Fortunate Phenomenon

Gain an extra turn.

Play this card after your move.

Ghost Ship

Move one of your ships through one of your own ships. It may not pass through enemy ships and must end its move on an empty square.

Play this card before your move.

Liberate

Rescue any of your captured ships from your opponent and place it in your home base.

Play this card before your move.

Nuke

Choose one of your ships to become a nuclear bomb. Remove that ship and any ships in the four squares surrounding it from play.

Play this card as your turn. Skip your next turn.

Peaceful Progress

Move any of your ships two spaces. You may not attack.

Play this card before your move.

Priveleged

Play two other cards.

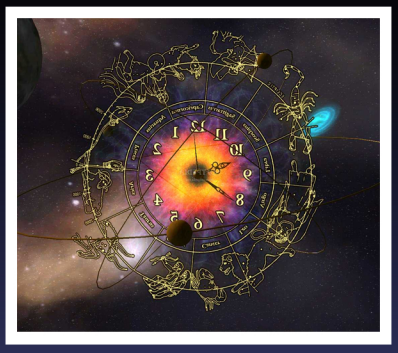
Play this card before your move.

Psychic View

Your opponent must show you all the cards in his hand.

Play this card before your move.

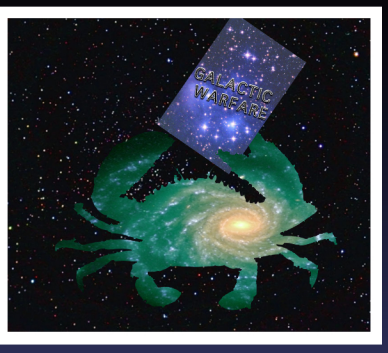
Reverse



Move your ship backwards one space.

Play this card before your move.

Scavenger



Take the last card played by your opponent and put it in your hand.

Play this card before your move.