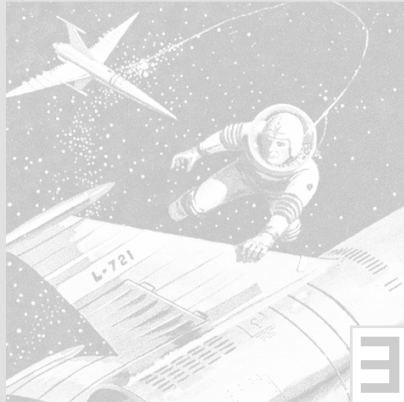


SPACE WALK



COMMAND

TRASH A BASIC CREW FROM YOUR BRIDGE OR DISCARDS, OR TRASH THIS AND PEEK 1 FROM THE EXPLORE DECK.

ENGAGE HYPERSPEED



COMMAND

<:> +2 SPEED IF YOU HAVE A PILOT OR OFFICER IN YOUR DISCARDS OR BRIDGE.

OUTMANEUVER



COMMAND

<:> MAKE YOUR OPPONENT DISCARD 1 FROM THEIR HAND. IF YOU DO, TRASH THIS AT THE END OF YOUR TURN.

TARGET LOCK



COMMAND

<:> TRASH THIS TO DEAL 3 DAMAGE IN BATTLE.

SEEK THE UNKNOWN



COMMAND

<:>+1 WITS FOR EACH ROBOT OR ALIEN IN YOUR DISCARDS OR BRIDGE.

RISKY PLAN



COMMAND

<:> X = 0. DISCARD 1 TO ROLL A DICE. EVEN = DRAW 2 AND X = 2. ODD = TAKE 2 DAMAGE.

SYNC COMPUTERS



COMMAND

<:> DRAW 1 OR X = 1. X = 2 IF YOU HAVE A ROBOT IN YOUR DISCARDS OR BRIDGE.

NEW ORDERS



COMMAND

TRASH THIS TO BUY A CREW FOR 5 LESS.

JETPACKS



COMMAND

<:> DRAW 1 OR TRASH THIS TO GAIN +2 SPEED OR ATTACK.