue	1	Plasma Shields	Blue		
Every t	Equipment ime equipping ship wins a fight, its aw a card.	owner	FIGHT	Equipment FIGHT: If equipping ship is about to be damaged, discard Plasma Shields to prevent that damage.			Equipment FIGHT: If equipping ship is about to be damaged, discard Plasma Shields to prevent that damage.			
may un	aw a caru.		uiscai	u riasilia Silielus to prevent tilat dai	nage.	uisca	Tu Flasifia Silielus to prevent tilat da	image.		
Power	Pruehs.		(C) 2011 N				Nick Pruehs.			
1	Repair Bot	Blue	1	Repair Bot	Blue	2	*Berlin	Blue		
	Equipment			Equipment			Starship - Escort Cruiser			
At start of each turn, repair equpping ship.			At sta	rt of each turn, repair equpping ship		MAIN	: Overload Berlin to draw a card.			
						Pow	er 6 Capacity	2		
(C) 2011 Nick		Dlue	(C) 2011 N		Dlive	(C) 2011	Nick Pruehs.	2		
2	*Berlin	Blue	3	*London	Blue	3	*London	Blue		
	Starship - Escort Cruiser			Starship - Carrier			Starship - Carrier			
MAIN: Overload Berlin to draw a card.			FIGHT Proce	FIGHT: Once per turn, may play Emergency Procedures from your draw deck.		FIGHT: Once per turn, may play Emergency Procedures from your draw deck.				
Power	6 Capacity	2	Powe	er 7 Capacity	2	Pow	er 7 Capacity	3		
POWER			(C) 2011 N		3		er /capacity	3		

