

SHIP CARD

FURBALL CLASS

LOADOUT: 3X SHIELD CARDS, 4X WEAPON CARDS

SQUAD LEADER:
 FEELING CONFIDENT, YOU GLANCE TO YOUR LEFT AND BACK OVER YOUR SHOULDER TO YOUR 6, DIPPING YOUR NOSE AND READYING YOUR GUNS, YOU DIVE TOWARDS YOUR TARGET.
 DISCARD TWO POCKET ROCKETS TO LAUNCH A ROCKET STRIKE.

SHIP CARD

BOBCAT CLASS

LOADOUT: 4X SHIELD CARDS, 3X WEAPON CARDS

WELL ROUNDED:
 FEELING CONFIDENT, YOU GLANCE TO YOUR LEFT AND BACK OVER YOUR SHOULDER TO YOUR 6, DIPPING YOUR NOSE AND READYING YOUR GUNS, YOU DIVE TOWARDS YOUR TARGET.
 DISCARD TWO EMP CARDS TO LAUNCH AN EMP STRIKE.

SHIP CARD

FATCAT CLASS

LOADOUT: 5X SHIELD CARDS, 2X WEAPON CARDS

GRAVITY WELL:
 FEELING CONFIDENT, YOU GLANCE TO YOUR LEFT AND BACK OVER YOUR SHOULDER TO YOUR 6, DIPPING YOUR NOSE AND READYING YOUR GUNS, YOU DIVE TOWARDS YOUR TARGET.
 DISCARD TWO NUKE CARDS TO LAUNCH A GRAVITY BOMB.

DMG

3

3X

WEAPON CARD

NOISE-SEEKING MISSILE

A HOMING MISSILE THAT NEVER MISSES

ATTACK THE TARGET OF YOUR CHOICE. LAUGH (QUIETLY) AS THEIR WIMPERS BRING THEM CLOSER TO THEIR DOOM.

DMG

-

ALL

2X

WEAPON CARD

MINEFIELD

DIFFICULT TO NAVIGATE.

OPPOSING PLAYERS CAN'T DRAW CARDS NEXT TURN.

DMG

2

2X

WEAPON CARD

FURBALL BAZOOKA

CLASSIC ARTILERY FOR ALL OCCASIONS

LOOKS GREAT ON ANY SHIP.
 CAN ALSO BE LOADED WITH BEES.

DMG

3

ALL

!

EVENT CARD

BLACK HOLE

WELL THIS IS INCONVENIENT.

MOVEMENT IS LIMITED.
 PLAYERS CAN NOT DRAW CARDS NEXT TURN.

DMG

1

ALL

!

EVENT CARD

SPACE PIRATES!

WE CAN'T DO THIS ALONE!

ALL PLAYERS LOSE 1 SHIELD POINT THIS TURN.
 ALL PLAYERS MUST SKIP THE NEXT TURNS ACTION PHASE WHILE YOU DEAL WITH THESE PESKY SPACE PIRATES.

DMG

-

SHIELD CARD

SHIELD CHARGE

DIVERT POWER TO THE SHIELDS

STANDARD SHIELD MODULE.
 FITS ALL SHIELD GENERATORS.
 RETURN ONE SHIELD CARD TO THE DISCARD PILE FOR EACH POINT OF DAMAGE TAKEN.

DMG
2
3X

WEAPON CARD

POCKET ROCKET

PEW PEW

DISCARD THREE CARDS TO LAUNCH A ROCKET STRIKE.

IF PILOTING A FURBALL CLASS, DISCARD TWO CARDS TO LAUNCH A ROCKET STRIKE.

ACE PILOT ***

WILLBILL

STRATEGIST ***

OSWALD

DMG
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DMG
1
2X

WEAPON CARD

LASER TURRET

STANDARD ISSUE LASER TURRET.

THE SMELL OF SINGED HAIR FILLS THE CABIN.
YOU WISH YOU COULD OPEN A WINDOW.
THAT'S PROBABLY NOT A GOOD IDEA.

DMG
-
ALL
3X

WEAPON CARD

EMP BLAST

ALL PLAYERS WEAPONS HAVE BEEN DISABLED!

RETURN ALL WEAPON CARDS TO THE DECK,
RESHUFFLE AND TAKE THE NUMBER OF STARTING CARDS ALLOWED FOR YOUR SHIP CLASS.

DMG
4
ALL
3X

WEAPON CARD

GRAVITY BOMB

IT SAYS "DO NOT SHAKE".

TARGET TAKES 4 DAMAGE.
ALL PLAYERS MUST REDRAW WEAPON CARDS.

IF PILOTING A FATCAT CLASS, DISCARD TWO CARDS TO LAUNCH A GRAVITY BOMB.

DMG
-
ALL
1X

WEAPON CARD

TIN OF BEES

INDUSTRIAL STRENGTH BEES

WHEN PLAYED ALONGSIDE THE FURBALL BAZOOKA, ALL OPPONENTS ARE HIT.

GUNNER ***

JESSIE.T

DMG
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