0	Adaption	Ac'arr	0	Adaption	Ac'arr	2	*Ecological Niche	Ac'arr			
	Effect			Effect		Effect					
MAIN: I your fle of your	f you have at least four different s eet, nullify any attack effect attach ships.	nips in led to one	your fle	f you have at least four different set, nullify any attack effect attack ships.	hed to one	MAIN:	Plays on table. Your ships are t	threat -1.			
	•										
(C) 2011 Nick		Aglarri	(C) 2011 Nick			(C) 2011 Nice		Aslama			
2	*Ecological Niche	Ac'arr	0	Endless Forms	Ac'arr	0	Endless Forms	Acrarr			
MAIN: F	Effect Plays on table. Your ships are threa	nt -1.	MAIN: I	Effect f you have at least four different A	Ac'arr ships	MAIN:	Effect If you have at least four difference of the control of the	e. Your ships are threat -1. Orms Ac'arr Effect at least four different Ac'arr ships			
	,		in your deck.	fleet, play an Ac'arr ship from you	ur draw	in your deck.	fleet, play an Ac'arr ship from	your draw			
(C) 2011 Nick	Facing Extinction	Ac'arr	(C) 2011 Nick	Facing Extinction	Ac'arr	(C) 2011 Nici	Ferocity	Ac'arr			
	Tueling Extinction	17.6 411		Tuening Extinction	1,46 011		I crockly	1/16 411			
	Effect Make an Ac'arr starship power +2	(or +4 is	FIGHT:	Effect Make an Ac'arr starship power +2	! (or +4 is		Make an Ac'arr starship power	r +2 (or +4 if			
the thr	eat pool is empty).		the thr	eat pool is empty).		it's dar	maged).				
(C) 2011 Nick	Pruehs.		(C) 2011 Nick	Pruehs.		(C) 2011 Nick	k Pruehs.				

0	Ferocity	Ac'arr	0	Ferocity	Ac'arr	1	Mutation	Ac'arr
								•
	Effect			Effect			Effect	
FIGHT: it's dan	Make an Ac'arr starship power +2 naged).	(or +4 if	FIGHT: it's dan	Make an Ac'arr starship power +2 naged).	(or +4 if	MAIN: discard	Play any effect from your draw d pile.	w deck or your
(C) 2011 Nick	Pruehs.		(C) 2011 Nick	Pruehs.		(C) 2011 Nice	k Pruehs.	
1	Mutation	Ac'arr	1	Natural Selection	Ac'arr	1	Natural Selection	Ac'arr
	Effect			Effect			Effect	
MAIN: I discard	Play any effect from your draw dec I pile.	k or your		Plays on table. ime you lose a fight, place a toker	n here.		Plays on table. time you lose a fight, place a	token here.
				f there are four or more tokens he d to play an Ac'arr ship from your		MAIN:	If there are four or more toker	ns here, discard
			this car	a to play an Ac arr Ship from your	draw deck.	this ca	rd to play an Ac'arr ship from	your draw deck.
(C) 2011 Nick		A -1	(C) 2011 Nick			(C) 2011 Nice		A =1=
0	Survival Of The Fittest	Ac'arr	0	Survival Of The Fittest	Ac'arr	0	Survival Of The Fittest	Ac'arr
FIGHT:	Effect Make an Ac'arr starship power +2	(or ±4 if	EIGHT:	Effect Make an Ac'arr starship power +2	(or +4 if	FIGHT:	Effect Make an Ac'arr starship powe	or +2 (or +4 if
you ha	ve at least four different ships in yo	our fleet).	you hav	ve at least four different ships in y	our fleet).	you ha	ve at least four different ships	s in your fleet).
(C) 2011 Nick	Pruehs.		(C) 2011 Nick	Pruehs.		(C) 2011 Nici	k Pruehs.	

0	Symbiosis	Ac'arr	0	Symbiosis	Ac'arr	3	Bullacar	Ac'arr
								•
	Effect			Effect			Starship - Bullacar	
FIGHT: your fl	If you have at least four different seet and an Ac'arr starship is about t	hips in to take	FIGHT: your fle	If you have at least four different seet and an Ac'arr starship is about	ships in to take	Ships i	n your fleet get "Ships fighting this -1 (Not cumulative.)".	ship are
damag	e, prevent that damage.		damag	e, prevent that damage.				
(C) 2011 Nick	Pruehs.		(C) 2011 Nick	: Pruehs.		Powe		0
3	Bullacar	Ac'arr	3	Predacar	Ac'arr	3	Predacar	Ac'arr
								•
	Starship - Bullacar			Starship - Predacar			Starship - Predacar	
Ships in power	n your fleet get "Ships fighting this -1 (Not cumulative.)".	ship are	Ships i	n your fleet are power +1 (Not cur	nulative.).	Ships i	n your fleet are power +1 (Not cun	nulative.).
Power (C) 2011 Nick		0	Power (C) 2011 Nick		0	Powe		0
3	Regacar	Ac'arr	3	Regacar	Ac'arr	3	Sleepacar	Ac'arr
	Starship - Regacar			Starship - Regacar			Starship - Sleepacar	
Ships ii ship."	n your fleet get "MAIN: Add (2) to re	epair this	Ships i ship."	n your fleet get "MAIN: Add (2) to r	epair this	Ships i place i	n your fleet get "MAIN: Overload th t beneath your draw deck."	is ship to
Power	6 Capacity	0	Power	r 6 Capacity	0	Powe	r 6 Capacity	0

3	Sleepacar	Ac'arr		3	Suicacar		Ac'arr	3	Suicacar		Ac'arr
	Starship - Sleepacar		1		Starship	- Suicacar			Starsh	ip - Suicacar	
	n your fleet get "MAIN: Overload th beneath your draw deck."	is ship to			n your fleet get "FIC I an enemy ship it is		ship to		n your fleet get ' d an enemy ship	'FIGHT: Discard this it is fighting."	s ship to
Power		0		Power		Capacity	0	Powe		6 Capacity	0