



2 Diplomatic Officer 2 Diplomatic Officer

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With 2 or more Diplomatic Officers

During scoring, score +1
per Hiring and Retention
card in play in any
player's crew

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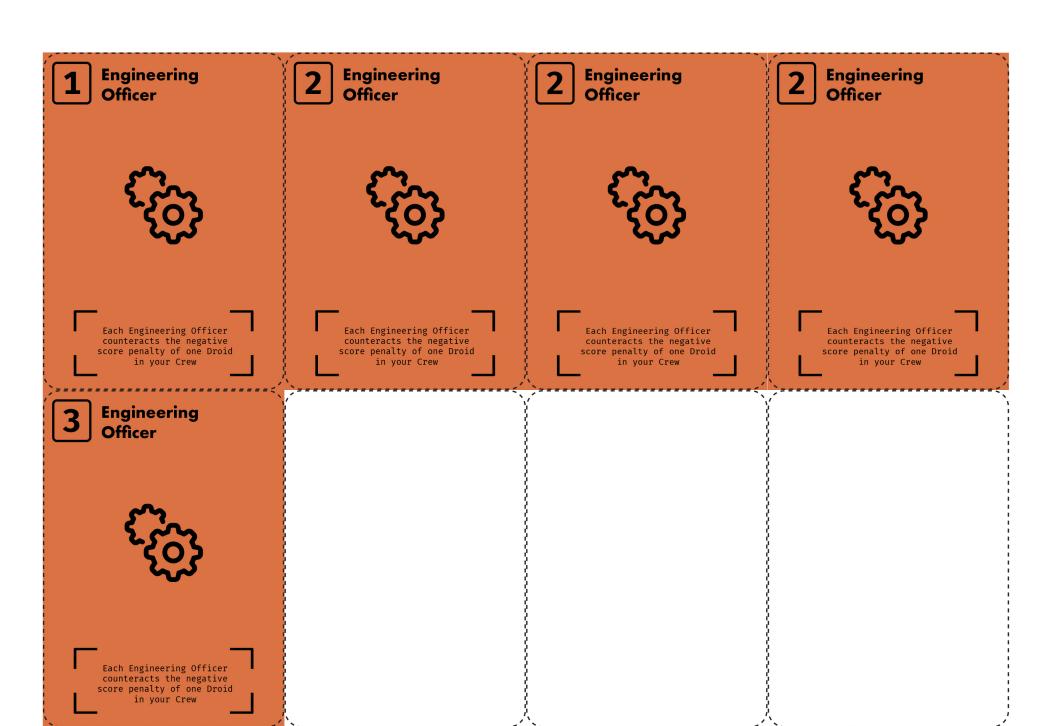
During scoring, score +1 per Hiring and Retention card in play in any player's crew

2 Diplomatic Officer



With 2 or more Diplomatic Officers

During scoring, score +1 per Hiring and Retention card in play in any player's crew





Medical Officer

Medical Officer

Medical Officer



0



With 2 or more Medical Officers

When recruiting, view an additional card, 3 cards total

With 2 or more Medical Officers

When recruiting, view an additional card, 3 cards total

With 2 or more Medical Officers

When recruiting, view an additional card, 3 cards total

With 2 or more Medical Officers

When recruiting, view an additional card, 3 cards total

1 Medical Officer



With 2 or more Medical Officers

When recruiting, view an additional card, 3 cards total



1 Navigation Officer

Navigation Officer

2 Navigation Officer



With 2 or more Navigation Officers

When taking a card from either discard pile, you may take any single card, and no cards above it



With 2 or more Navigation Officers

When taking a card from either discard pile, you may take any single card, and no cards above it



With 2 or more Navigation Officers

When taking a card from either discard pile, you may take any single card, and no cards above it



With 2 or more Navigation Officers

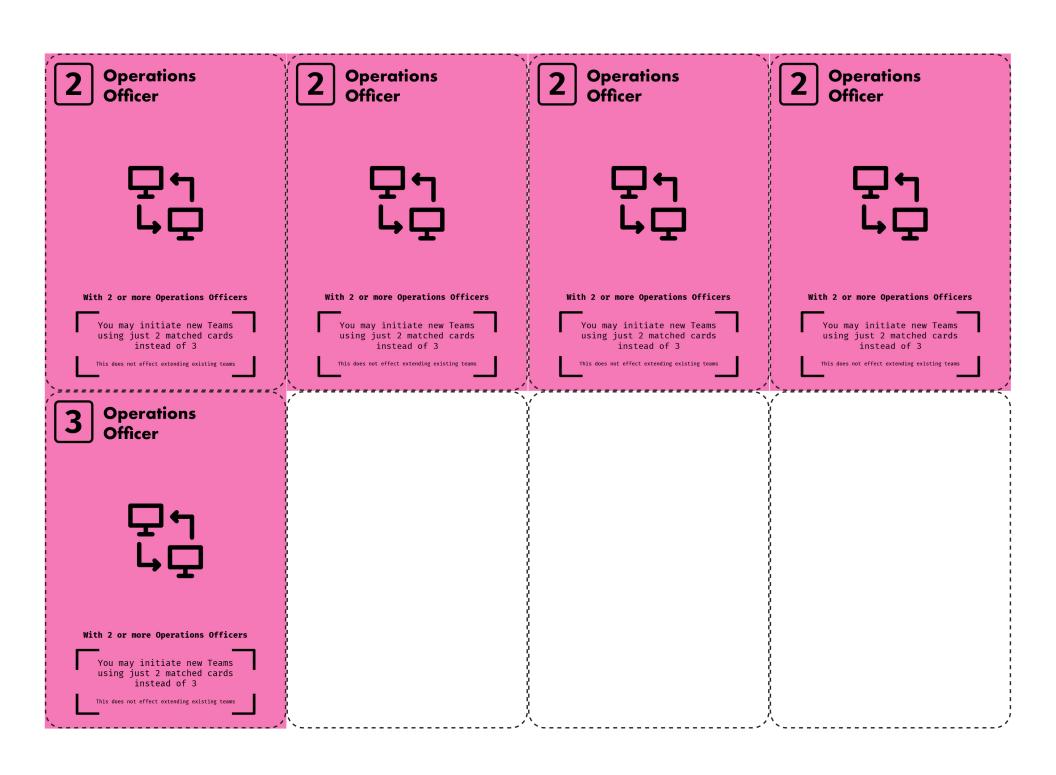
When taking a card from either discard pile, you may take any single card, and no cards above it

Navigation Officer



With 2 or more Navigation Officers

When taking a card from either discard pile, you may take any single card, and no cards above it







Science Officer











With 2 or more Science Officers

When recruiting, you may discard a card from your hand to keep an extra card you viewed With 2 or more Science Officers

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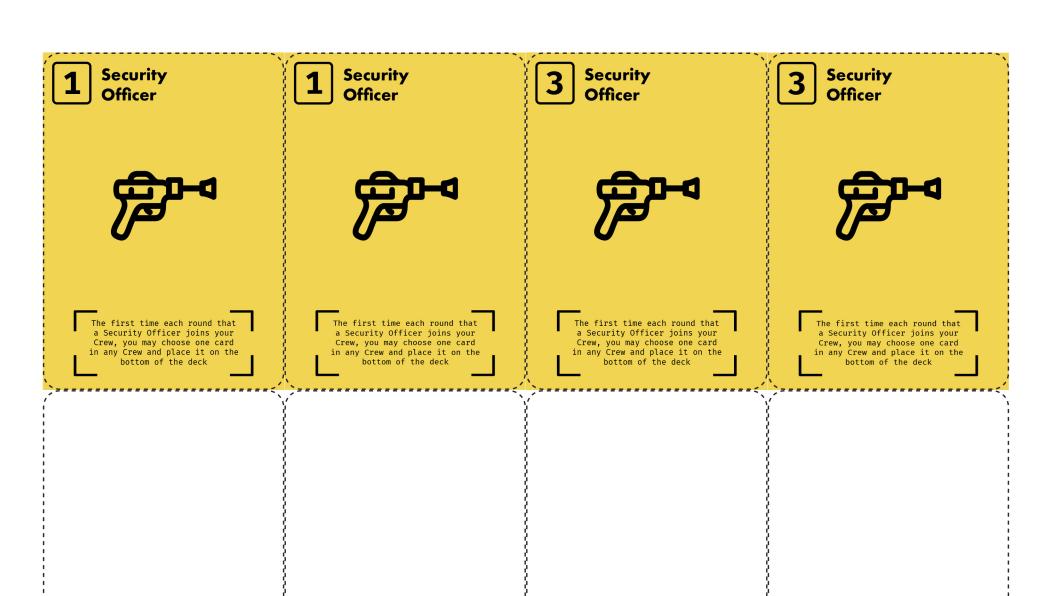
When recruiting, you may discard a card from your hand to keep an extra card you viewed

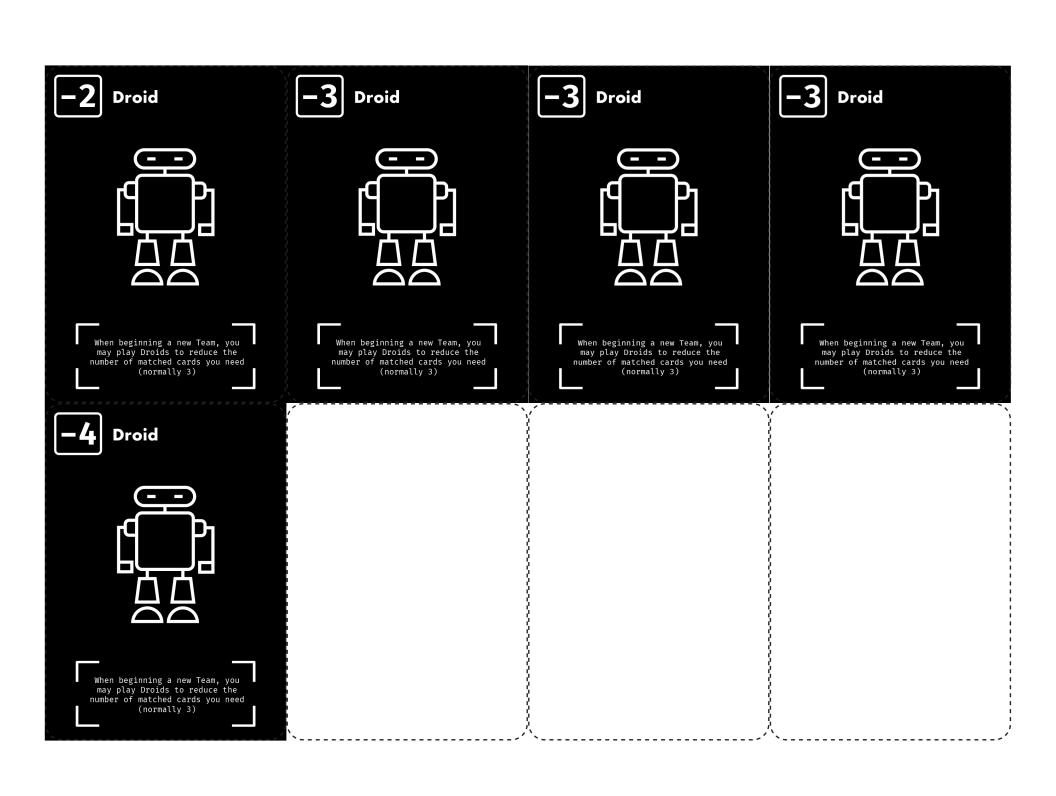
3 Science Officer

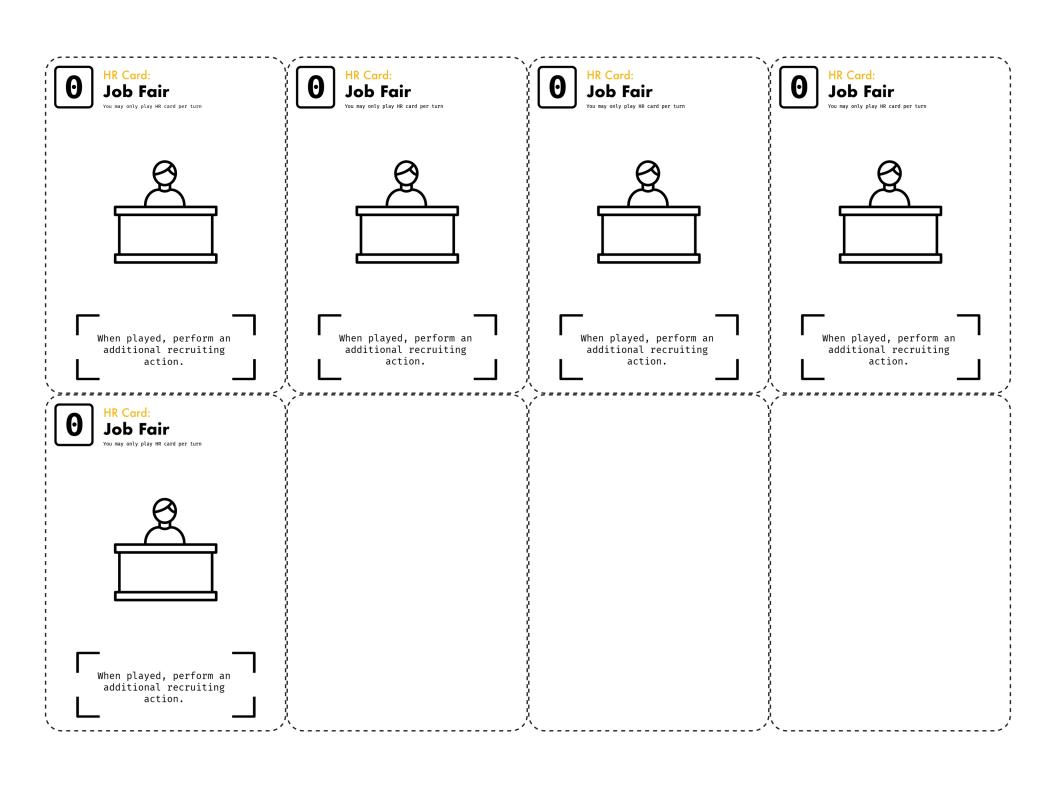


With 2 or more Science Officers

When recruiting, you may discard a card from your hand to keep an extra card you viewed







1

HR Card:

Draft

You may only play HR card per turn



When played, choose a card in either discard pile; draw that card and all cards above it.



HR Card:

Draft

You may only play HR card per turn



When played, choose a card in either discard pile; draw that card and all cards above it.



HR Card:

Draft

You may only play HR card per turn



When played, choose a card in either discard pile; draw that card and all cards above it.



HR Card:

Crew Retreat



Cannot be played unless you have at least 5 distinct Team types in your Crew

During scoring, score +1 for each distinct Team type in your Crew.

Card is negative by ? if in your hand at end of round



HR Card:

Trust Fall

You may only play HR card per turn



Cannot be played unless you have at least 4 distinct Team types in your Crew

During scoring, score +1 for each distinct Team type in your Crew.

Card is negative by ? if in your hand at end of round

This page is optional - the backs of the cards

STAR TEAM

Adventures in Space Recruiting

STAR TEAM

Adventures in Space Recruiting