

HELPFUL ROBOT



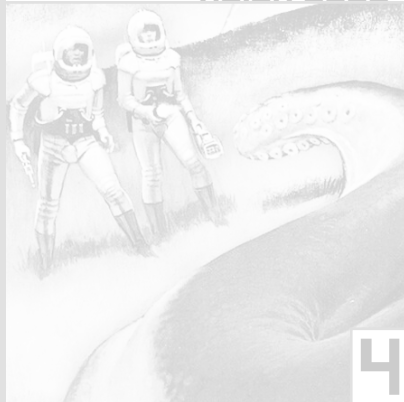
5
CREW

REPAIR ALL WHEN YOU GAIN THIS CARD.

GAIN

2

ALIEN BLOB



4
CREW

<> GAIN +2 SPEED, ATTACK, WITS, OR DEFENSE.

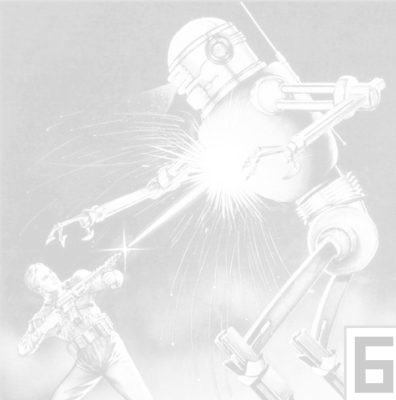
TEAMWORK



2
COMMAND

<> SWITCH A CREW FROM YOUR HAND WITH A CREW THAT COSTS LESS IN YOUR DISCARDS.

INTRUDER ALERT



6
COMMAND

<> DRAW 1 IF AN OPPONENT HAS AN ALIEN, ROBOT, CLONE, OR PIRATE IN THEIR DISCARDS OR BRIDGE.

STAR PILOT TRAINING

MISSION



YOU CAN ONLY USE BASIC CREW. REQUIRES

5

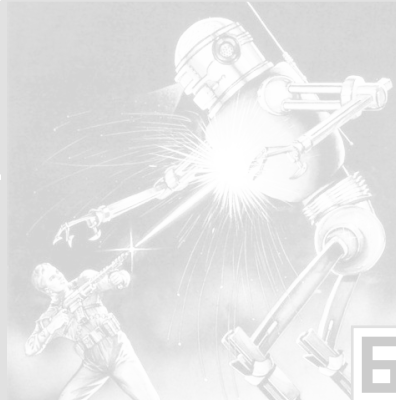
LONG-RANGE SCOUT



6
CREW

IF YOU REVEAL A BATTLE WHEN YOU EXPLORE THIS TURN, YOU MAY BOTTOM IT AND EXPLORE AGAIN.

INTRUDER ALERT



6
COMMAND

<> DRAW 1 IF AN OPPONENT HAS AN ALIEN, ROBOT, CLONE, OR PIRATE IN THEIR DISCARDS OR BRIDGE.

ALIEN SCAVENGER



4
CREW

<> PEEK 1. IF IT IS A ROBOT, ALIEN, OR A COMMAND THAT COSTS 3 OR LESS, DRAW IT.

EXECUTIVE OFFICER



7
CREW

THE NEXT COMMAND YOU BUY THIS TURN COSTS 1 LESS.