



**D**

**Station Security Detail**

During an opponent's turn, negate an opponent's Espionage attack

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**D**

**Salvage Barge**

During an opponent's turn, take the Goods card from the discard pile after they use that card to buy or sell

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During an opponent's turn, take the Goods card from the discard pile after they use that card to buy or sell

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**D**

**Sleight of Hand**

During an opponent's turn, take any card they discarded this round from the discard pile and add it to your hand

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**Sleight of Hand**

During an opponent's turn, take any card they discarded this round from the discard pile and add it to your hand

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**D**

**Replication Spray**

During an opponent's turn, when they buy Goods, take one matching Good of your choice from the supply

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**D**

**Replication Spray**

During an opponent's turn, when they buy Goods, take one matching Good of your choice from the supply

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**D**

**Clever Accountant**

During an opponent's turn, when they sell any Good, take 3 credits from the fund for yourself

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**Clever Accountant**

During an opponent's turn, when they sell any Good, take 3 credits from the fund for yourself

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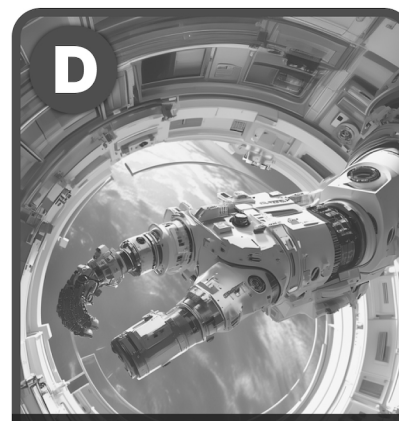


**D**

**Lucky Catch**

During an opponent's turn, when they jettison Goods, take one of the Goods to keep for yourself

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**D**

**Lucky Catch**

During an opponent's turn, when they jettison Goods, take one of the Goods to keep for yourself

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**S**

**Money Launderer**

Trade all Goods of 1 type in your cargo hold(s) for the same number of Goods of a different type

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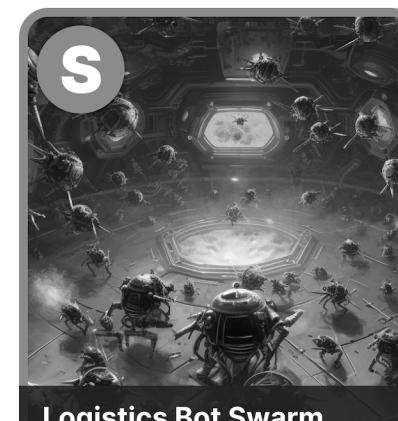


**S**

**Money Launderer**

Trade all Goods of 1 type in your cargo hold(s) for the same number of Goods of a different type

©lazybotgames



**S**

**Logistics Bot Swarm**

For the rest of your turn, buying Goods cost 2 credits less, and selling Goods earns 2 credits more. Discard this card at the end of your turn

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**S**

**Logistics Bot Swarm**

For the rest of your turn, buying Goods cost 2 credits less, and selling Goods earns 2 credits more. Discard this card at the end of your turn

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**S**



**Jimmy the Fence**  
Return any amount of Goods from your cargo hold to the supply in exchange for 2 credits each

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**S**



**Jimmy the Fence**  
Return any amount of Goods from your cargo hold to the supply in exchange for 2 credits each

©lazybotgames

**S**



**3D Printer**  
Pay 2 credits to the fund for 2 identical Goods from the supply

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**S**



**3D Printer**  
Pay 2 credits to the fund for 2 identical Goods from the supply

©lazybotgames

**S**



**Molecular Slurrifier**  
Sell any 3 count Goods card from your hand, using any 3 Goods from your cargo hold for the full sale price. No matching or extra action required

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**S**



**Molecular Slurrifier**  
Sell any 3 count Goods card from your hand, using any 3 Goods from your cargo hold for the full sale price. No matching or extra action required

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**S**



**Trade Agreement**  
Take 2 of the same Goods – OR – draw 2 cards; Select an opponent to gain the choice you did not select

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**S**



**Trade Agreement**  
Take 2 of the same Goods – OR – draw 2 cards; Select an opponent to gain the choice you did not select

©lazybotgames

**S**



**Restoration Bot**  
Search the discard pile and add any one Utility card into your hand

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**S**



**Restoration Bot**  
Search the discard pile and add any one Utility card into your hand

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**U**



**Portal Swap**  
Swap 1 Good with an opponent

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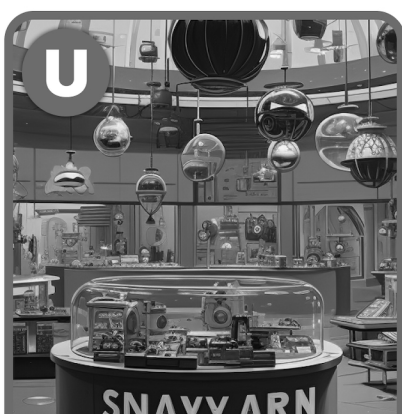
**U**



**Portal Swap**  
Swap 1 Good with an opponent

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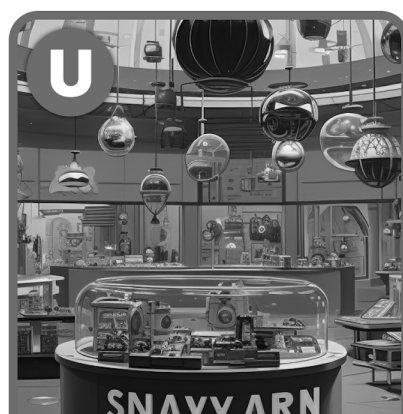
**U**



**SNAYY ARN**  
**Pawn Shop**  
Discard 1 card to take 1 Good of your choice from the supply

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**U**



**SNAYY ARN**  
**Pawn Shop**  
Discard 1 card to take 1 Good of your choice from the supply

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**U**



**Win / Win**  
Draw 2 cards from the deck, take 1 and give the other to an opponent

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**U**



**Win / Win**  
Draw 2 cards from the deck, take 1 and give the other to an opponent

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**U**



**Metal Detector**  
Pay 1 credit – OR – 1 card to draw until you find the first Goods card from the deck. Other card types are discarded

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**U**



**Metal Detector**  
Pay 1 credit – OR – 1 card to draw until you find the first Goods card from the deck. Other card types are discarded

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**U**

**Dock Worker Bribe**

Pay 2 credits to the fund to take 1 Good of your choice from the supply

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**U**

**Dock Worker Bribe**

Pay 2 credits to the fund to take 1 Good of your choice from the supply

©lazybotgames

**U**

**Blaster Pistol**

Discard 1 card and take 2 credits from the fund

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**U**

**Blaster Pistol**

Discard 1 card and take 2 credits from the fund

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**E**

**Rust Mites**

Target and discard 1 opponent's face-up Utility card, use the action on the card once for yourself at no action cost. *Players can play a Station Security Detail card to opt out of this action*

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**E**

**Rust Mites**

Target and discard 1 opponent's face-up Utility card, use the action on the card once for yourself at no action cost. *Players can play a Station Security Detail card to opt out of this action*

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**E**

**Rust Mites**

Target and discard 1 opponent's face-up Utility card, use the action on the card once for yourself at no action cost. *Players can play a Station Security Detail card to opt out of this action*

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**E**

**Rust Mites**

Target and discard 1 opponent's face-up Utility card, use the action on the card once for yourself at no action cost. *Players can play a Station Security Detail card to opt out of this action*

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**E**

**Tether Drone**

Steal 1 Good from an opponent. *Target player can negate by playing a Station Security Detail card*

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**E**

**Tether Drone**

Steal 1 Good from an opponent. *Target player can negate by playing a Station Security Detail card*

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**E**

**OctaPickpocket**

Look at an opponent's hand, take 1 card, give them 1 card from your hand. *Target player can negate by playing a Station Security Detail card*

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**E**

**OctaPickpocket**

Look at an opponent's hand, take 1 card, give them 1 card from your hand. *Target player can negate by playing a Station Security Detail card*

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**E**

**Protection Racket**

Steal 2 random cards from an opponent – OR – 3 of their credits. *Target player can negate by playing a Station Security Detail card*

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**E**

**Protection Racket**

Steal 2 random cards from an opponent – OR – 3 of their credits. *Target player can negate by playing a Station Security Detail card*

©lazybotgames

**E**

**Space Pirate**

Force an opponent to discard down to 3 cards in their hand. *Target player can negate by playing a Station Security Detail card*

©lazybotgames

**E**

**Space Pirate**

Force an opponent to discard down to 3 cards in their hand. *Target player can negate by playing a Station Security Detail card*

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Buy **11** Sell **20**

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Buy 11 Sell 20

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Buy 11 Sell 20

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Buy 3 Sell 10

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Buy 3 Sell 10

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PAY 2 CREDITS IF ALL HOLDS FULL AT END OF TURN

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