

FRIENDLY ALIEN



CREW

THIS CREW COSTS 4 IF YOU HAVE 5+ DAMAGE.

ALIEN PARASITE



CREW

<:> INCREASE ALL PRINTED NUMBERS BY 1 IN THE EFFECT OF THE NEXT CREW YOU PLAY.

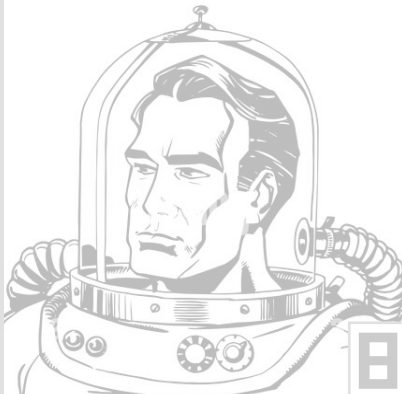
ALIEN WARRIOR



CREW

<:> $X = 3 + \text{THE NUMBER OF COMMANDS ON YOUR BRIDGE.}$

STRATEGIST



CREW

THE NEXT COMMAND YOU BUY THIS TURN COSTS 3 LESS.

HOTSHOT PILOT



CREW

<:> PEEK 3. REVEAL AND KEEP 1 COMMAND, TOP THE REST.

ALIEN EXPLORER



CREW

PEEK 2 FROM THE EXPLORE DECK. TOP ONE AND BOTTOM THE OTHER.

THE ADMIRAL



CREW

<:> GAIN +1 SPEED, ATTACK, OR DEFENSE.

EXOBIOLOGIST



CREW

<:> $X = 2 + \text{THE NUMBER OF ALIEN CARDS IN YOUR BRIDGE OR DISCARDS.}$

BRAIN IN A JAR



CREW

<:> REPAIR 3 OR DRAW 1.