

Green (Nova) Deck 1 of 3

TRADER'S LUCK

Play on any Trader not currently taking a turn.

CALAMITY

A Wrinkle in Time !

As your HAL-2001 slowly sings "Daisy," you

lose **1** action next turn.

TRADER'S LUCK

Play on yourself during your turn.

It's Bigger on the Inside !

Enshrouded in secrecy, Lord British escorts you safely offworld.

You may take **1** extra action this turn. (You may not take extra actions after a Random Jump.)

TRADER'S LUCK

Play on yourself during your turn.

It's Bigger on the Inside !

You dial up an Excellent Adventure.

You may take up to **2** extra actions this turn. (You may not take extra actions after a Random Jump.)

TRADER'S LUCK

Play any time, on yourself or any other Trader.

Imperial Favor !

You discover a comet and name it after the Empress.

Gain **2** Prestige.

TRADER'S LUCK

Play any time on another Trader.

CALAMITY

Imperial Disfavor !

You parked in a No Parking orbit!

Lose **1** Prestige.

TRADER'S LUCK

Play on any Trader not currently taking a turn.

CALAMITY

A Wrinkle in Time !

It's cold outside, under a Red Dwarf, and you lie shipwrecked and comatose.

Lose **1** action next turn.

TRADER'S LUCK

Play on yourself during your turn.

It's Bigger on the Inside !

Captain Jack loans you his vortex manipulator.

You may take **1** extra action this turn. (You may not take extra actions after a Random Jump.)

TRADER'S LUCK

Play any time, on yourself or any other Trader.

Imperial Favor !

You win the MST 3K Race!

Gain **1** Prestige.

TRADER'S LUCK

Play any time, on yourself or any other Trader.

Imperial Favor !

You have no idea what you did to impress the Emperor so much. Smile modestly and

Gain **3** Prestige.

TRADER'S LUCK

Play on any Trader not currently taking a turn.

CALAMITY

A Wrinkle in Time !

You stop to help ET get home.

Lose **1** action next turn.

TRADER'S LUCK

Play on yourself during your turn.

It's Bigger on the Inside !

Honey, I shrunk the clock!

You may take **1** extra action this turn. (You may not take extra actions after a Random Jump.)

TRADER'S LUCK

Play any time, on yourself or any other Trader.

Imperial Favor !

The Imperial Secretary of Trade thinks pointy ears are sexy. Highly illogical, but you gain **1** Prestige anyway.

TRADER'S LUCK

Play any time on another Trader.

CALAMITY

Imperial Disfavor !

Your takeoff broke every window within 50 miles!

Lose **1** Prestige.

TRADER'S LUCK

Play any time on another Trader.

CALAMITY

Imperial Disfavor !

You used the wrong fork at the Duchess of Hexworld's free-fall banquet!

Lose **2** Prestige.

Green (Nova) Deck 2 of 3

TRADER'S LUCK

Play on a ship of any Trader not currently taking a turn.

CALAMITY

Lost in Space !

Arcturian mites destroy your Galactic Positioning System.

Roll randomly for your new location (like rolling for a Random Jump).

TRADER'S LUCK

Play any time on another Trader.

CALAMITY

Gotcha !

The Trader who gave you this card slipped a banana into your hyperdrive and then boasted about it!

You lose **1** Prestige; that rascally Trader gains **2**.

TRADER'S LUCK

The Security Officer next to you is wearing a red shirt, so you ...

Avoid a Calamity !

Play this card when a Calamity card is played. The Calamity card has no effect, and both cards are discarded.

TRADER'S LUCK

Play during your turn (but not if you are carrying your Imperial Mission cargo), by spending two actions.

Stargate !

Spend 2 actions and roll the die. On a 3 or better, you succeed! On a 2 or less, you fail.

Success: Jump to any world.

Failure: Take a Random Jump (and no more actions allowed this turn).

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x2

TRADER'S LUCK

Play immediately **after** any die roll, including your own. Any number of Zaps may be played on a roll.

Zap !

The die takes a Quantum Leap.

Adjust any die roll made by any Trader by 1 point in either direction.

TRADER'S LUCK

Play on a ship of any Trader not currently taking a turn.

CALAMITY

Lost in Space !

Your Infinite Improbability Drive sends you to the least likeliest spot in the galaxy.

Roll randomly for your new location (like rolling for a Random Jump).

TRADER'S LUCK

Play any time on another Trader.

CALAMITY

Gotcha !

The Trader who gave you this card reprogrammed your robot to beat you at chess and then boasted about it!

You lose **1** Prestige; that rascally Trader gains **2**.

TRADER'S LUCK

Your young ensign discovers untested new technology, so you ...

Avoid a Calamity !

Play this card when a Calamity card is played. The Calamity card has no effect, and both cards are discarded.

TRADER'S LUCK

Play immediately **after** any die roll, including your own. Any number of Zaps may be played on a roll.

Zap !

A dimensional gateway at the Outer Limits warps reality.

Adjust any die roll made by any Trader by 1 point in either direction.

TRADER'S LUCK

Play immediately **after** any die roll, including your own. Any number of Zaps may be played on a roll.

Zap !

You have a Close Encounter of the Third Kind.

Adjust any die roll made by any Trader by 1 point in either direction.

TRADER'S LUCK

Play on a ship of any Trader not currently taking a turn.

CALAMITY

Lost in Space !

Startled by the sudden appearance of a Kilrathi Dralhti, you hit the panic button.

Roll randomly for your new location (like rolling for a Random Jump).

TRADER'S LUCK

Your identical twin from another dimension intercedes to save you, so you ...

Avoid a Calamity !

Play this card when a Calamity card is played. The Calamity card has no effect, and both cards are discarded.

TRADER'S LUCK

The cure to an alien plague is discovered in the nick of time, so you ...

Avoid a Calamity !

Play this card when a Calamity card is played. The Calamity card has no effect, and both cards are discarded.

TRADER'S LUCK

Play immediately **after** any die roll, including your own. Any number of Zaps may be played on a roll.

Zap !

Eureka! Thank the stars (and GD) for another nicely timed scientific breakthrough.

Adjust any die roll made by any Trader by 1 point in either direction.

TRADER'S LUCK

Play immediately **after** any die roll, including your own. Any number of Zaps may be played on a roll.

Zap !

Eve's kiss zaps both Wall-E and the die.

Adjust any die roll made by any Trader by 1 point in either direction.

Green (Nova) Deck 3 of 3

TRADER'S LUCK

Play immediately **after** any die roll, including your own. Any number of Zaps may be played on a roll.

Super Zap !

You are the Prisoner.
The Prisoner is No. 2.
Even the die is confused.

Adjust any die roll made by any Trader by 1 or 2 points in either direction.

TRADER'S LUCK

Play on yourself any time.

Unexplained Funds !

Collect **7** StarBucks from the Imperial Bank.

TRADER'S LUCK

Play immediately **after** any die roll, including your own. Any number of Zaps may be played on a roll.

Super Zap !

The Force is with you.

Adjust any die roll made by any Trader by 1 or 2 points in either direction.

TRADER'S LUCK

Play on yourself any time.

Unexplained Funds !

Collect **10** StarBucks from the Imperial Bank.

TRADER'S LUCK

Play on yourself any time.

Unexplained Funds !

Collect **5** StarBucks from the Imperial Bank.

Blue (Family) Deck 1 of 2

Play on yourself during your turn.

TRADER'S LUCK

Priority Run !

The Imperial Secretary of Trade has granted you a special priority.

For one turn you may use *all* stations as though they were your own.

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x2

Play immediately **after** any die roll, including your own. Any number of Zaps may be played on a roll.

TRADER'S LUCK

Zap !

In a rare show of unity, all Babylon 5 ambassadors vote to aid you.

Adjust any die roll made by any Trader by 1 point in either direction.

Play immediately **after** any die roll, including your own. Any number of Zaps may be played on a roll.

TRADER'S LUCK

Zap !

Another paranormal effect is discovered in the X-Files.

Adjust any die roll made by any Trader by 1 point in either direction.

Play immediately **after** any die roll, including your own. Any number of Zaps may be played on a roll.

TRADER'S LUCK

Zap !

You find Einstein's dice in Warehouse 13.

Adjust any die roll made by any Trader by 1 point in either direction.

Play immediately **after** any die roll, including your own. Any number of Zaps may be played on a roll.

TRADER'S LUCK

Super Zap !

The Fireflies are shiny, and you are filled with Serenity.

Adjust any die roll made by any Trader by 1 or 2 points in either direction.

Play any time, on yourself or any other Trader.

TRADER'S LUCK

Imperial Favor !

You demonstrate to the Emperor's favorite offspring this strange Earth custom known as kissing.

Gain 2 Prestige.

Play any time on another Trader.

TRADER'S LUCK

CALAMITY

Imperial Disfavor !

You demonstrate to the Emperor's favorite offspring this strange Earth custom known as kissing — and the Emperor finds out about it!

Lose 2 Prestige.

Play on any Trader not currently taking a turn or on yourself at any time.

TRADER'S LUCK

CALAMITY

Imperial Envoy !

You are drafted to carry an envoy. On your turn, move as quickly as you can to **Wells (14)**. Take no other actions and deliver no cargo until you get there. You may use any station to reach Wells. You may not be assigned a second envoy until you deliver this one (even if you want to). Gain 1 Prestige for completing this run.

Play on any Trader not currently taking a turn or on yourself at any time.

TRADER'S LUCK

CALAMITY

Imperial Envoy !

You are drafted to carry an envoy. On your turn, move as quickly as you can to **Heinlein (24)**. Take no other actions and deliver no cargo until you get there. You may use any station to reach Heinlein. You may not be assigned a second envoy until you deliver this one (even if you want to). Gain 1 Prestige for completing this run.

Play on any Trader not currently taking a turn or on yourself at any time.

TRADER'S LUCK

CALAMITY

Imperial Envoy !

You are drafted to carry an envoy. On your turn, move as quickly as you can to **Silverberg (34)**. Take no other actions and deliver no cargo until you get there. You may use any station to reach Silverberg. You may not be assigned a second envoy until you deliver this one (even if you want to). Gain 1 Prestige for completing this run.

Play on any Trader not currently taking a turn or on yourself at any time.

TRADER'S LUCK

CALAMITY

Imperial Envoy !

You are drafted to carry an envoy. On your turn, move as quickly as you can to **Willis (44)**. Take no other actions and deliver no cargo until you get there. You may use any station to reach Willis. You may not be assigned a second envoy until you deliver this one (even if you want to). Gain 1 Prestige for completing this run.

Play on any Trader not currently taking a turn or on yourself at any time.

TRADER'S LUCK

CALAMITY

Imperial Envoy !

You are drafted to carry an envoy. On your turn, move as quickly as you can to **May (54)**. Take no other actions and deliver no cargo until you get there. You may use any station to reach May. You may not be assigned a second envoy until you deliver this one (even if you want to). Gain 1 Prestige for completing this run.

Play on any Trader not currently taking a turn.

TRADER'S LUCK

CALAMITY

A Wrinkle in Time !

You are snared in the Matrix.

Lose 2 actions next turn.

Play on any Trader not currently taking a turn.

TRADER'S LUCK

CALAMITY

A Wrinkle in Time !

Attacked by an Alien,

you lose 2 actions next turn.

Play on any Trader not currently taking a turn.

TRADER'S LUCK

CALAMITY

A Wrinkle in Time !

An electromagnetic pulse strikes and you are briefly Lost.

Lose 2 actions next turn.

Blue (Family) Deck 2 of 2

TRADER'S LUCK

Play on yourself during your turn.

It's Bigger on the Inside !

If you need a hand, or some extra time, who you gonna call?

You may take **1** extra action this turn. (You may not take extra actions after a Random Jump.)

TRADER'S LUCK

Play on yourself on your turn.

Hyper-Clocked !

You temporarily gain access to a Leviathan Starburst.

For your current roll and the rest of your turn, you get +1 on every Regular Jump roll.

TRADER'S LUCK

Play during your turn or between turns, on another Trader.

CALAMITY

Warp in the Space-Time Continuum !

The playing Trader switches locations with your ship.

If you are the Tycoon Personality, you may play this on your own two ships.

TRADER'S LUCK

It's all a paradoxical time loop that suddenly resolves itself, so you ...

Avoid a Calamity !

Play this card when a Calamity card is played. The Calamity card has no effect, and both cards are discarded.

TRADER'S LUCK

Play on yourself during your turn.

All Your Station Are Belong To Us !

You have cracked the codes of a rival Trader. For one turn you may jump to all of that Trader's stations as though they were your own.

TRADER'S LUCK

Play on yourself during your turn.

It's Bigger on the Inside !

The Omega 13 gives you a few more seconds.

You may take up to **2** extra actions this turn. (You may not take extra actions after a Random Jump.)

TRADER'S LUCK

Play on yourself on your turn.

Hyper-Clocked !

You temporarily gain access to a Buckaroo Oscillation Overthrust.

For your current roll and the rest of your turn, you get +1 on every Regular Jump roll.

TRADER'S LUCK

Play on a ship of any Trader not currently taking a turn.

CALAMITY

Lost in Space !

Startled by the sudden appearance of a Vanduul Kingship, you hit the panic button.

Roll randomly for your new location (like rolling for a Random Jump).

TRADER'S LUCK

A new use for the transporter solves yet another crisis, and you ...

Avoid a Calamity !

Play this card when a Calamity card is played. The Calamity card has no effect, and both cards are discarded.

TRADER'S LUCK

Play on yourself during your turn.

It's Bigger on the Inside !

You hitch a ride on the Wayback Machine.

You may take up to **3** extra actions this turn. (You may not take extra actions after a Random Jump.)

TRADER'S LUCK

Play on yourself on your turn.

Hyper-Clocked !

You temporarily gain access to a Mr. Fusion and a Flux Capacitor.

For your current roll and the rest of your turn, you get +1 on every Regular Jump roll.

TRADER'S LUCK

Play on a ship of any Trader not currently taking a turn.

CALAMITY

Lost in Space !

Startled by the sudden appearance of an Ogre Mark V, you hit the panic button.

Roll randomly for your new location (like rolling for a Random Jump).

TRADER'S LUCK

A superpowerful alien takes your cue, so you ...

Avoid a Calamity !

Play this card when a Calamity card is played. The Calamity card has no effect, and both cards are discarded.

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x3

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x6

Red (Imperial) Deck 1 of 2

TRADER'S LUCK

Play during your turn, or between turns.

Skroob Proclaims !

Each Trader takes a station from Trader to left. Receiving Trader chooses which station. Skip Traders who have no station to lose.

TRADER'S LUCK

You must have a cargo to play this. Play on any Trader not currently taking a turn; you choose both cargos.

CALAMITY

Invasion of the Cargo Snatchers !

The playing Trader switches a cargo with you.
If you are the Tycoon Personality, you may play this on your own two cargos.

TRADER'S LUCK

Play on any Trader not currently taking a turn.

CALAMITY

Lose a Cargo !

One of your cargos is Terminated. It will *not* be back.
(If you have more than one cargo, select one randomly.)

TRADER'S LUCK

Spouting technobabble, your engineer rewires your ship, and you ...

Avoid a Calamity !

Play this card when a Calamity card is played. The Calamity card has no effect, and both cards are discarded.

TRADER'S LUCK

Play during your turn or between turns. You choose the Contract that is lost.

CALAMITY

A Glitch in the System !

Planet Express loses track of a Contract. Replace any current Contract with a new one. Cargos for the lost Contract are discarded.

If the new cargo is the same, Traders may keep their cargo and attempt to deliver it to the new destination. This can replace an Imperial Mission Contract, even your own.

TRADER'S LUCK

Play during your turn, or between turns.

Skroob Proclaims !

Each Trader takes a station from Trader to right. Receiving Trader chooses which station. Skip Traders who have no station to lose.

TRADER'S LUCK

Play on any Trader not currently taking a turn.

CALAMITY

Lose a Cargo !

Stitch accidentally destroys one of your cargos.
(If you have more than one cargo, select one randomly.)

TRADER'S LUCK

Yet another attractive alien finds you irresistible and saves you, so you ...

Avoid a Calamity !

Play this card when a Calamity card is played. The Calamity card has no effect, and both cards are discarded.

TRADER'S LUCK

Play on yourself during your turn.

All Your Station Are Belong To Us !

You have cracked the codes of a rival Trader. For one turn you may jump to all of that Trader's stations as though they were your own.

TRADER'S LUCK

Play during your turn or between turns. You choose the Contract that is lost.

CALAMITY

A Glitch in the System !

Spacely Spockets loses track of a Contract. Replace any current Contract with a new one. Cargos for the lost Contract are discarded.

If the new cargo is the same, Traders may keep their cargo and attempt to deliver it to the new destination. This can replace an Imperial Mission Contract, even your own.

TRADER'S LUCK

Play during your turn or between turns. You choose the direction of the storm.

CALAMITY

Ion Storm !

Every ship moves to the next galactic arm clockwise or counter-clockwise. (For example, a Trader on Verne would move to Gibson (clockwise) or Clarke (counter-cw).) Anyone who plays "Avoid a Calamity" is exempt; all other Traders (including the playing Trader) must move with the storm.

TRADER'S LUCK

Play on any Trader not currently taking a turn.

CALAMITY

Lose a Cargo !

You crash land in Roswell and lose a cargo.
(If you have more than one cargo, select one randomly.)

TRADER'S LUCK

It turns out the alien wasn't evil, just misunderstood, so you ...

Avoid a Calamity !

Play this card when a Calamity card is played. The Calamity card has no effect, and both cards are discarded.

TRADER'S LUCK

Play on yourself during your turn.

Priority Run !

The Imperial Secretary of Trade has granted you a special priority.
For one turn you may use *all* stations as though they were your own.

TRADER'S LUCK

Play during your turn or between turns. You choose the Contract that is lost.

CALAMITY

A Glitch in the System !

Andromeda finds a black hole: a Contract is lost forever. Replace any current Contract with a new one. Cargos for the lost Contract are discarded.

If the new cargo is the same, Traders may keep their cargo and attempt to deliver it to the new destination. This can replace an Imperial Mission Contract, even your own.

x3

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x3

<
x3

Red (Imperial) Deck 2 of 2

TRADER'S LUCK

Play immediately **after** any die roll, including your own. Any number of Zaps may be played on a roll.

Zap !

Light and shadow from a Twilight Zone alter reality.

Adjust any die roll made by any Trader by 1 point in either direction.

TRADER'S LUCK

Play on any Trader not currently taking a turn. You choose the station.

CALAMITY

Lose a Station !

The Emperor discovers the Rebels are operating a base out of your station, and takes appropriate measures!

TRADER'S LUCK

Play any time.

CALAMITY

Quarantine !

The Men in Black place a bionet around this world. Place a Quarantine marker on the chosen world. No Trader can leave that world without an "Avoid a Calamity" until the Quarantine is lifted.

See rulebook for lifting a quarantine.

TRADER'S LUCK

Play during your turn, while at station being taken over.

CALAMITY

Station Taken Over !

Klaatu barada nikto — which actually means:
The Trader who played this card gets your station where that Trader's ship is.

TRADER'S LUCK

Play during your turn or between turns.

CALAMITY (for others)

Imperial Jubilee !

The Emperor declares a Jubilee in the playing Trader's honor. All *other* Traders must each pay the bank an entertainment tax of half their cash (round down), but no more than \$10. An "Avoid a Calamity" exempts only one Trader.

TRADER'S LUCK

Play immediately **after** any die roll, including your own. Any number of Zaps may be played on a roll.

Zap !

Apes Zira and Cornelius decide to help you.

Adjust any die roll made by any Trader by 1 point in either direction.

TRADER'S LUCK

Play on any Trader not currently taking a turn. You choose the station.

CALAMITY

Lose a Station !

The Galactic Hyperspace Planning Council has built a hyperspace express route through your station.

TRADER'S LUCK

Play any time.

CALAMITY

Quarantine !

Flash! (A-ah!) This world is covered with a lightning field. Place a Quarantine on the chosen world. No Trader can leave that world without an "Avoid a Calamity" until the Quarantine is lifted.

See rulebook for lifting a quarantine.

TRADER'S LUCK

Play during your turn, while at station being taken over.

CALAMITY

Station Taken Over !

Time Bandits steal your station and give it to the Trader who played this card, taking over the station where that Trader's ship is.

TRADER'S LUCK

Play on any Trader not currently taking a turn. You choose the station.

CALAMITY

Lose a Station !

Cylons destroy your station!

TRADER'S LUCK

Play any time.

CALAMITY

Quarantine !

Cute, furry, hungry creatures overrun the world and all ships. Place a Quarantine on the chosen world. No Trader can leave that world without an "Avoid a Calamity" until the Quarantine is lifted.

See rulebook for lifting a quarantine.

TRADER'S LUCK

Play during your turn, while at station being taken over.

CALAMITY

Station Taken Over !

The Peacekeepers requisition your station and give it to the Trader who played this card, taking over the station where that Trader's ship is.

TRADER'S LUCK

Play during your turn, while at same world as ship you rob. You choose the cargo.

CALAMITY

Pigs in Space !

The Trader who gave you this card is stealing a cargo.

x3