TIER I: STARTER SHIPS

Configuration: ■ empty □ n/a   **E**: Embers **§**: Sellsword **X**: base game

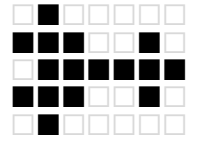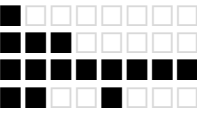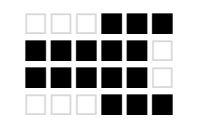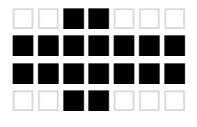| Ship Name	Ability	Cost	Impulse	Energy	Hold	Configuration
Easy Tiger	**§**: Choose 3 instead of rolling. For borders choose 2 instead of rolling. **X**: 1 Energy to re-roll. Exhaust.	1	3	8	11	
Ghoststalker	**E**: roll d20 crossing planetary shields: <11 take blockable damage. No bounty regardless. **X**: 2 Energy for d20 Action to stealth past planetary shields: <9 nothing, >8 success, >19 success 2x. Exhaust.	1	3	8	9	
Numerator	**§**: After Exploration Token: 5 Energy to double results. If no Exploration Tokens are in play, as action: 5 Energy to repopulate one 3+ sectors away. **X**: After Engines: 1 Energy to roll d20: <5 +0, 5-10 +3, 11-19 +5, 20 +8 or x2. Exhaust.	1	4	9	10	
Persistent Memory	**§**: Use Weapons as Engine Outfits. Each Piercer is -1 instead of -4. GTS outfit is applicable. **X**: 1 Energy to roll d20 to follow target ship: <3 nothing, 3-13 0-8 spaces, 14-10 0-12 spaces, 20 0-all spaces. Exhaust.	1	3	9	11	
Puddle Jumper	**§**: 0 Energy in Status Phase to arm markers **X**: d20 Action to refresh energy: <5 nothing, 5-13 2, 14-19 3, 20 all. Exhaust	1	4	10	10	
Swamp Rat	**§**: Each damage give +1 instead of -1 to outfit (up to outfit max). As an action deal one unblockable damage to your ship. **X**: As Action or Defense: 1 Energy for 1 Damage on an outfit to immediately reuse. Exhaust.	1	3	8	12	
Vagabond	**E**: 1 Energy for Minor Action roll d20 to collect cargo from Asteroid, Ice Asteroid, Debris, or Nebula spaces. <5 nothing, 5-7:Plasma, 8-10:Terra, 11-13:Holo, 14-16:Spice, 17:19:Cyber, 20:Ember. Exhaust. **§**: Ignore edge symbols requirements for Blind Jump or Scan. +1 Impulse if all sectors have been played.	1	3	8	11	

TIER II
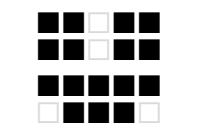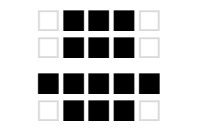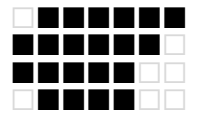
Configuration: ■ empty □ n/a   **E**: Embers **S**: Sellsword **X**: base game

Ship	Ability	Cost	Impulse	Energy	Hold	Configuration
Bitter Karma	**S**: Select Respawn point without damage. You may self-destruct at start of turn, respawn, and continue your turn. **X**: Target adjacent ships within line of sight. 2 Energy to roll d20: <5 nothing, 5-13 1 damage & -2 Energy, 14-19 2 damage & -3 Energy, 20 3 unblockable damage & -4 Energy. Exhaust.	5	2	12	14	■■■■■□□□ □■■■■■■■ ■■■■□□□□
Gaiden	**S**: Reduce blockable damage: combat by 3, non-combat by 1. Skip Freeze during Status phase. Free repairs. **X**: 2 Energy to roll d20 to dodge blockable damage: <5 nothing, 5-11 to 5, 12-19 to 8 damage, 20 all. Exhaust.	5	4	10	13	■■□□■■ □■■■■■ ■■□□■■
The Krembler	**S**: Spend 2 movement as Minor Action to repair 1 damage. **X**: 2 Energy to roll d20 to repair damage: <5 nothing, 5-11 to 3, 12-19 to 6 damage, 20 all. Exhaust.	5	3	10	14	□□■■■ □□■■□ ■■■■□ □□■■□ □□■■■
Lone Drifter	**S**: Move after selling: if cargo sold was in demand move 6, otherwise 3. **X**: 2 Energy to roll d20 to move after every player's next turn: <5 nothing, 6-8 to 1, 9-19 2, 20 4. Increase moves by 1 for 3 player games. Exhaust.	5	2	11	14	■■■■■ □■■□□ □■■□□ ■■■■■
Mach Horror	**S**: Use lawful planetary entrances when outlawed. Keep bounty when upgrading to this and future ships. If bounty is >4 a discount of 1 on Tier 2 & 3 weapons, repairs, and FP purchases. As an Action spend 1 to increase your bounty by 2. **X**: 2 Energy roll d20 for Attack Action when not your turn: <5 nothing, 5-11 d8/2 rounded up damage, 12-19 d8 damage, 20 d8x2 damage. Exhaust.	5	3	12	13	■□□■■■ ■■■■■□ ■□□■■■
Occam's Razor	**S**: 0 Energy is Status Phase to arm markers from weapon outfits. +1 to each Blaster activation (cannot exceed outfit maximum) while within 1 sector of a star. **X**: 2 Energy to roll d20 for specific ranged damage. <8 nothing, 8-16 1 damage to selected outfit. 17-19 2 damage to selected outfit, 20 2 damage to any hold space. Exhaust.	5	3	11	13	□□□■□□□□ ■■■■■■■■ □■■■■□□□
Skimmer	**E**: 2 Energy in normal space to roll d20 to move Recall Token to your current space: <2 sectors away: >4 succeeds, 2 sectors away: >8 succeeds, 3 sectors away: >12 succeeds, >3 sectors away >16 succeeds. Exhaust. **S**: 2 Energy as Minor Action to move onto adjacent Debris, Asteroid, or Ice Asteroid and ignore border roll.	5	3	10	13	□■■■□□□□ □□■□□□□□ ■■■■■■■■ □■■■■□□□
Void Wasp	**E**: Equip RK-5 Blaster. You cannot sell it and must carry it over to ship upgrades.	5	3	10	13	■■■□□ ■■■■■ ■■■■□ ■□□□□

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Ship Name	Ability	Cost	Impulse	Energy	Hold	Configuration
Carriak		8	2	14	16	
	E: As repeatable Action 4 energy to heal 1 damage. When activating shields, before spending marker roll d20 gain Energy for damage prevented: <5 nothing, 5-11 1 Energy for every 2 damage, 12-19 1 Energy for every damage. 20 2 Energy for every damage prevented. Exhaust.					
	S: Roll 2d# (per shield activation) and take highest result. Repair 1 damage for every 4 excess blocked by shields. $1 per turn on first damage blocked.					
Cold Phoenix		8	3	14	15	
	S:2 Energy to activate Blaster outfit and jump straight 1 to 3 spaces to an unoccupied space. Ignore borders and all intervening ships each take 2 damage.					
	X: 3 Energy to roll d20 to teleport to any unoccupied or non-star space: <5 nothing, 5-9 up to 1 sector away, 10-19 up to 2 sectors away, 20 any sector. Exhaust.					
Constant Sorrow		8	1	16	16	
	S: 2 Energy to teleport to unoccupied space in straight line 1 to 3 spaces ignoring borders. All intervening ships each take 2 damage.					
	X: 3 Energy to teleport to unoccupied space in straight line 1 to 3 spaces ignoring borders. Roll d20 to determine damage to all intervening ships: <5 nothing, 5-11 d8, 12-19 d12, 20 d20. Cannot be combined with other attacks. Exhaust.					
Long Haul		8	1	14	18	
	E: Use Tier I ship as a shuttle. 3 Energy to use ability 2x: Move 4, d6 Blaster, Cargo (Sell, Buy or Collect), Mission (Draw, Objective, or Complete). Shuttle cannot be targeted, attacked, damage, or incur Bounty. Exhaust.					
	S: Titles=X: +X to Mission, Engine, and Impulse up to outfit maximum. As turn start you may draw 1 Title (available to everyone). Claim completed Title immediately versus Status Phase.					
	X: Use Tier I ship as a shuttle. 3 Energy to Move 4, d6 Blaster, Cargo (Sell, Buy or Collect), Mission (Draw, Objective, or Complete). Shuttle cannot be targeted, attacked, damage, or incur Bounty3 Energy. Exhaust.					
Manchester		8	2	14	16	
	E: 3 Energy as Action roll d20 for selling bonus for duration of turn: <4 nothing, 4-9 +1 per 2 cubes, 10-19 +1 per cube, 20 +3 per cube. Exhaust.					
	S: Jettison 1 cube anytime to prevent 5 damage (prevent 10 for Ember). Cube is on space before border crossings.					
	X: 3 Energy as Action roll d20 for selling bonus for duration of turn: <4 nothing, 4-13 +1 per cube, 14-19 +2 per cube, 20 +3 per cube. Exhaust.					
Nightshade		8	2	16	14	
	E: Place token on & copy ability (spending Energy as applicable) of adjacent ship. Exhaust.					
	S: 2 Energy to place replication token on a non-Use space. Token becomes a Use space. Token location persists when ship respawn.					
	X: Place token on & copy ability (spending Energy as applicable) once of adjacent ship. Token is removed/returned at start of your next turn. Exhaust.					
Slow Leak		8	2	17	17	
	S: Only if sectors lacks a star: 5 Energy move all ships in you sector (any order) to sector center, rolling for border crossings (excluding Bounty given). Credited for ship kills. Stop movement if they fail planetary border crossing or next space is occupied.					
	X: 3 Energy to target adjacent ships in line of site to roll d20 for damage and pushback in a straight line: <5 nothing, 5-11 3 damage & 1 space, 12-19 5 damage & 2 spaces, 20 7 damage & 3 spaces. rolling for border crossings (excluding Bounty given). Credited for ship kills. Movement ends at unexplored or occupied spaces. Exhaust.					