

Heavy Missile

\$2

RANGE:

| | | |
|---|---|---|
| • | • | • |
| • | • | • |
| | | |

Missile: Hit ONE enemy in RANGE.

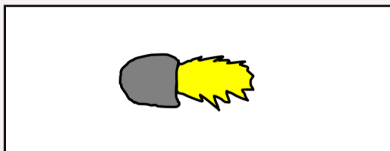
Attack: 3

This attack bypasses Armor.

Permanent

Powerful Engines

\$1



4 Move

Permanent

Event

You defeated the boss! Be on the lookout for a treasure vault found in Ground 2.

-Shuffle Ground 2 cards into the Ground zone deck

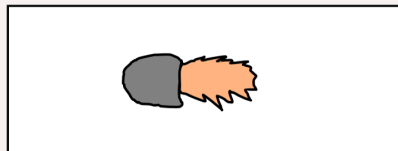
BLUEPRINT



- Can be treated as 1 Gold
- Can be spend on your turn to draw 1 card
- Can be used to buy new ships from the shop once they are discovered

Thrusters

\$0



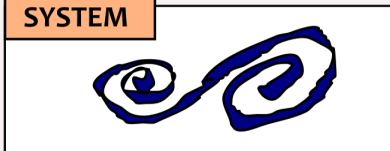
Draw 1 card
3 Move

Treasure

Universe Scrambler

\$1

SYSTEM



During your action phase:
Move the top card of 1 zone to the bottom. Reserve this card after 2 uses.

Uses: ○ ○

Permanent

Long Range Missile

\$2

RANGE:

| | | |
|---|---|---|
| ^ | ^ | ^ |
| ^ | ^ | ^ |
| ^ | ^ | ^ |
| | | |

Missile: Hit ONE enemy in RANGE.

Attack: 3

Enemies hit by this card lose long range this turn.

Permanent

Junk Cannon

\$2

RANGE:

| | | |
|---|---|---|
| | | |
| | | |
| • | • | • |

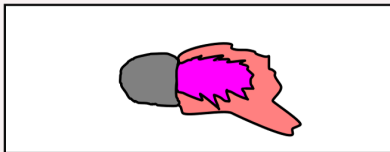
Missile: Hit ONE enemy in RANGE.

Attack: Equal to the number of cards in your discard pile.

Permanent

Turbo

\$0



Draw 1 card
-OR-
Draw 3 cards and reserve this card

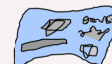
Treasure

Event

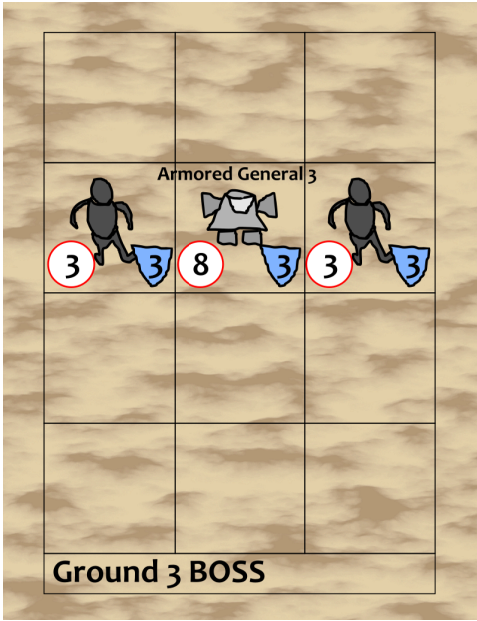
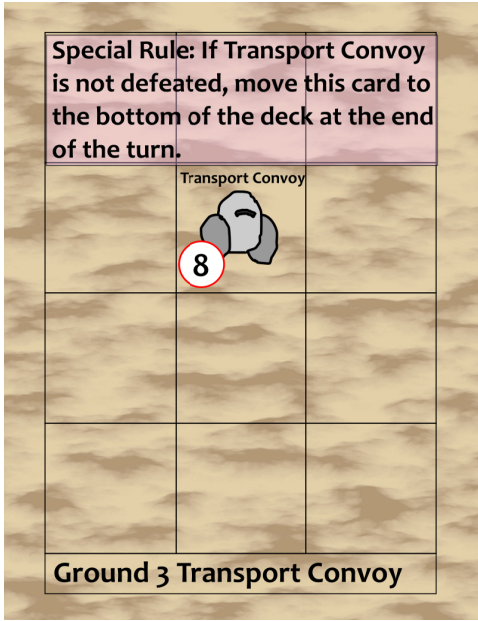
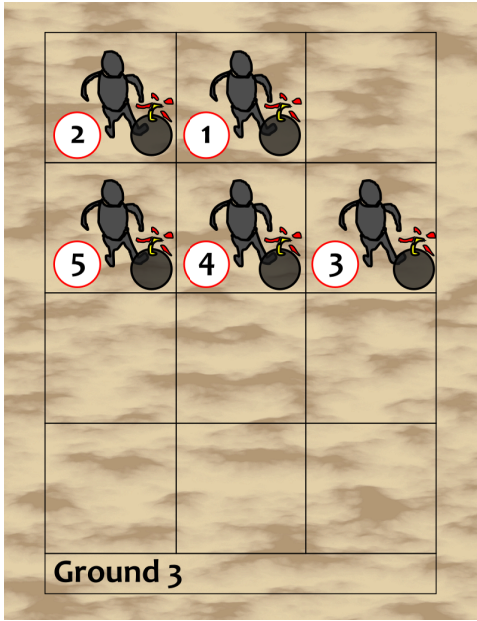
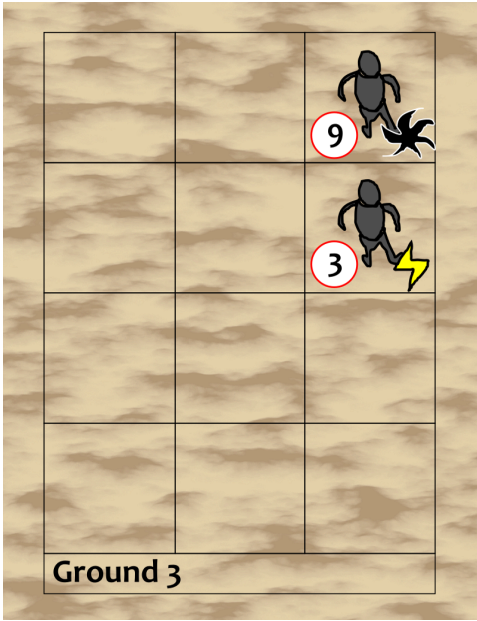
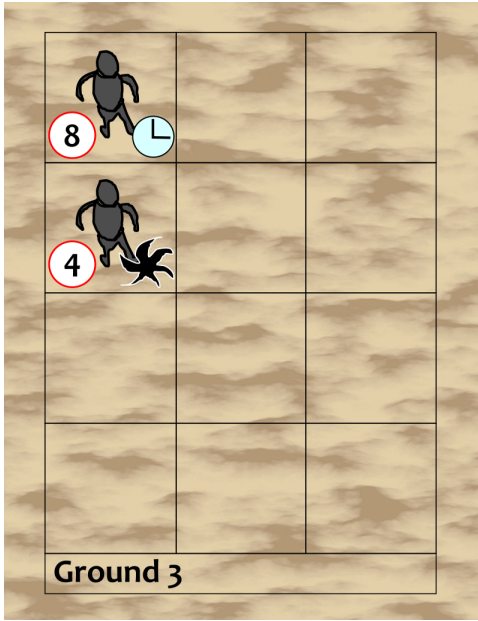
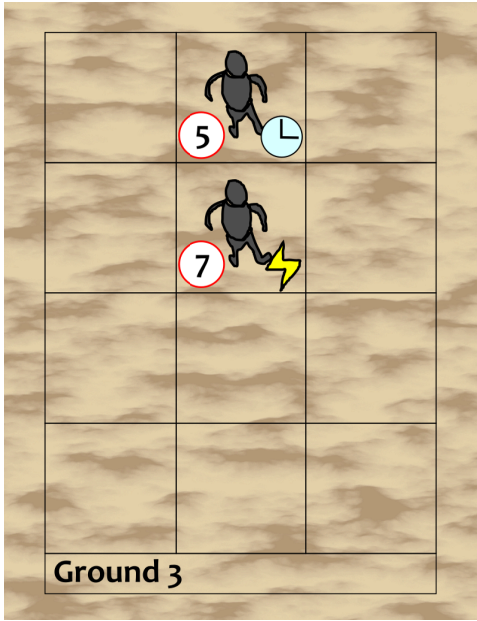
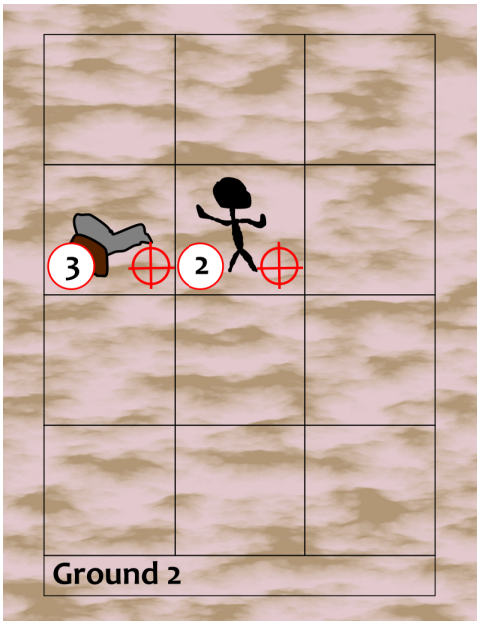
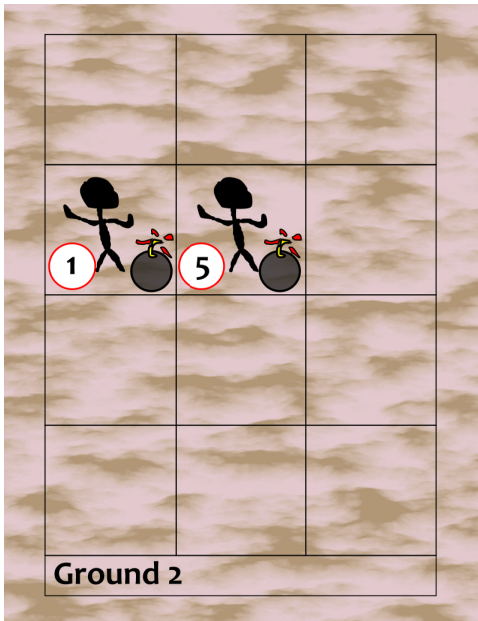
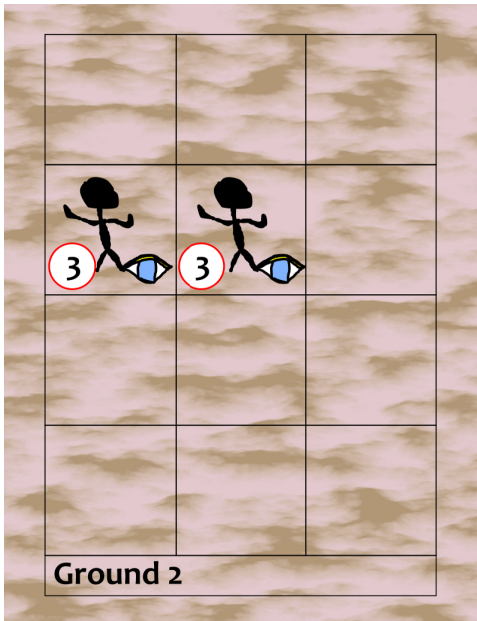
You defeated the boss! Be on the lookout for a transport convoy found in Ground 3.

-Shuffle Ground 3 cards into the Ground zone deck

BLUEPRINT



- Can be treated as 1 Gold
- Can be spend on your turn to draw 1 card
- Can be used to buy new ships from the shop once they are discovered



Warp Attack

\$1



Deal 3 damage to any enemy.

Permanent

Wave Laser

\$1

RANGE:

| | | |
|---|---|---|
| • | • | • |
| • | • | • |
| • | • | • |

Laser: Hit ALL enemies in RANGE.

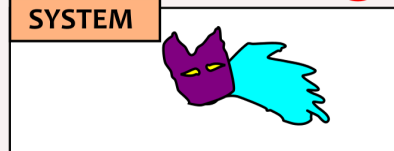
Attack: 2

Permanent

Speed Demon

\$2

SYSTEM



When you defeat an enemy gain 1 move.

Permanent

Sky-Piercer

\$2

RANGE:

| | | |
|---|---|---|
| ◊ | ◊ | ◊ |
| ◊ | ◊ | ◊ |
| ◊ | ◊ | ◊ |

Laser: Hit ALL enemies in RANGE.

Attack: 1

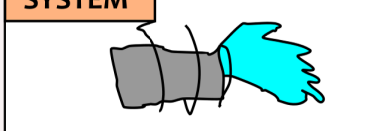
If played from Ground or Space, this card has +1 attack

Permanent

Humming Drive

\$2

SYSTEM



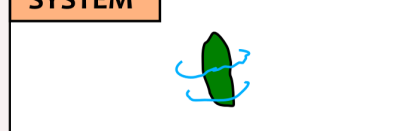
Start every turn with 1 move

Permanent

Dimensional Recovery Device

\$2

SYSTEM



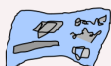
You can use this ability on your turn: Look through your reserved cards and add 1 card that you can legally play to your hand (or put it into play if it is a system). Reserve this card.

Permanent

Event

You defeated the boss! The Dreadnought ship can be found in Ground 4.
-Shuffle Ground 4 cards into the Ground zone deck

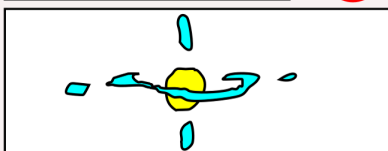
BLUEPRINT



- Can be treated as 1 Gold
- Can be spend on your turn to draw 1 card
- Can be used to buy new ships from the shop once they are discovered

Seeker

\$0



Add 1 card from your discard pile or deck to your hand

Treasure







Nano Cloning Tech

\$1







Add 1 card from your discard pile to your hand






Permanent

| | | |
|---|--|---|
|  3 |  10 |  3 |
|  3 |  3 |  3 |
| | | |
| | | |




Ground 4 Dreadnought

| | | |
|--|---|---|
|  5 |  1 |  5 |
| |  8 | |
| <p>Special Rule: If the Hostage dies, you lose the run (you feel guilty). Defeat all enemies except the hostage to clear this encounter.</p> | | |
| | | |



Ground 4 Hostage

| | | |
|---|--|---|
| |  3 |  4 |
|  3 |  10 |  3 |
| | | |
| | | |





Ground 4 BOSS

| | | |
|---|---|---|
|  7 |  7 |  7 |
| | | |
| | | |
| | | |







Ground 4

| | | |
|--|--|--|
| | | |
|  10 | |  10 |
| | | |
| | | |




Ground 4

| | | |
|---|---|---|
| |  7 | |
|  7 |  7 |  7 |
| | | |
| | | |



Ground 4

| | | |
|---|---|---|
|  1 |  1 |  1 |
|  1 |  1 |  1 |
| | | |
| | | |

Air 1 BOSS

| | | |
|---|---|---|
|  1 | |  1 |
| |  1 | |
| | | |
| | | |

Air 1

| | | |
|---|---|--|
| | | |
|  1 |  2 | |
| | | |
| | | |

Air 1

Event

Are you ready to fight the final boss?

YES: Replace the Ground, Air, and Space zones with FINAL BOSS cards at the end of the turn

NO: Shuffle Ground 5 VOID into the Ground deck. (You can only refuse to fight the final boss twice per run)

Either way, keep this card.

Treasure Map

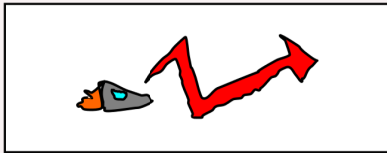


-Can be treated as 1 Gold

-Can be spend on your turn to draw 1 card from the treasure deck

Reckless Maneuver

\$0



Take 1 damage. Draw 2 cards.

Treasure

Cost: 2 Blueprints



Dreadnought

Crew: 6 Min. Deck Size: 12

Max. Systems: 5

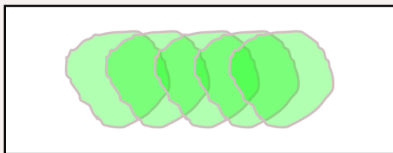
Health:

| | | | | |
|---|---|---|---|----|
| 1 | 2 | 3 | 4 | 5 |
| 6 | 7 | 8 | 9 | 10 |

Starts in Zone 4. After the end of the run you buy this ship, add all Zone 3 Permanents to your collection. Add all Zone 3 Treasures to the treasure deck.

After Glow

\$1



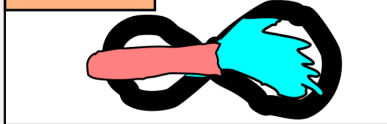
Add all Laser cards from your discard to your hand. For the rest of the turn, lasers hit ONE enemy in their RANGE (instead of hitting ALL enemies)

Permanent

Endless Missiles

\$2

SYSTEM



Once per turn, you may add 1 Missile from your discard to your hand and place 1 overheal token on this card. All missiles have -1 Attack per overheal token on this card. During your action phase, you may reserve this card (this removes all tokens from it as well).

Permanent

Boomerang Laser

\$2

RANGE:

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|---|---|---|
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Laser: Hit ALL enemies in RANGE.

Attack: 3

You may discard 1 card to return this card from the discard pile to your hand.

Permanent

Hit and Run

\$1

RANGE:

| | | |
|---|----|---|
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| • | ◀▶ | • |
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Missile: Hit ONE enemy in RANGE.

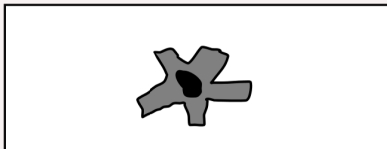
Attack: 2

Move 2

Permanent

Efficiency Protocol

\$0



Draw 2 cards. Discard 1 card.

Treasure

Event

You defeated the boss! Patrolling Air 2 is the legendary ship, The Phoenix. Defeat it, and it is yours to use!

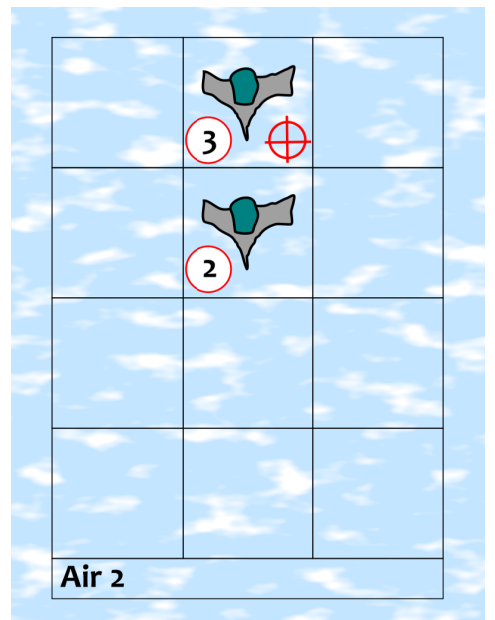
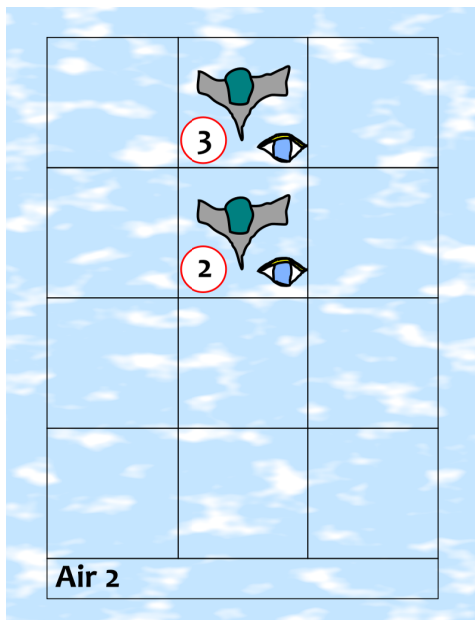
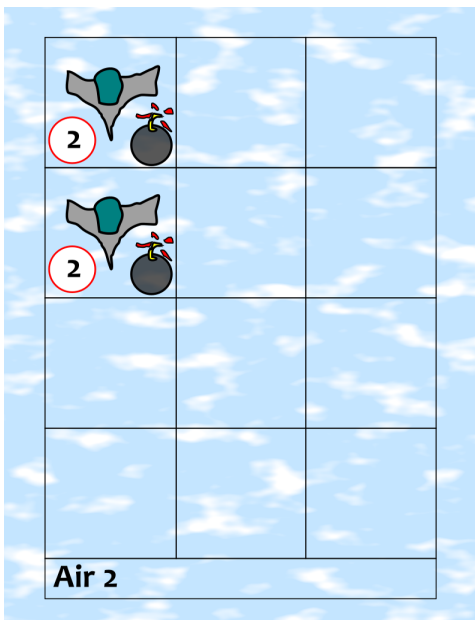
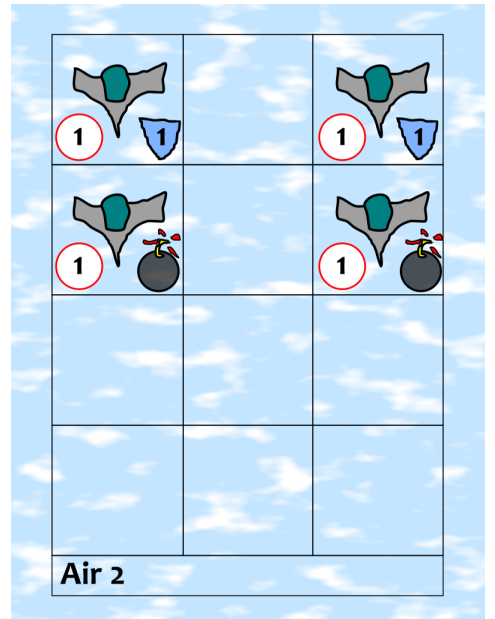
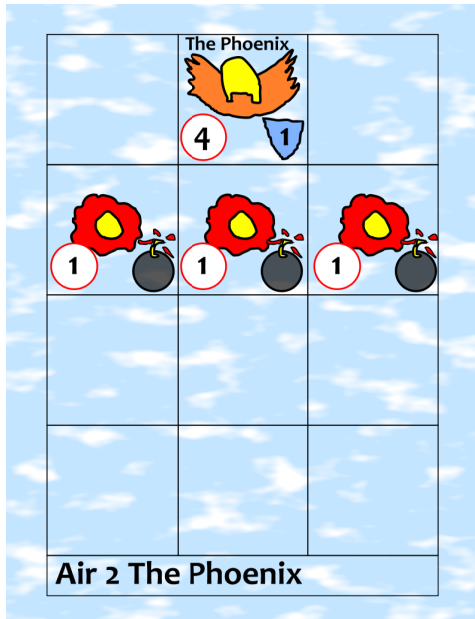
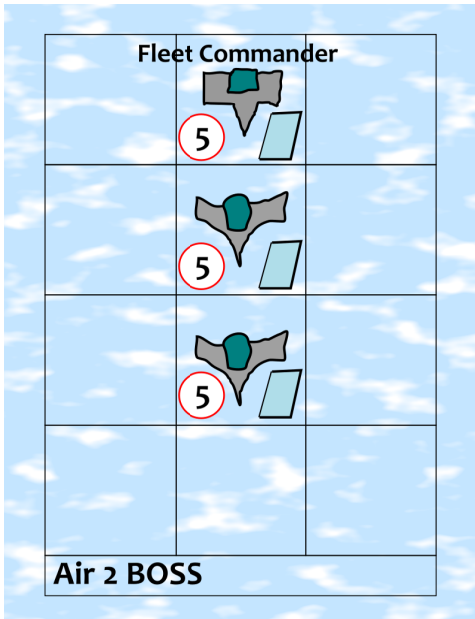
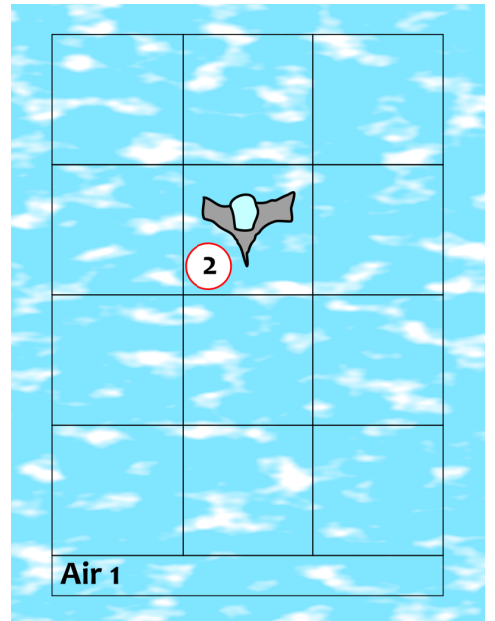
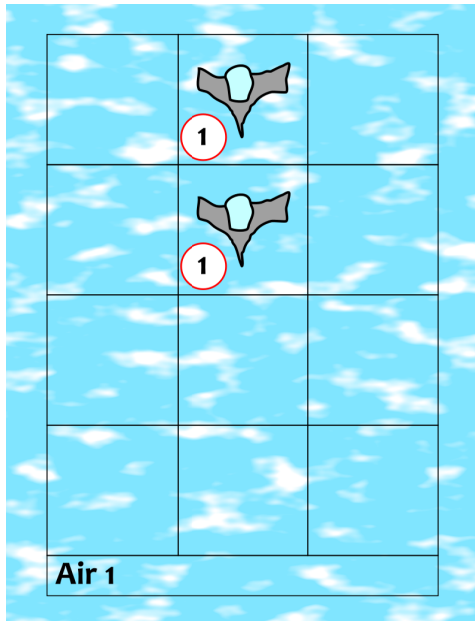
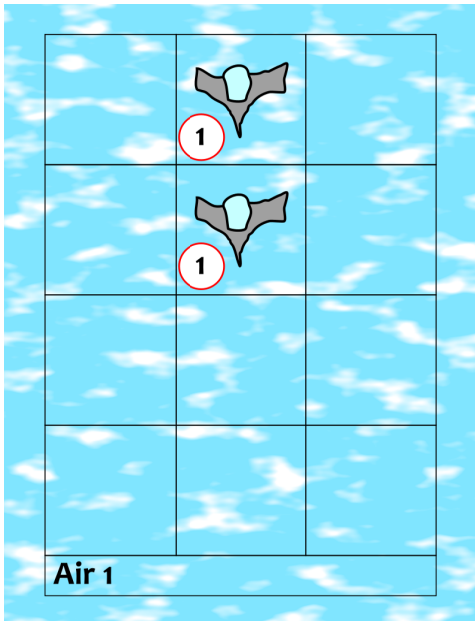
-Shuffle Air 2 cards into the Air zone deck

BLUEPRINT



-Can be treated as 1 Gold

-Can be spend on your turn to draw 1 card
-Can be used to buy new ships from the shop once they are discovered



Ramming Tech

\$2

SYSTEM



When you move on top of an enemy during your action phase, deal 1 damage to it.

Permanent

Warp

\$1



Move your ship to any space. Ignore the effect of anchor.

Permanent

Dual Lasers

\$2

RANGE:

| | | |
|---|--|---|
| • | | • |
| • | | • |
| • | | • |

Laser: Hit ALL enemies in RANGE.

Attack: 1

Repeat this attack.

Permanent

Lasers from Above

\$2

RANGE:

| | | |
|---|---|---|
| ✓ | ✓ | ✓ |
| ✓ | ✓ | ✓ |
| ✓ | ✓ | ✓ |

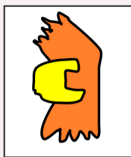
Laser: Hit ALL enemies in RANGE.

Attack: 2

If played in zone AIR, +1 attack.

Permanent

Cost: 2 Blueprints



Crew: 4 Min. Deck Size: 8

Max. Systems: 3

Health: 1

2

3

4

Starts in Zone 2. After the end of the run you buy this ship, add all Zone 1 Permanents to your collection. Add all Zone 1 Treasures to the treasure deck.

The first time you would die, set your health to 4 instead and lose your revive.

Revives: 0

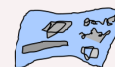


Phoenix

Event

You defeated the boss! Up ahead is some stormy weather.
-Shuffle Air 3 cards into the Air zone deck

BLUEPRINT



- Can be treated as 1 Gold
- Can be spend on your turn to draw 1 card
- Can be used to buy new ships from the shop once they are discovered

Offloading

\$0



Discard all other cards in your hand, then draw cards and gain move equal to the number of cards you discarded.

Treasure

Phoenix Burn

\$1



Double the amount of damage on any enemy.

Permanent



Recycled Fuel




\$1













Gain move equal to the number of cards in your discard pile.





Permanent






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| Air 3 | | |






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| Air 3 | | |




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| Air 3 | | |





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| | | |
| Air 3 | | |

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| Thunder Fleet | | |
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| | | |
| Air 3 | | |

| | | |
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| Commander Stormcloud | | |
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| | | |
| Air 3 BOSS | | |

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|---|---|---|
| The Timestoppers | | |
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| Special Rule: While in this zone, whenever you would discard 1 card, you may take 1 damage instead. | | |
| | | |
| Air 4 BOSS | | |

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| Special Rule: You may defeat 1 enemy on this zone by paying 1 gold during your action phase. | | |
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| Air 4 Sky Pirates | | |

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| | | |
| Air 4 | | |

Laser-Missile

\$2

RANGE:

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|---|---|---|
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| • | • | • |

Laser-Missile: This card is treated as both a laser and a missile. First, hit ALL enemies in RANGE. Then, hit ONE enemy in RANGE.

Attack: 2

Permanent

Exploding Missiles

\$2

SYSTEM



You may activate this effect on your turn: missiles hit ALL enemies in RANGE this turn. Reserve this card.

Permanent

Do a Barrel Roll

\$1



Move 8, but you must end the turn in the same space you were in when you played this card. If you don't, your ship crashes and you lose.

Permanent

Event

You defeated the boss!
Watch out for Sky Pirates.
-Shuffle Air 4 cards into the Air zone deck

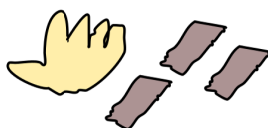
BLUEPRINT



- Can be treated as 1 Gold
- Can be spend on your turn to draw 1 card
- Can be used to buy new ships from the shop once they are discovered

Static Clearer

\$0



Remove one static from your discard pile
-OR-
Draw 1

Treasure

Corner Cannon

\$2

RANGE:

| | | |
|---|--|---|
| ◊ | | ◊ |
| | | |
| ◊ | | ◊ |

Missile: Hit ONE enemy in RANGE.

Attack: 7

Permanent

Disrupter Ray

\$2

RANGE:

| | | |
|--|---|--|
| | • | |
| | • | |
| | • | |

Laser: Hit ALL enemies in RANGE.

Attack: 0

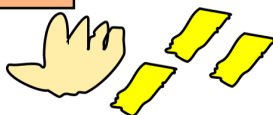
Enemies hit by this attack lose all abilities for this action phase only.

Permanent

Treasure Generator

\$2

SYSTEM



You may use this effect during your action phase. Look through the Treasure deck and add 1 of them to your discard pile. Then, reserve this card.

Permanent

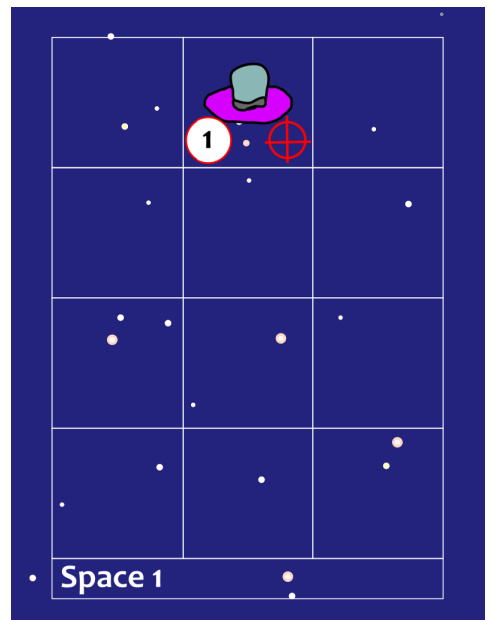
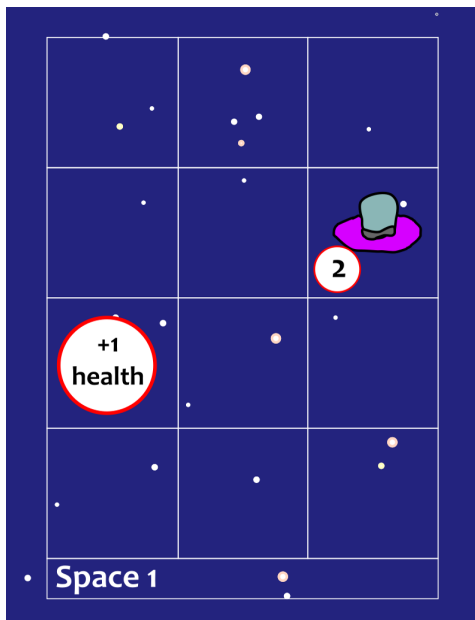
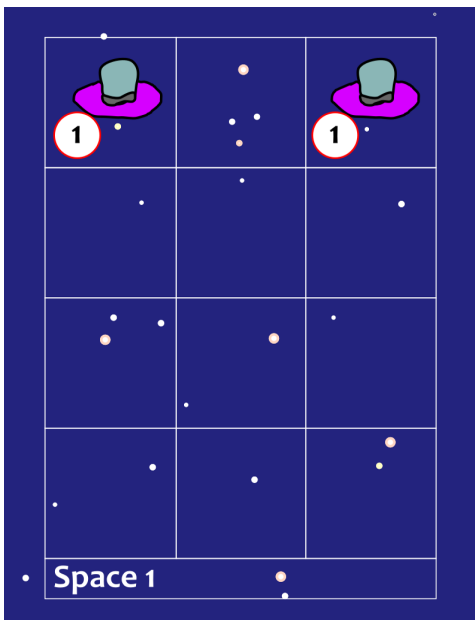
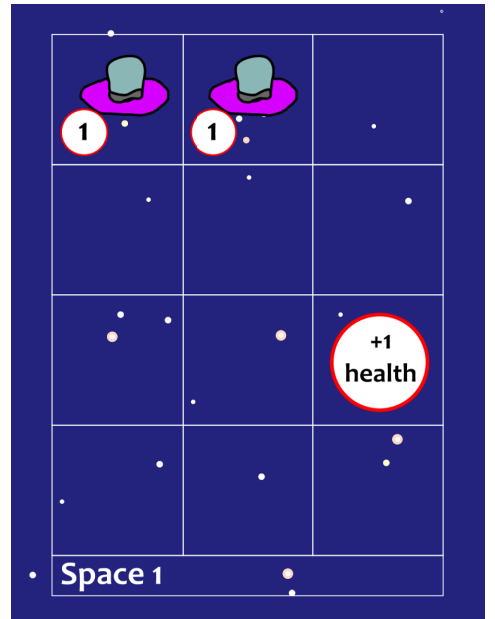
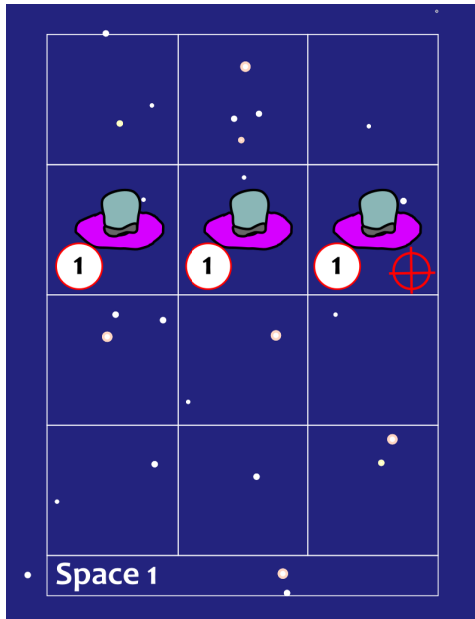
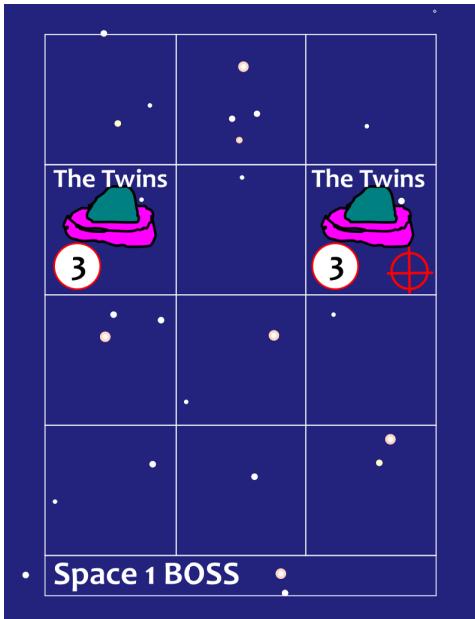
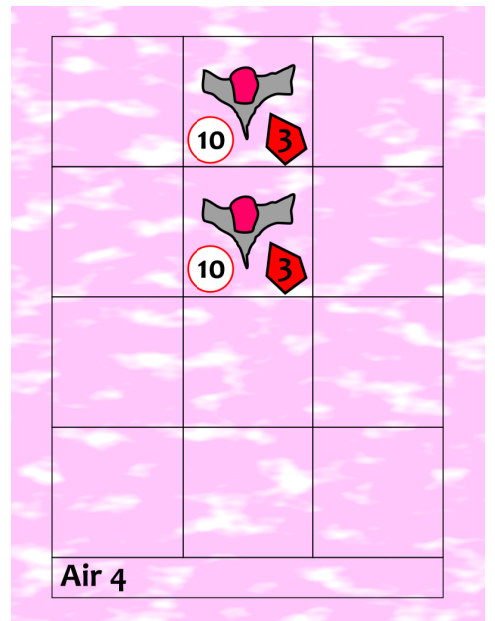
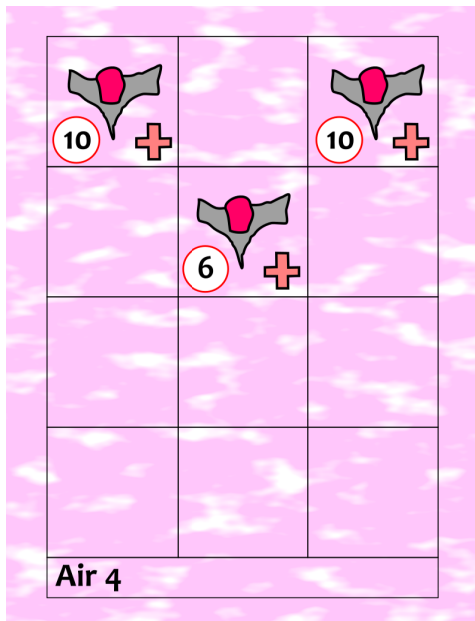
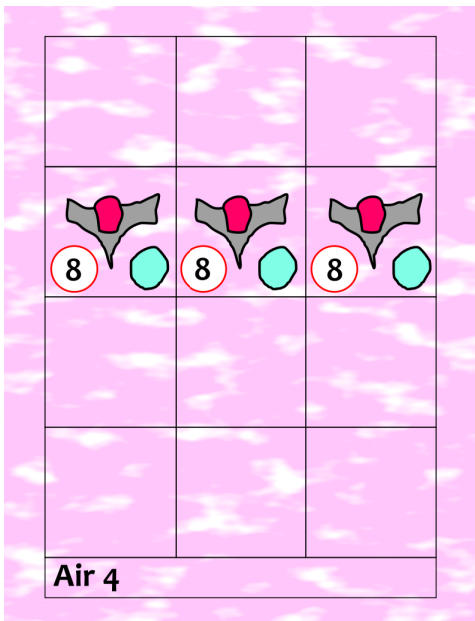
Event

Are you ready to fight the final boss?
YES: Replace the Ground, Air, and Space zones with FINAL BOSS cards at the end of the turn
NO: Shuffle Air 5 VOID into the Air deck. (You can only refuse to fight the final boss twice per run)
Either way, keep this card.

Treasure Map



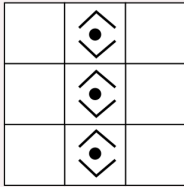
- Can be treated as 1 Gold
- Can be spend on your turn to draw 1 card from the treasure deck



Column Laser

\$2

RANGE:



Laser: Hit ALL enemies in RANGE.

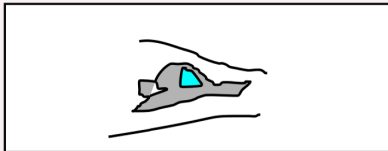
Send the top 4 cards of your deck to the discard (OR your entire deck if it contains fewer than 4 cards).

Attack: The number of cards you sent

Permanent

High Velocity

\$1



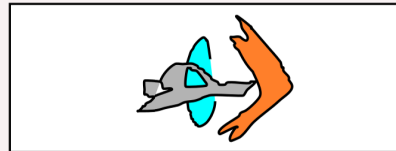
Move 5

The next laser or missile you play has +1 attack

Permanent

Ramming Warp

\$1



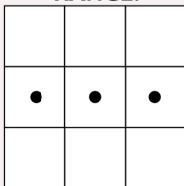
Move your ship to any space. If there is an enemy there, deal 5 damage to it.

Permanent

Refracting Laser Cannon

\$1

RANGE:



Laser: Hit ALL enemies in RANGE.

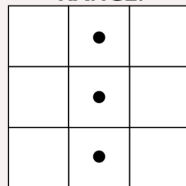
Attack: equal to the number of enemies in RANGE.

Permanent

Quick Laser

\$0

RANGE:



Laser: Hit ALL enemies in RANGE.

Attack: 1

Draw 1 card.

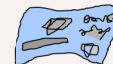
Treasure

Event

You defeated the boss! Rumors state that there is a secret lab found in Space 2.

-Shuffle Space 2 cards into the Space zone deck

BLUEPRINT

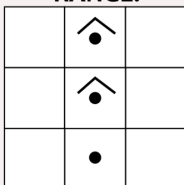


- Can be treated as 1 Gold
- Can be spend on your turn to draw 1 card
- Can be used to buy new ships from the shop once they are discovered

Uppercut Laser

\$2

RANGE:



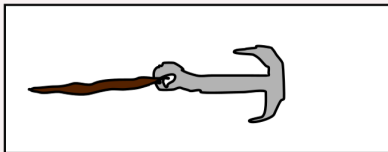
Laser: Hit ALL enemies in RANGE.

Attack: 2

Permanent

Grappling Hook

\$1



Look through any Zone (ground, air, space) and pull 1 card to the top of that deck. Then, shuffle the cards under it.

Permanent

Shields as Energy

\$1

WOLF ONLY



Draw cards equal to your charge. Reduce your charge to 0.

-OR-
Charge 1

Permanent

| | | |
|--------------|--------------|--------------|
| | | |
| The Triplets | The Triplets | The Triplets |
| 5 | 5 | 5 |
| | | |
| | | |

• Space 2 BOSS •

| | | |
|---|------------|---|
| | Secret Lab | |
| 1 | 6 | 1 |
| 1 | 1 | 1 |
| | | |
| | | |

• Space 2 Secret Lab •

| | | |
|---|---|---|
| | | |
| 1 | 2 | 3 |
| | | |
| | | |

• Space 2 •

| | | |
|---|--|---|
| | | 2 |
| 2 | | |
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| | | |

• Space 2 •

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| 2 | | |
| | | 2 |
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| | | |

• Space 2 •

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|--|---|--|
| | | |
| | 5 | |
| | | |
| | | |

• Space 2 •

| | | |
|-----------------|--|-----------------|
| The Quadruplets | | The Quadruplets |
| 6 | | 6 |
| The Quadruplets | | The Quadruplets |
| 6 | | 6 |
| | | |
| | | |

• Space 3 BOSS •

| | | |
|---|--------------|---|
| 5 | | 5 |
| | The Pendulum | |
| | 5 | |
| | | |
| | | |

• Space 3 The Pendulum •

| | | |
|---|---|---|
| 4 | 4 | |
| | | |
| | 4 | 4 |
| | | |
| | | |

• Space 3 •

Stronger Lasers

\$2

SYSTEM



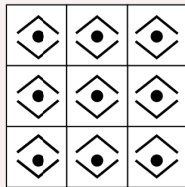
You may activate this effect on your turn: Lasers have +2 attack this turn. Reserve this card.

Permanent

Armageddon Bomb

\$0

RANGE:



Bomb: Hit ALL enemies in RANGE, then reserve this card.

Attack: 2

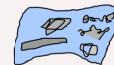
Treasure

Event

You defeated the boss! Rumors state that there is a powerful ship known as The Pendulum found in Space 3.

-Shuffle Space 3 cards into the Space zone deck

BLUEPRINT



- Can be treated as 1 Gold
- Can be spend on your turn to draw 1 card
- Can be used to buy new ships from the shop once they are discovered

Close Range Attack

\$2



If you are on top of an enemy in a non-BOSS Zone, defeat it.

Permanent

Warp Speed

\$2



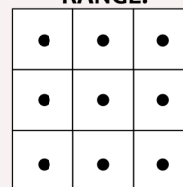
Move 4.
If played while in Space, double your current move.

Permanent

Double Missile

\$2

RANGE:



Missile: Hit ONE enemy in RANGE.

Attack: 2

Repeat this attack. You may choose a different target.

Permanent

Hyper Efficient

\$0



Draw 3 cards, then discard 2 cards.

Treasure

Cost: 2 Blueprints



Crew: 5 Min. Deck Size: 10

Max. Systems: 4 Health:

1 2 3 4 5

Starts in Zone 3. After the end of the run you buy this ship, add all Zone 2 Permanents to your collection. Add all Zone 2 Treasures to the treasure deck.







Event

You defeated the boss!
-Shuffle Space 4 cards into the Space zone deck



BLUEPRINT





- Can be treated as 1 Gold
- Can be spend on your turn to draw 1 card
- Can be used to buy new ships from the shop once they are discovered

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|  4 |  4 |  4 |
| |  4 | |
| | | |
| | | |






• Space 3

| | | |
|--|--|--|
|  8 | | |
| | |  8 |
| | | |
| | | |







• Space 3

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|--|--|--|
|  4 | |  4 |
| | | |
| | | |
| | | |










• Space 3

| | | |
|---|---|---|
| The Quintuplets  7 | The Quintuplets  7 | The Quintuplets  7 |
| The Quintuplets  7 | | The Quintuplets  7 |
| | | |
| | | |





• Space 4 BOSS

| | | |
|--|--|--|
|  6 |  6 |  6 |
|  3 |  3 |  3 |
| | | |
| | | |




• Space 4

| | | |
|--|---|--|
|  3 | The Chaos Ships  3 |  3 |
|  3 |  3 |  3 |
|  3 |  3 |  3 |
| | | |




• Space 4 Chaos Ships

| | | |
|--|--|--|
|  6 | |  6 |
|  6 | |  6 |
| | | |
| | | |

• Space 4

| | | |
|--|--|--|
| | | |
|  8 |  8 |  8 |
| | | |
| | | |

• Space 4

| | | |
|--|--|--|
|  7 | |  7 |
| |  7 | |
| | | |
| | | |

• Space 4

Pendulum Overdrive

\$1



When this card is discarded from your hand, draw 1 card.

Permanent

Overclock

\$1



The next missile you play this turn has +4 attack
-OR-
The next laser you play this turn has +2 attack

Permanent

Powerful Missile

\$2

RANGE:

| | | |
|---|---|---|
| • | • | • |
| ◊ | ◊ | ◊ |
| • | • | • |

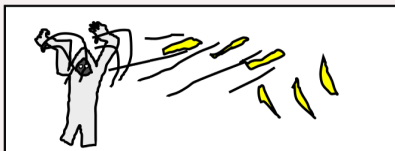
Missile: Hit ONE enemy in RANGE.

Attack: 5

Permanent

Random Bullshit Go!

\$0



Look through your reserved cards for a non-system card that your ship can play. Add it to your hand.

Treasure

Wave of Destruction

\$1

RANGE:

| | | |
|---|---|---|
| • | • | • |
| • | • | • |
| • | • | • |

Laser: Hit ALL enemies in RANGE.

Attack: Equal to the number of enemies in RANGE

Permanent

Event

Are you ready to fight the final boss?

YES: Replace the Ground, Air, and Space zones with FINAL BOSS cards at the end of the turn

NO: Shuffle Space 5 VOID into the Space deck. (You can only refuse to fight the final boss twice per run)

Either way, keep this card.

Treasure Map



-Can be treated as 1 Gold

-Can be spend on your turn to draw 1 card from the treasure deck

Power Missile

\$1

RANGE:

| | | |
|---|---|---|
| ◊ | ◊ | ◊ |
| ◊ | ◊ | ◊ |
| ◊ | ◊ | ◊ |

Missile: Hit ONE enemy in RANGE.

Attack: 10

You must discard 1 card to play this card

Permanent

Armor Upgrade

\$2

SYSTEM



Your ship has +3 health. Track this by placing 3 tokens on this card and removing them when you take damage. Once this card has no tokens on it, reserve it.

Permanent

Kinetic Missile

\$2

RANGE:

| | | |
|---|---|---|
| ◊ | ◊ | ◊ |
| ◊ | ◊ | ◊ |
| ◊ | ◊ | ◊ |

Missile: Hit ONE enemy in RANGE.

Attack: equal to your current MOVE

Your MOVE becomes 0

Permanent

**2200: Escaping
Earth**

**2200: Escaping
Earth**

**2200: Escaping
Earth**

**2200: Escaping
Earth**

**2200: Escaping
Earth**

**2200: Escaping
Earth**

**2200: Escaping
Earth**

**2200: Escaping
Earth**

**2200: Escaping
Earth**

Escape



Move the top card of any zone (ground, air, or space) to the bottom of that deck.

Starter
Permanent

Charge Shields

WOLF ONLY



+1 Charge

Starter
Permanent

Speed



2 Move

Starter
Permanent

Speed



2 Move

Starter
Permanent

Laser

RANGE:

| | | |
|--|---|--|
| | • | |
| | • | |
| | • | |

Laser: Hit ALL enemies in RANGE.

Attack: 1

Starter
Permanent

Missile

RANGE:

| | | |
|---|---|---|
| | | |
| • | • | • |
| | | |

Missile: Hit ONE enemy in RANGE.

Attack: 2

Starter
Permanent

Phoenix Tear

PHOENIX ONLY



If you have exactly 1 health, heal 1.

Move 3.

Starter
Permanent

Dreadnought Cannon

DREADNOUGHT ONLY



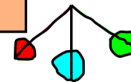
Defeat any enemy that is not in a BOSS zone
-OR-
Deal 4 damage to any enemy

Starter
Permanent

Power of the Pendulum

PENDULUM ONLY

SYSTEM




Once per action phase, you may discard 1 card to swing the pendulum to the left or right. Activate the effect of the space it lands on.


Starter
Permanent





| | | |
|---|--|--|
| Special Rule: Take 1 damage if you end your turn here. This card cannot be cleared. | | |
| | | |
| | | |
| | | |
| Ground 5 VOID | | |

| | | |
|---|--|--|
| Special Rule: If you end your turn here, take 2 damage -OR- Add a static to your discard pile. This card cannot be cleared. | | |
| | | |
| | | |
| | | |
| Air 5 VOID | | |

| | | |
|---|--|--|
| Special Rule: Take 1 damage if you end your turn here. This card cannot be cleared. | | |
| | | |
| | | |
| | | |
| Space 5 VOID | | |

| | | |
|---|--|--|
| | | |
| <div>Fortress</div>  <div>50 5</div> | | |
| | | |
| | | |
| Ground 5 FINAL BOSS | | |

| | | |
|--|--|--|
| <div>The Thunderbird</div>  <div>30 3</div> | | |
| | | |
| | | |
| | | |
| Air 5 FINAL BOSS | | |

| | | |
|---|---|---|
| <div>The Mothership</div>  <div>40 2</div> | | |
| <div>Fighter Jet</div>  <div>3 ⚡</div> | <div>Fighter Jet</div>  <div>3 ⚓</div> | <div>Fighter Jet</div>  <div>3 ☄</div> |
| Special Rule: While the Mothership is alive, revive and fully heal all Fighter Jets at the end of each turn. | | |
| | | |
| Space 5 FINAL BOSS | | |

2200: Escaping Earth

2200: Escaping Earth

2200: Escaping Earth

Special Rule: Take 1 damage if you end your turn here. This card cannot be cleared.

Space 5 VOID

Special Rule: If you end your turn here, take 2 damage -OR- Add a static to your discard pile. This card cannot be cleared.

Air 5 VOID

Special Rule: Take 1 damage if you end your turn here. This card cannot be cleared.


Ground 5 VOID

Event

You take down the Mothership. It spectacularly explodes. Replace this Zone with Space 5 VOID

If you have cleared all 3 FINAL BOSS zones, you win the game!

1 Unlock




Add this card to your Gold pile. At the end of this run, add any 1 Permanent card from Ground 4 to your collection.

Event

You shoot down The Thunderbird, sending it to the abyss below. Replace this Zone with Air 5 VOID.

If you have cleared all 3 FINAL BOSS zones, you win the game!

1 Unlock




Add this card to your Gold pile. At the end of this run, add any 1 Permanent card from Ground 4 to your collection.

Event

You successfully destroy the fortress. Replace this Zone with Ground 5 VOID.

If you have cleared all 3 FINAL BOSS zones, you win the game!


1 Unlock



Add this card to your Gold pile. At the end of this run, add any 1 Permanent card from Ground 4 to your collection.

Static


Negative Effect



This card does nothing when played. If you would add a static to your deck/discard when you already have 3 in your hand/deck/discard, you lose the run.

Static


Negative Effect



This card does nothing when played. If you would add a static to your deck/discard when you already have 3 in your hand/deck/discard, you lose the run.

Static

Negative Effect



This card does nothing when played. If you would add a static to your deck/discard when you already have 3 in your hand/deck/discard, you lose the run.

The Wolf

Crew: 3

Min. Deck Size: 6

Max. Systems: 2

Health: 123

Starts in Zone 1

Shield Charge: 0123

Block 1 Damage

Block 3 Damage

Starter

Symbol Guide 1

- Ranged: This enemy attacks you from a neighboring zone.
- Cloaking: This enemy cannot be damaged by missiles.
- Reflective: This enemy cannot be damaged by lasers.
- Armor: Reduce all damage to this enemy by the number written in the shield.
- Anchor: While this enemy is alive, you cannot use MOVE to move to a different Zone.
- Explosive: When this enemy dies, deal 1 damage to everything in its zone (this includes other enemies and you)

Turn Order

- 1
Draw Phase: Draw cards equal to your ship's Crew.
- 2
Action Phase: Play cards from your hand and spend MOVE to move your ship.
- 3
Counter attack: Every alive enemy in your Zone attacks you, dealing 1 damage unless specified otherwise.
- 4
Collect Rewards: Choose to keep any cleared cards as gold or to add them to the shop.
- 5
Buy Stuff: Purchase cards from the shop. If it is a SYSTEM or Ship, reserve it. Otherwise, add it to your discard.
- 6
Cleanup: Discard all remaining cards in your hand.

Symbol Guide 2



Thunder: When this enemy attacks, add 1 Static to your discard pile.



Time Dialation: At the start of the turn, if this enemy is alive, choose 1 card in your hand and discard it.



Void: During your action phase, if this enemy is alive, you cannot draw cards or add cards to your hand



Sword: When this enemy attacks, it deals damage equal to the number in the sword icon.



Self-Repair: When this enemy attacks, remove all damage counters from it.



Forcefield: This enemy cannot be damaged if you are in the same zone as it.

Key Words:

- **Permenance:** This card stays in your collection between runs.
- **SYSTEM:** This card never goes in your deck. Instead, these cards begin the run face-up.
- **Reserve:** Reserved cards are added to your pile of reserved cards. They do not get shuffled back into the deck.
- **Cleared:** A card is cleared when all enemies on it are defeated.
- **Zone:** This refers to the stack of cards of ground, air, or space.
- **Treasure:** Cards with this written in the bottom left corner are Treasure cards.

2200: Escaping Earth