



Reaction When an opponent destroys this ship, **deny** them (look at the card on top of your opponent's arsenal, you may put it on the bottom of their arsenal)

2 7

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Reaction When an opponent destroys this ship, **deny** them (look at the card on top of your opponent's arsenal, you may put it on the bottom of their arsenal)

2 7

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Retaliate 1 (any ship reducing this ship's durability loses 1 durability, unless the durability loss was caused by another Retaliate)

Cheap repairs (when this ship is destroyed, you may choose to place it on top of your arsenal instead of your scrap pile)

2 5

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Retaliate 1 (any ship reducing this ship's durability loses 1 durability, unless the durability loss was caused by another Retaliate)

Cheap repairs (when this ship is destroyed, you may choose to place it on top of your arsenal instead of your scrap pile)

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If you deploy another ship, send this ship back to the bottom of your arsenal

This ship cannot go to your scrap pile and cannot be recycled

3 13

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Slow (does not attack on the turn it is deployed)

You may pay this ship's deployment cost using instead of

Reaction When you deploy this ship, another ship of your choosing loses 4 durability

4 13

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Slow (does not attack on the turn it is deployed)

You may pay this ship's deployment cost using instead of

Reaction When you deploy this ship, another ship of your choosing loses 4 durability

4 13

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Reaction When you deploy this ship, add to your available resources

Reaction When this ship is destroyed, you may pay then return it to your hand

2 6

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Reaction When you deploy this ship, add to your available resources

Reaction When this ship is destroyed, you may pay then return it to your hand

2 6

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REINFORCED CRUISER
 PIRATE SHIP



Slow (does not attack on the turn it is deployed)

Your structure behind this ship cannot lose durability

5 19

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REINFORCED CRUISER
 PIRATE SHIP



Slow (does not attack on the turn it is deployed)

Your structure behind this ship cannot lose durability

5 19

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DREAM CRUSHER
 PIRATE SHIP



Slow (does not attack on the turn it is deployed)

Action Pay **XXXXX** then **deny** an opponent of your choosing (look at the card on top of your opponent's arsenal, you may put it on the bottom of their arsenal)

You may not draw more than one card on each of your turns and may not draw any cards during your opponents' turns

8 **PINNACLE** 24

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SCRAPPER
 PIRATE SHIP



Slow (does not attack on the turn it is deployed)

Retaliate 3 (any ship reducing this ship's durability loses 3 durability, unless the durability loss was caused by another Retaliate)

When you deploy this ship, choose another of your ships and destroy it or this ship fails to deploy

When you recycle a card, this ship regains 2 durability

5 **PINNACLE** 23

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WEAPONS DEPOT
 PIRATE STRUCTURE



Retaliate 1 (any ship reducing this structure's durability loses 1 durability, unless the durability loss was caused by another Retaliate)

6

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WEAPONS DEPOT
 PIRATE STRUCTURE




Retaliate 1 (any ship reducing this structure's durability loses 1 durability, unless the durability loss was caused by another Retaliate)

6

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CONTRABAND STORAGE
 PIRATE STRUCTURE




Cheap repairs (when this structure is destroyed, you may choose to place it on top of your arsenal instead of your scrap pile)

When an opponent recycles a card, add **XX** to your available resources

5

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CONTRABAND STORAGE
 PIRATE STRUCTURE




Cheap repairs (when this structure is destroyed, you may choose to place it on top of your arsenal instead of your scrap pile)

When an opponent recycles a card, add **XX** to your available resources

5

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MAGNETIC TURBINE
 PIRATE STRUCTURE



When you deploy this structure, return one of your ships to your hand or this structure fails to deploy

Reaction When an opponent chooses to draw a second card instead of deploying ships and structures, you may pay **XXX** then draw a card

Reaction When a ship destroys this structure, destroy that ship

RENOWNED 7

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REASSEMBLE



PIRATE ACTION

You can only pay for this action's cost by recycling cards

Deploy for free one of the ships or structures remaining in your scrap pile after paying this action's cost

PINNACLE

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BRIBE



PIRATE ACTION

Return a ship of your choosing to its owner's hand

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NUCLEAR STRIKE



PIRATE ACTION

Destroy a ship of your choosing

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ACCELERATE



PIRATE REACTION

React to a **slow** ship being deployed (*does not attack on the turn it is deployed*)

That ship is no longer **slow** (*it can attack this turn*)

Draw a card

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ACCELERATE



PIRATE REACTION

React to a **slow** ship being deployed (*does not attack on the turn it is deployed*)

That ship is no longer **slow** (*it can attack this turn*)

Draw a card

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SPY



PIRATE REACTION

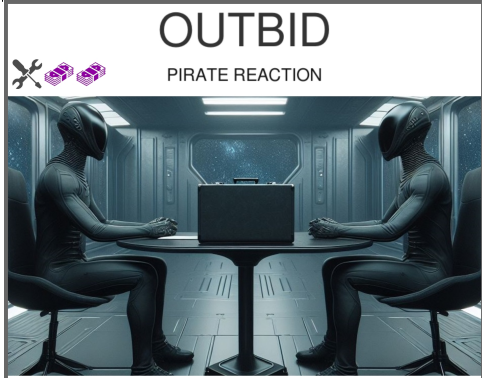
React to an opponent drawing a card other than the first card they draw each turn

That opponent reveals to you the last card they drew

Deny this opponent (*look at the card on top of your opponent's arsenal, you may put it on the bottom of their arsenal*)

Draw a card

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


OUTBID



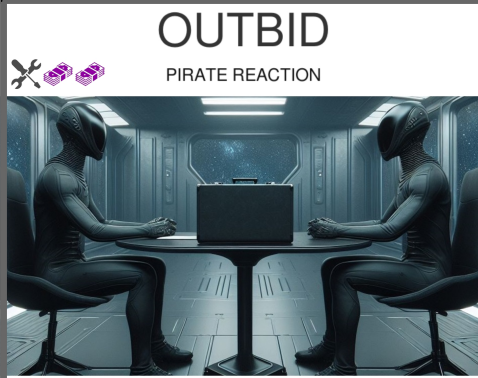
PIRATE REACTION

React to an action or reaction

Pay the price your opponent paid for the action or reaction, except you may use  to pay for any other resource

If you can afford to pay its price, the action or reaction fails, then you **deny** your opponent (*look at the card on top of your opponent's arsenal, you may put it on the bottom of their arsenal*)

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


OUTBID



PIRATE REACTION

React to an action or reaction

Pay the price your opponent paid for the action or reaction, except you may use  to pay for any other resource

If you can afford to pay its price, the action or reaction fails, then you **deny** your opponent (*look at the card on top of your opponent's arsenal, you may put it on the bottom of their arsenal*)

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SABOTAGE



PIRATE REACTION

React to a ship being deployed

The ship fails to deploy

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SPACE SCANNER

NEUTRAL SHIP



SPACE SCANNER

NEUTRAL SHIP



WELDER

NEUTRAL SHIP



Reaction When you deploy this ship, draw a card

Reaction When you deploy this ship, draw a card

Repair 1 (at the beginning of each of your turns, your other ships regain 1 durability each)

1

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8



1

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8



1

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12



WELDER

NEUTRAL SHIP



HEAVY CRUISER

NEUTRAL SHIP



HEAVY CRUISER

NEUTRAL SHIP



Repair 1 (at the beginning of each of your turns, your other ships regain 1 durability each)

Slow (does not attack on the turn it is deployed)

Slow (does not attack on the turn it is deployed)

Spread shot 1 (when this ship attacks, all enemy ships facing you lose 1 durability each)

Spread shot 1 (when this ship attacks, all enemy ships facing you lose 1 durability each)

1

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12



2

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14



2

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14



MOBILE SHIPYARD

NEUTRAL SHIP



MOBILE BASE

NEUTRAL SHIP



WARDING FIELD

NEUTRAL STRUCTURE

Repair 2 (at the beginning of each of your turns, your other ships regain 2 durability each)

Slow (does not attack on the turn it is deployed)

Spread shot 4 (when this ship attacks, all enemy ships facing you lose 4 durability each)

Action Up to once per turn, on your turn, before attacking, pay then this ship does not attack this turn and a base of your choosing loses 8 durability

When this ship is replaced or destroyed, you lose the game

Your ship in front of this structure cannot be the target of actions

4

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15



4

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PINNACLE

30



4

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4



UNAFFILIATED SHIPYARD



NEUTRAL STRUCTURE



Repair 1 (*at the beginning of each of your turns, all of your ships regain 1 durability each*)

All Neutral ships have their weapons increased by 2

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6



RECRUITMENT

NEUTRAL ACTION



Draw a card

If the card you've drawn generates resources, you may choose to place it in your scrap pile instead of your hand

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RECRUITMENT

NEUTRAL ACTION



Draw a card

If the card you've drawn generates resources, you may choose to place it in your scrap pile instead of your hand

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FULL REPAIRS



NEUTRAL ACTION



Use this action on your turn, before attacking

Choose one of your ships, it regains its maximum durability

That ship does not attack this turn

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