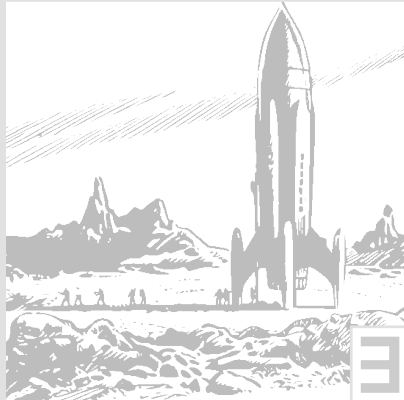


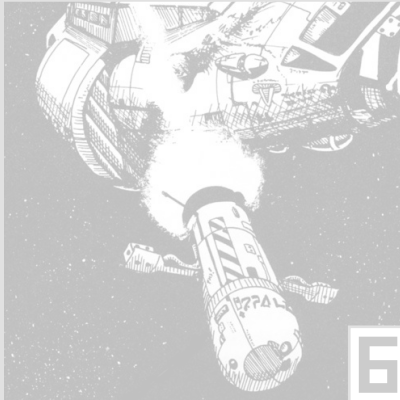
STAY ALERT



COMMAND

<=> REPAIR 1 OR GAIN
+1 SPEED, ATTACK, OR
DEFENSE.

DEPLOY MINES



COMMAND

<=> TRASH THIS CARD TO
DEAL 5 DAMAGE IN
BATTLE.

LINK MINDS



COMMAND

<=> RESOLVE THE EFFECT
OF ANOTHER CREW ON
YOUR BRIDGE AGAIN.

CHARGE WEAPONS



COMMAND

<=> DRAW 1 OR X = 2.

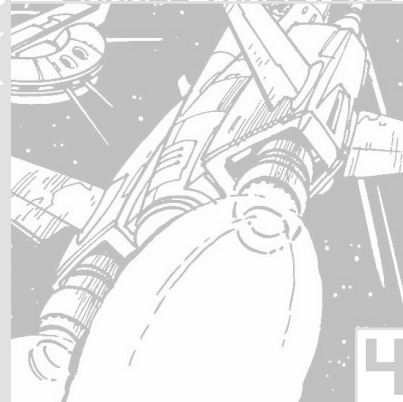
CHARGE SHIELDS



COMMAND

<=> DRAW 1 OR X = 2.

CHARGE THRUSTERS



COMMAND

<=> DRAW 1 OR X = 2.

DRILL THE CREW



COMMAND

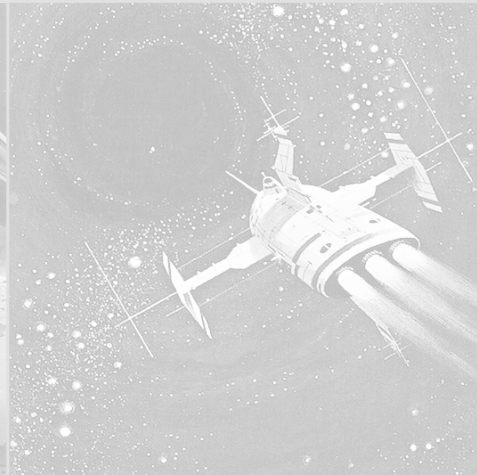
THE FIRST COMMAND OR
BASIC CREW YOU GAIN
THIS TURN GOES TO YOUR
HAND.

DISCOVERY



ALL PLAYERS DRAW 2 OR GAIN
A SPACEMAN.

WORMHOLE



REPLACE ALL HOME WORLD
CARDS.