





SPACE ICE

Acquire 1 ⚡

Blue circle, Orange triangle, Purple diamond, White star

ALIEN TRANSMISSION

Acquire 1 🧬

Blue circle, Orange triangle, Purple diamond, White star

RARE METAL MOON

Acquire 2 ⚡

Blue circle, Orange triangle, Purple diamond, White star

DISCOVER NEW LIFE

Acquire 2 🧬

Orange triangle, Purple diamond, White star

DERELICT STATION

Acquire 1 ⚡ and 1 🧬

Blue circle, Orange triangle, Purple diamond, White star

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DWARF PLANET

1

Blue circle, Orange triangle, Purple diamond, White star

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DWARF PLANET

1

Orange triangle, Purple diamond, White star



DWARF PLANET

1



DANGER

BLACK HOLE

1

2

Ship must complete track before this card can be taken and then your ship is returned to Unexplored Space.

1



DANGER

SOLAR STORM

Lose 2 resources of your choice



DANGER

SUPERNOVA

Pay 2 resources to player(s) of your choice



DANGER

BLACK HOLE

1

2

Ship must complete track before this card can be taken and then your ship is returned to Unexplored Space.

1



DANGER

ASTEROID FIELD

1

Ship must complete track before this card can be taken and then your ship is returned to Unexplored Space.

1



DANGER

SOLAR STORM

Lose 2 resources of your choice



DANGER

SUPERNOVA

Pay 2 resources to player(s) of your choice



DANGER

BLACK HOLE

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Ship must complete track before this card can be taken and then your ship is returned to Unexplored Space.

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DANGER

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DANGER

SOLAR STORM

Lose 2 resources of your choice



DANGER

SUPERNOVA

Pay 2 resources to player(s) of your choice







KINGPIN

AURORA

AMBITION

INTREPID

NEXUS

When this ship colonizes a planet, immediately perform that planet's action.

TERRAFORMER

AURORA

AMBITION

INTREPID

NEXUS

When this ship lands on a planet's surface, instead of performing that planet's action, you may perform an action on one of the planets you have colonized.

1

Aurora

Speed Demon

Aurora

0

Ambition

Intrepid

Nexus

After exploring, this ship may immediately move to a planet's colony track.

1

The card features a blue-skinned alien with large, pointed ears and a confident expression, standing with arms crossed. The background is a starry space scene. The card is framed by a thick orange border. The top left corner has a small circular logo with the number 18. The bottom left corner has a small circular logo with the number 1. The bottom center has a large orange and yellow 'V' shaped logo. The bottom right corner has a blue circular logo with the number 1.

MAESTRO

AURORA

AMBITION

INTREPID

NEXUS

When this ship is on your galaxy mat, your galaxy may produce either ⚡/👤.

CONCIERGE

AURORA

AMELITION

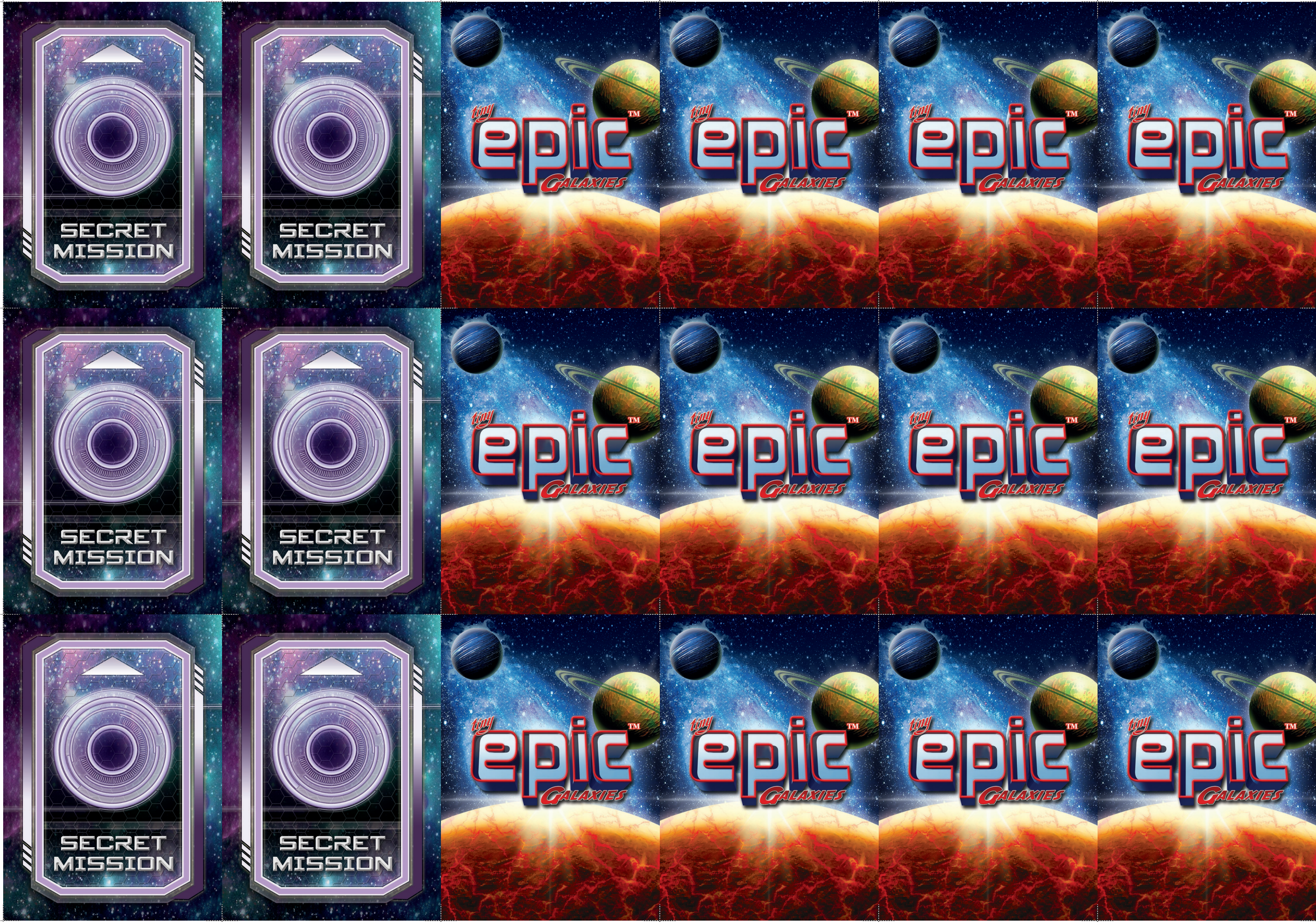
INTREPID

NEXUS

When this ship colonizes a planet, you may change **1** inactive die to the face of your choice.
(only on your turn)

The image shows a 'Duchess' ship card from the Star Trek: The Card Game. The card has a yellow border and a grid background. At the top left is a small circular icon with the number '818'. The title 'DUCHESS' is in large, bold, black letters. Below the title is an illustration of a woman in a blue and black Starfleet uniform, holding a fan. To the right of the illustration are five yellow rectangular icons: 'AURORA' with a star and a circle, 'AMBITION' with a hand holding a key, 'INTREPID' with a hand holding a key, 'NEXUS' with a hand holding a key, and 'NEXUS' with a hand holding a key. Below the illustration is a text box with the following text: 'When this ship colonizes a planet, immediately acquire 2 of its resource. For a [4] / [5] planet, you acquire 2 of one or the other, but not 1 of each.' At the bottom of the card are three small yellow rectangular icons: a hand holding a key, a hand holding a key, and a hand holding a key. In the bottom right corner is a blue circular icon with the number '1'.

A character card for Daredevil. The card has a red border with a grid pattern. At the top, there is a red shield icon with a white 'E' and a small '18+' age rating icon. The character's name, 'DAREDEVIL', is written in large, bold, white letters. Below the name is a portrait of Daredevil, a man with dark hair and a beard, wearing a blue and white suit. To the right of the portrait are four red icons: 'AURORA' (a red shield with a white 'E'), 'AMBITION' (a red shield with a white 'E'), 'INTREPID' (a red shield with a white 'E'), and 'NEXUS' (a red shield with a white 'E'). Below the portrait is a white box with a black border containing the text: 'When exploring with this ship, you may acquire 1 resource of your choice for each exploration card you leave.' At the bottom of the card are several icons: a blue shield with a white 'E', a red shield with a white 'E', a red shield with a white 'E', a red shield with a white 'E', and a blue shield with a white '1'.



LUGUBRIA

1

Move 1 of your ships to Unexplored Space (only once per turn)

1

TIERNAN

1

Move any number of your ships back to your Galaxy Mat (only once per turn)

1

QUENTIL-4

1 2 3

Advance 1 equal to the number of ships you have in Unexplored Space (max 2 levels)

3

SASKTOPIA

1 2 3 4 5

Spend 2 to gain 2 dice this turn (only once per turn, on your turn, cannot exceed 7 Dice)

6

HAVEN

Gain 2 if you have the most Exploration Cards at the end of the game.

INVINCIBLE

Gain 2 if you have the most Exploration Cards at the end of the game.

JAL-ARUN

1 2 3

Advance 1 equal to the number of ships you have in Unexplored Space (max 2 levels)

3

BRINTARIUS

1 2 3 4

Acquire 1 for each ship you have in Unexplored Space

5

KANASSA

1 2 3 4

Replace one of your Exploration Cards with one that is face up (only once per turn, on your turn)

5

SURAB

1 2 3 4 5

Spend 3 to gain 2 dice this turn (only once per turn, on your turn, cannot exceed 7 Dice)

6

BRAVE

Gain 2 if you have at least 3 Pilot Cards at the end of the game.

SELECTOR

Gain 3 if you have exactly 3 colonized planets at the end of the game.

ANDAVIA

1 2 3 4

If you have the least, steal 1 from each other player (only once per turn, on your turn)

4

ARENDER

1 2 3 4

If you have the least, steal 1 from each other player (only once per turn, on your turn)

4

COOPERNICUS

1 2 3 4

All other players who have at least 1 ship orbiting a planet, lose 1 (only once per turn, on your turn)

4

ELISIA PRIME

1 2 3 4 5

Spend 2 to gain a face up Exploration Card (only once per turn, on your turn)

6

COLLECTOR

Gain 2 if you have exactly 5 colonized planets at the end of the game.

SCIENTIST

Gain 1 for each set of 4 different Exploration Badges you have. (Max 3)

