

TF PEGASUS 7



1/2 UNIT - FIGHTER WING

11/2

STEALTH:
MANEUVERABILITY OF THE UNIT
THAT TARGETS TF PEGASUS DROPS
DOWN BY HALF (ROUND UP).

BY MARTIN "09.14" TOKARSKI

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BY MARTIN "09.14" TOKARSKI

TF LOKI 5



1/3 UNIT - FIGHTER WING

10/3

SCOUT FIGHTER:
PAY 1: IF TF LOKI IS IN THE
BATTLE ZONE, YOU CAN LOOK UP
TOD THREE OF THE CARDS IN
YOUR OPPONENT'S HAND. YOU
MAY USE THIS ABILITY ONLY
ONCE PER TURN.

BY MARTIN "09.14" TOKARSKI

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1/3 UNIT - FIGHTER WING

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BY MARTIN "09.14" TOKARSKI

TF PERSEUS 6



2/4 UNIT - FIGHTER WING

9/4

SPACE SUPERIORITY:
PAY 1: CHOOSE YOUR CAPITAL
SHIP THAT IS TARGET BY ENEMY
BOMBER WING. TF PERSEUS IS
TARGET FOR THAT WING INSTEAD
OF YOUR CAPITAL SHIP.

BY MARTIN "09.14" TOKARSKI

TF PERSEUS 6



2/4 UNIT - FIGHTER WING

9/4

SPACE SUPERIORITY:
PAY 1: CHOOSE YOUR CAPITAL
SHIP THAT IS TARGET BY ENEMY
BOMBER WING. TF PERSEUS IS
TARGET FOR THAT WING INSTEAD
OF YOUR CAPITAL SHIP.

BY MARTIN "09.14" TOKARSKI

TF PERSEUS 6



2/4 UNIT - FIGHTER WING

9/4

SPACE SUPERIORITY:
PAY 1: CHOOSE YOUR CAPITAL
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BY MARTIN "09.14" TOKARSKI

TF PERSEUS 6



2/4 UNIT - FIGHTER WING

9/4

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PAY 1: CHOOSE YOUR CAPITAL
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BY MARTIN "09.14" TOKARSKI

TF PERSEUS 6



2/4 UNIT - FIGHTER WING

9/4

SPACE SUPERIORITY:
PAY 1: CHOOSE YOUR CAPITAL
SHIP THAT IS TARGET BY ENEMY
BOMBER WING. TF PERSEUS IS
TARGET FOR THAT WING INSTEAD
OF YOUR CAPITAL SHIP.

BY MARTIN "09.14" TOKARSKI

TF ERINYES 7



2/6 UNIT - FIGHTER WING

8/5

PAY 2 - TF ERINYES GAINS +1
AC OR +1 AA UNTIL THE END OF
THE TURN.

TF ERINYES CANNOT HAVE A SINGLE
USE EQUIPMENT CARD ATTACHED.

BY MARTIN "09.14" TOKARSKI

TF ERINYES 7



2/6 UNIT - FIGHTER WING

8/5

PAY 2 - TF ERINYES GAINS +1 AC OR +1 AA UNTIL THE END OF THE TURN.

TF ERINYES CANNOT HAVE A SINGLE USE EQUIPMENT CARD ATTACHED.

BY MARTIN "09.14" TOKARSKI

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2/6 UNIT - FIGHTER WING

8/5

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2/6 UNIT - FIGHTER WING

8/5

PAY 2 - TF ERINYES GAINS +1 AC OR +1 AA UNTIL THE END OF THE TURN.

TF ERINYES CANNOT HAVE A SINGLE USE EQUIPMENT CARD ATTACHED.

BY MARTIN "09.14" TOKARSKI

TF HERCULES MARK II 6



4/4 UNIT - FIGHTER WING

7/6

ASSAULT FIGHTER:
PAY 3 - WHEN TF HERCULES MARK II TARGETS A CRUISER IT GAINS +2 AC UNTIL THE END OF THE TURN.

EXTENDED MISSILE BANKS:
TF HERCULES MARK II CAN USE THE SAME SINGLE USE EQUIPMENT CARD TWICE.

BY MARTIN "09.14" TOKARSKI

TF HERCULES MARK II 6



4/4 UNIT - FIGHTER WING

7/6

ASSAULT FIGHTER:
PAY 3 - WHEN TF HERCULES MARK II TARGETS A CRUISER IT GAINS +2 AC UNTIL THE END OF THE TURN.

EXTENDED MISSILE BANKS:
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7/6

ASSAULT FIGHTER:
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ASSAULT FIGHTER:
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PAY 3 - WHEN TF HERCULES MARK II TARGETS A CRUISER IT GAINS +2 AC UNTIL THE END OF THE TURN.

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BY MARTIN "09.14" TOKARSKI

TB ARTEMIS 7



5/3 UNIT - Bomber Wing

8/6

WHEN TB ARTEMIS TARGETS A CORVETTE OR DESTROYER IT GAINS +4 AC UNTIL THE END OF THE TURN.

BY MARTIN "09.14" TOKARSKI

TB ARTEMIS 7



5/3 UNIT - Bomber Wing

8/6

WHEN TB ARTEMIS TARGETS A CORVETTE OR DESTROYER IT GAINS +4 AC UNTIL THE END OF THE TURN.

BY MARTIN "09.14" TOKARSKI

TB ARTEMIS 7



5/3 UNIT - Bomber Wing

8/6

WHEN TB ARTEMIS TARGETS A CORVETTE OR DESTROYER IT GAINS +4 AC UNTIL THE END OF THE TURN.

BY MARTIN "09.14" TOKARSKI

TB ARTEMIS 7



5/3 UNIT - Bomber Wing

8/6

WHEN TB ARTEMIS TARGETS A CORVETTE OR DESTROYER IT GAINS +4 AC UNTIL THE END OF THE TURN.

BY MARTIN "09.14" TOKARSKI

TB ARTEMIS 7




5/3 UNIT - Bomber Wing

8/6

WHEN TB ARTEMIS TARGETS A CORVETTE OR DESTROYER IT GAINS +4 AC UNTIL THE END OF THE TURN.

BY MARTIN "09.14" TOKARSKI

TB BOANERGES 8




8/1 UNIT - Bomber Wing

6/7

PAY 1 - WHEN TB BOANERGES IS TARGETED BY A FIGHTER WING OR CRUISER IT GAINS +2 MN. YOU MAY USE THIS ABILITY ONLY ONCE PER TURN.

BY MARTIN "09.14" TOKARSKI

TB BOANERGES 8



8/1 UNIT - Bomber Wing

6/7

PAY 1 - WHEN TB BOANERGES IS TARGETED BY A FIGHTER WING OR CRUISER IT GAINS +2 MN. YOU MAY USE THIS ABILITY ONLY ONCE PER TURN.

BY MARTIN "09.14" TOKARSKI

The main game board area features a large, detailed illustration of a dark, angular starship with red lights, flying through a blue and white cloudy sky. Below the illustration is a large, dark rectangular area containing the text:

8/1 UNIT - Bomber Wing

6/7

PAY 1 - WHEN TB BOANERGES IS TARGETED BY A FIGHTER WING OR CRUISER IT GAINS +2 MN. YOU MAY USE THIS ABILITY ONLY ONCE PER TURN.

The image shows a mission card for the TC Fenris ship. At the top, the ship's name "TC FENRIS" is displayed in a stylized font. To the right is a large number "5" inside a circle. Below the name is a photograph of the TC Fenris ship, a large, complex vessel with multiple wings and a central tower, set against a background of a blue planet and purple nebulae. Below the photo, the text "5/8" is on the left, followed by a 3x3 grid icon with the bottom-right square missing, and then "6\6" on the left. To the right of these is the text "UNIT - CRUISER". Below this is a large black rectangular area containing the mission text in white: "FUSION MORTAR: PAY 2 - DESTROY ONE EQUIPMENT OR SPECIAL CARD THAT IS ATTACHED TO TC FENRIS TARGET. PAY 3 - FUSION MORTAR INSTANTLY DEALS 2 DAMAGE TC FENRIS TARGET." On the left side of this black area is a vertical progress bar with four segments, the second of which is filled. At the bottom left of the card is a yellow arrow icon pointing right. At the bottom center, the text "BY MARTIN NG & J. A. TONARSKI" is printed.

The image shows a detailed illustration of the TC Fenris ship, a large, dark, angular vessel with multiple gun turrets and a complex hull structure. It is set against a backdrop of a bright blue planet and a dark, starry space. The ship's design is futuristic and militaristic. Below the ship, the mission details are presented in a structured format. The top left corner features a yellow tab with the number '5'. The top center has the text 'TC FENRIS' in a bold, sans-serif font. The bottom left corner has a yellow tab with the number '5/8' and a small icon of a diamond with a cross inside. The bottom center has the text 'UNIT - CRUISER' in a bold, sans-serif font. The bottom right corner has a yellow tab with the number '6/6' and a small icon of a diamond with a cross inside. The bottom center has the text 'FUSION MORTAR:' in a bold, sans-serif font. Below this, the mission steps are listed in a bold, sans-serif font: 'PAY 2 - DESTROY ONE EQUIPMENT OR SPECIAL CARD THAT IS ATTACHED TO TC FENRIS TARGET.', 'PAY 3 - FUSION MORTAR INSTANTLY DEALS 2 DAMAGE TC FENRIS TARGET.', and 'BY MARTIN "G914" TOKARSKI'.

The image shows a game card for the 'TC Fenris' unit. At the top, the name 'TC FENRIS' is printed in a bold, sans-serif font. To the right of the name is a large, stylized number '5' inside a rounded square. Below the name is a rectangular image of a futuristic spaceship, the TC Fenris, set against a background of a blue planet and a purple nebula. The ship has a complex, angular design with various thrusters and sensors. Below the image, the text '5/8' is displayed next to a small icon of four diamonds arranged in a cross pattern. To the right of this is the text 'UNIT - CRUISER'. Further down, the text '6/6' is shown next to another icon of four diamonds. Below this is the unit's special ability, 'FUSION MORTAR:', followed by three lines of text describing its effects: 'PAY 2 - DESTROY ONE EQUIPMENT OR SPECIAL CARD THAT IS ATTACHED TO TC FENRIS TARGET.', 'PAY 3 - FUSION MORTAR INSTANTLY DEALS 2 DAMAGE TC FENRIS TARGET.', and 'TARGET.'.

A detailed illustration of the TC Fenris Unit - Cruiser, a large, dark-colored spacecraft with multiple red lights and a complex, angular design. It is shown in a space environment with a bright blue planet in the background and a nebula in the foreground. The ship has a central body with two large, rectangular wings or sections extending outwards, each featuring a red light. The overall aesthetic is futuristic and militaristic.

A detailed illustration of the TC Fenris, a large, complex space vessel with multiple wings and a central body, set against a backdrop of a blue planet and a purple nebula. The ship has red lights and markings, including the number '17' on its right wing.

The image shows a detailed illustration of the TC Aeolus, a large, multi-segmented space cruiser. It is depicted from a three-quarter perspective, showing its complex hull with various gun emplacements, sensor arrays, and structural details. The ship is set against a deep blue space background filled with numerous white stars. The ship's design is reminiscent of the Star Wars universe, with a mix of metallic textures and functional-looking components. The overall aesthetic is that of a high-quality miniature game component.

TC AEOLUS

8

4/15

UNIT - CRUISER

5/7

FLAK CANON:

AT THE BEGINNING OF THE BATTLE PHASE, SELECT 2 FIGHTER OR BOMBER WINGS - BOTH TARGETS ARE INSTANTLY DEALT 1 DAMAGE.

BY MARTIN ROS 1.4" TOKASKI

This is a detailed image of a game card for the 'TC Aeolus' unit. The card has a dark, textured background with a blue and black space-themed illustration of the Aeolus cruiser. The card includes the unit name 'TC AEOLUS' at the top, a large number '8' in the top right corner, and a cost of '4/15' on the left. The unit type is 'UNIT - CRUISER'. Below this is a power level of '5/7'. The card features a 'FLAK CANON' ability that allows the player to deal 1 damage to two fighter or bomber wings at the start of the battle phase. The card is signed 'BY MARTIN ROS 1.4" TOKASKI' at the bottom.

TCV DEIMOS

10



7 / 10

UNIT - CORVETTE



4 / 10

PAY 2 - TCV DEIMOS GAINS +1 AA UNTIL THE END OF THE TURN.

PAY 3 - TCV DEIMOS GAINS +2 AC UNTIL THE END OF THE TURN. YOU MAY USE THIS ABILITY ONLY ONCE PER TURN.

BY MARTIN "G9 (4" TOKASSI)

TCV DEIMOS

10

7/10

UNIT - CORVETTE

4/10

PAY 2 - TCV DEIMOS GAINS +1 AA UNTIL THE END OF THE TURN.

PAY 3 - TCV DEIMOS GAINS +2 AC UNTIL THE END OF THE TURN. YOU MAY USE THIS ABILITY ONLY ONCE PER TURN.

BY MARTIN HOBBS & TOMASZ

The image shows a game card for the TCV Deimos unit. The card has a dark, textured background. At the top, the unit name 'TCV DEIMOS' is written in a bold, sans-serif font. To the right of the name is a large, white, stylized number '10'. Below the name is a large, rectangular image of the TCV Deimos unit, a large, dark, angular spacecraft with multiple sections and glowing blue lights. The unit is set against a background of a blue and white nebula. Below the image, the unit's name 'UNIT - CORVETTE' is written in a bold, sans-serif font. To the left of the unit name are two sets of dice icons: a 7-sided die and a 10-sided die. Below the dice icons is the unit's cost, '4/10'. The card features two ability boxes. The first ability box is labeled 'PAY 2' and contains the text 'TCV DEIMOS GAINS +1 AA UNTIL THE END OF THE TURN.' The second ability box is labeled 'PAY 3' and contains the text 'TCV DEIMOS GAINS +2 AC UNTIL THE END OF THE TURN. YOU MAY USE THIS ABILITY ONLY ONCE PER TURN.' At the bottom of the card, the text 'BY MARTIN HOBBS & TOMASZ' is written in a small, sans-serif font.

TCV DEIMOS

10

7/10

UNIT - CORVETTE

4/10

PAY 2 - TCV DEIMOS GAINS +1 AA UNTIL THE END OF THE TURN.

PAY 3 - TCV DEIMOS GAINS +2 AC UNTIL THE END OF THE TURN. YOU MAY USE THIS ABILITY ONLY ONCE PER TURN.

BY MARTIN HOBBS (4+) TORASSI

The image shows a detailed illustration of the TCV Deimos, a large, dark, angular space vessel with multiple sections and glowing blue lights. It is set against a dramatic, cloudy blue and white background. The card itself has a dark, textured border with a metallic, slightly worn appearance. The text is in a clean, sans-serif font, with the unit name and abilities in white and the cost in yellow. The card is oriented vertically, with the unit name at the top and the abilities at the bottom.

TCV DEIMOS10



7/10

UNIT - CORVETTE

4/10

PAY 2 - TCV DEIMOS GAINS +1 AA UNTIL THE END OF THE TURN.

PAY 3 - TCV DEIMOS GAINS +2 AC UNTIL THE END OF THE TURN. YOU MAY USE THIS ABILITY ONLY ONCE PER TURN.

BY MARTIN "09.14" TOKARSKI

TCV DEIMOS10



7/10

UNIT - CORVETTE

4/10

PAY 2 - TCV DEIMOS GAINS +1 AA UNTIL THE END OF THE TURN.

PAY 3 - TCV DEIMOS GAINS +2 AC UNTIL THE END OF THE TURN. YOU MAY USE THIS ABILITY ONLY ONCE PER TURN.

BY MARTIN "09.14" TOKARSKI

TCV PHOBOS9



10/10

UNIT - CORVETTE

3/11

SENSOR DISRUPTOR:
CAPITAL SHIPS TARGETING TCV PHOBOS RECEIVE -1 MN.

BY MARTIN "09.14" TOKARSKI

TCV PHOBOS9



10/10

UNIT - CORVETTE

3/11

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10/10


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3/11

SENSOR DISRUPTOR:
CAPITAL SHIPS TARGETING TCV PHOBOS RECEIVE -1 MN.

BY MARTIN "09.14" TOKARSKI

TD ORION13



12/7

UNIT - DESTROYER


2/15

PAY 3 - TD ORION ATTACK 2 CAPITAL SHIPS SIMULTANEOUSLY. THE FIRE-POWER USED TO DAMAGE EACH TARGET IS EQUAL TO HALF THAT OF THE ORIGINAL (ROUNDING UP). THE DAMAGE DEALT TO ONE TARGET OF YOUR CHOICE IS INSTANTANEOUS.

HANGAR BAY:
TD ORION CAN CARRY 3 WINGS OF FIGHTERS AND BOMBERS.

BY MARTIN "09.14" TOKARSKI

TD ORION13



12/7

UNIT - DESTROYER

2/15

PAY 3 - TD ORION ATTACK 2 CAPITAL SHIPS SIMULTANEOUSLY. THE FIRE-POWER USED TO DAMAGE EACH TARGET IS EQUAL TO HALF THAT OF THE ORIGINAL (ROUNDING UP). THE DAMAGE DEALT TO ONE TARGET OF YOUR CHOICE IS INSTANTANEOUS.

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12/7

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HANGAR BAY:
TD ORION CAN CARRY 3 WINGS OF FIGHTERS AND BOMBERS.

BY MARTIN "09.14" TOKARSKI

TD HECATE14



10/12

UNIT - DESTROYER

1/15

SENSOR ARRAY:
PAY 3 - ALL OF YOUR FIGHTERS AND BOMBERS WINGS IN THE BATTLE ZONE GAIN +1 MN UNTIL THE END OF THE TURN.

HANGAR BAY:
TD HECATE CAN CARRY 4 WINGS OF FIGHTERS AND BOMBERS.

BY MARTIN "09.14" TOKARSKI

TD HECATE14



10/12

UNIT - DESTROYER

1/15

SENSOR ARRAY:
PAY 3 - ALL OF YOUR FIGHTERS AND BOMBERS WINGS IN THE BATTLE ZONE GAIN +1 MN UNTIL THE END OF THE TURN.

HANGAR BAY:
TD HECATE CAN CARRY 4 WINGS OF FIGHTERS AND BOMBERS.

BY MARTIN "09.14" TOKARSKI

TD HECATE14



10/12

UNIT - DESTROYER

1/15

SENSOR ARRAY:
PAY 3 - ALL OF YOUR FIGHTERS AND BOMBERS WINGS IN THE BATTLE ZONE GAIN +1 MN UNTIL THE END OF THE TURN.

HANGAR BAY:
TD HECATE CAN CARRY 4 WINGS OF FIGHTERS AND BOMBERS.

BY MARTIN "09.14" TOKARSKI

TD HECATE14



10/12

UNIT - DESTROYER

1/15

SENSOR ARRAY:
PAY 3 - ALL OF YOUR FIGHTERS AND BOMBERS WINGS IN THE BATTLE ZONE GAIN +1 MN UNTIL THE END OF THE TURN.

HANGAR BAY:
TD HECATE CAN CARRY 4 WINGS OF FIGHTERS AND BOMBERS.

BY MARTIN "09.14" TOKARSKI

TD HECATE 14



10/12 UNIT - DESTROYER

1\15

SENSOR ARRAY:
PAY 3 - ALL OF YOUR FIGHTERS AND BOMBERS WINGS IN THE BATTLE ZONE GAIN +1 MN UNTIL THE END OF THE TURN.
HANGAR BAY:
TD HECATE CAN CARRY 4 WINGS OF FIGHTERS AND BOMBERS.

BY MARTIN "09.14" TOKARSKI

TJ COLOSSUS 19



12/14 UNIT - JUGGERNAUT

1\26

COMMAND SHIP:
IF TJ COLOSSUS IS IN THE BATTLE ZONE, ALL OF YOUR UNITS GAIN +1 MN/+1 HP, EXCEPT TJ COLOSSUS. THERE CAN BE ONLY ONE COMMAND SHIP IN THE BATTLE ZONE.
HANGAR BAY:
TJ COLOSSUS CAN CARRY 6 WINGS OF FIGHTERS AND BOMBERS.

BY MARTIN "09.14" TOKARSKI

TJ COLOSSUS 19



12/14 UNIT - JUGGERNAUT

1\26

COMMAND SHIP:
IF TJ COLOSSUS IS IN THE BATTLE ZONE, ALL OF YOUR UNITS GAIN +1 MN/+1 HP, EXCEPT TJ COLOSSUS. THERE CAN BE ONLY ONE COMMAND SHIP IN THE BATTLE ZONE.
HANGAR BAY:
TJ COLOSSUS CAN CARRY 6 WINGS OF FIGHTERS AND BOMBERS.

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HANGAR BAY:
TJ COLOSSUS CAN CARRY 6 WINGS OF FIGHTERS AND BOMBERS.

BY MARTIN "09.14" TOKARSKI

TFR TRITON 7



- / 10 UNIT - FREIGHTER

7\5

FREIGHTER:
IF TFR TRITON IS IN THE BATTLE ZONE AT THE BEGINNING OF THE TURN, YOU MAY DRAW ONE MORE CARD THAN USUAL.
TFR TRITON IS TREATED AS CRUISER. HOWEVER, IT CAN ONLY BE ATTACKED IN THE BATTLE ZONE WHEN THE REST OF YOUR UNITS ACQUIRE TARGETS OR BECOME TARGETS THEMSELVES.

BY MARTIN "09.14" TOKARSKI

TFR TRITON 7



- / 10 UNIT - FREIGHTER

7\5

FREIGHTER:
IF TFR TRITON IS IN THE BATTLE ZONE AT THE BEGINNING OF THE TURN, YOU MAY DRAW ONE MORE CARD THAN USUAL.
TFR TRITON IS TREATED AS CRUISER. HOWEVER, IT CAN ONLY BE ATTACKED IN THE BATTLE ZONE WHEN THE REST OF YOUR UNITS ACQUIRE TARGETS OR BECOME TARGETS THEMSELVES.

BY MARTIN "09.14" TOKARSKI

TFR TRITON 7



- / 10 UNIT - FREIGHTER

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BY MARTIN "09.14" TOKARSKI

TI ARCADIA 7



- / 14 UNIT - INSTALLATION

- \ 16

YOU MAY PLACE TI ARCADIA DIRECTLY INTO THE BATTLE ZONE. WHILE TI ARCADIA IS IN PLAY, THE OWNING PLAYER GAINS +1 CP AT THE BEGINNING OF EACH TURN. IF TI ARCADIA IS PLACED IN THE BATTLE ZONE, THE OWNING PLAYER INSTEAD GAINS +2 CP AND CAN EQUIP UNITS THERE. TI ARCADIA CAN ONLY BE ATTACKED WHEN THE REST OF YOUR UNITS ACQUIRE TARGETS OR BECOME TARGETS THEMSELVES.

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BY MARTIN "09.14" TOKARSKI

TSG MJOLNIR6



12/- UNIT - INSTALLATION



-110

YOU MUST PLACE TSG MJOLNIR DIRECTLY INTO THE BATTLE ZONE.

PAY 1 - IF THE TARGET ENEMY CAPITAL SHIP HAD JUST NOW JUMPED INTO THE BATTLE ZONE, IT IS INSTANTLY DEALT 2 DAMAGE.

TSG MJOLNIR CAN ONLY BE ATTACKED WHEN THE REST OF YOUR UNITS ACQUIRE TARGETS OR BECOME TARGETS THEMSELVES.

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BY MARTIN "09.14" TOKARSKI

MESON WARHEAD6



SINGLE USE


EQUIPMENT

ATTACH TO A CAPITAL SHIP.

USED DESTORYS ALL FIGHTER AND BOMBER WINGS IN THE BATTLE ZONE. TWO CAPITAL SHIPS OF YOUR CHOICE GETS DAMAGE COUNTER.

BY MARTIN "09.14" TOKARSKI

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BY MARTIN "09.14" TOKARSKI

EMP WARHEAD4



SINGLE USE

EQUIPMENT

ATTACH TO ANY TYPE OF UNIT.

ANY UNIT THAT EMP WARHEAD IS USED ON GIVES IT 0 MN AND 0 HP UNTIL THE END OF THE TURN.

PAY 3 - YOU MAY KEEP EMP WARHEAD TO USE IN THE NEXT TURN.

BY MARTIN "09.14" TOKARSKI

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BY MARTIN "09.14" TOKARSKI

TM TREBUCHET3



SINGLE USE

EQUIPMENT

ATTACH TO A FIGHTER WING.

IF YOU USE TREBUCHET ON A BOMBER WING, IT IS DEALT 5 DAMAGE. IF USED ON A CAPITAL SHIP, IT IS DEALT 2 DAMAGE.

BY MARTIN "09.14" TOKARSKI

TM TREBUCHET

3

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BY MARTIN "C9 1.4" TOKARSKI

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BY MARTIN "C9 1.4" TOKARSKI

SILETTO II MISSILE

3

SINGLE USE

EQUIPMENT

ATTACH TO A BOMBER WING.

YOU MAY USE SILETTO II ON A CAPITAL SHIP THAT HAS TARGETED THIS BOMBER WING. IN THIS CASE, ONE EQUIPMENT CARD ATTACHED TO THE CAPITAL SHIP IS DESTROYED AND THE SHIP IS INSTANTLY DEALT 2 DAMAGE.

YOU MAY USE SILETTO II ON A RANDOM FIGHTER OR BOMBER WING. IN THIS CASE, THE TARGET RECEIVES -2 MN UNTIL THE END OF THE TURN.

BY MARTIN "C9 1.4" TOKARSKI

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BY MARTIN "C9 1.4" TOKARSKI

TAG SYSTEM

5

MULTI USE

EQUIPMENT

ATTACH TO ANY UNIT.

BEFORE THE BATTLE PHASE, AN ENEMY UNIT OF YOUR CHOICE IS INSTANTLY DEALT 1 DAMAGE FROM EACH OF YOUR UNITS THAT HAVE AN ATTACHED TAG SYSTEM CARD.

BY MARTIN "C9 1.4" TOKARSKI

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BY MARTIN "C9 1.4" TOKARSKI

TEP HERMES

3

MULTI USE

EQUIPMENT

ATTACH TO A CAPITAL SHIP.

WHEN THAT CAPITAL SHIP IS DESTROYED, ALL OF THE EQUIPMENT AND SPECIAL CARDS (INCLUDING TEP HERMES) THAT WERE ATTACHED TO IT ARE INSTANTLY PLACED IN THE FLEET ZONE. THESE CARDS THEN MUST BE REATTACHED TO THE UNITS CURRENTLY IN THE FLEET ZONE. AFTERWARDS, TEP HERMES AND THE REMAINING UNATTACHED CARDS ARE PLACED IN THE USED CARDS POT.

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HARPOON POD 3

MULTI USE

EQUIPMENT

ATTACH TO A FIGHTER WING. THAT FIGHTER WING GAINS THE ABILITY: PAY 1 – FIGHTER WING GAINS +1 AA UNTIL THE END OF THE TURN. YOU MAY USE THIS ABILITY ONLY ONCE PER TURN.

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REINFORCED STRUCTURE OF HULL 4

MULTI USE

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ION THRUSTERS 7

TECHNOLOGY

EQUIPMENT

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HEAVY FLAK TECHNOLOGY9

TECHNOLOGY

EQUIPMENT

PAY 4 - ALL OF YOUR CAPITAL SHIPS GAIN THE ABILITY TO SACRIFICE 7 AA TO INSTANTLY DEAL 1 DAMAGE TO ANY FIGHTER OR BOMBER WING IN THE BATTLE ZONE. SACRIFICED THIS WAY AA CAN FROM ONLY ONE SHIP. SUM UP AA POINTS FROM MANY SHIPS IS FORBIDDEN.

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BY MARTIN "C9 1.4" TOKARSKI

EVASIVE MANOEUVRES2

ORDER

PREVENT THE NEXT 2 DAMAGE THAT WOULD BE DEALT TO THE SELECTED UNIT.

BY MARTIN "C9 1.4" TOKARSKI

EVASIVE MANOEUVRES2

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SHIP ATTENDED3

ORDER

CHOOSE ONE OF YOUR UNITS. THIS UNIT WILL SUPPORT ANOTHER UNIT OF YOUR CHOICE IN THIS BATTLE PHASE AS IF IT WERE A SUPPORT UNIT.

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BY MARTIN "09 14" TOKARSKI

TACTICAL RETREAT4

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CHOOSE ONE OF YOUR UNITS. THIS UNIT JUMPS FROM THE BATTLE ZONE INSTANTLY WITHOUT PAYING ANY JUMP COSTS. ALL DAMAGE ON THIS UNIT IS REPAIRED AND CARD ABILITIES USED ON IT ARE NEGATED.

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BY MARTIN "09 14" TOKARSKI

TACTICAL RETREAT4

ORDER

CHOOSE ONE OF YOUR UNITS. THIS UNIT JUMPS FROM THE BATTLE ZONE INSTANTLY WITHOUT PAYING ANY JUMP COSTS. ALL DAMAGE ON THIS UNIT IS REPAIRED AND CARD ABILITIES USED ON IT ARE NEGATED.

BY MARTIN "09 14" TOKARSKI

TACTICAL RETREAT4

ORDER

CHOOSE ONE OF YOUR UNITS. THIS UNIT JUMPS FROM THE BATTLE ZONE INSTANTLY WITHOUT PAYING ANY JUMP COSTS. ALL DAMAGE ON THIS UNIT IS REPAIRED AND CARD ABILITIES USED ON IT ARE NEGATED.

BY MARTIN "09 14" TOKARSKI

TIGHT FORMATION3

ORDER

CHOOSE TWO OF YOUR UNITS. BOTH OF THEM GAIN +3 AC/+3 AA AND -1 MN UNTIL THE END OF THE TURN.

BY MARTIN "09 14" TOKARSKI

TIGHT FORMATION3

ORDER

CHOOSE TWO OF YOUR UNITS. BOTH OF THEM GAIN +3 AC/+3 AA AND -1 MN UNTIL THE END OF THE TURN.

BY MARTIN "09 14" TOKARSKI

TIGHT FORMATION3

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BY MARTIN "09 14" TOKARSKI

TIGHT FORMATION3

ORDER

CHOOSE TWO OF YOUR UNITS. BOTH OF THEM GAIN +3 AC/+3 AA AND -1 MN UNTIL THE END OF THE TURN.

BY MARTIN "09 14" TOKARSKI

IRON DISCIPLINE3

ORDER

THIS CARD MUST BE PLAYED ON ONE OF YOUR UNITS AT THE BEGINNING OF THE BATTLE PHASE. THIS UNIT IS IMMUNE TO THE INFLUENCE OF EVENT CARDS UNTIL THE END OF THE TURN.

BY MARTIN "09 14" TOKARSKI

IRON DISCIPLINE3

ORDER

THIS CARD MUST BE PLAYED ON ONE OF YOUR UNITS AT THE BEGINNING OF THE BATTLE PHASE. THIS UNIT IS IMMUNE TO THE INFLUENCE OF EVENT CARDS UNTIL THE END OF THE TURN.

BY MARTIN "09 14" TOKARSKI

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THIS CARD MUST BE PLAYED ON ONE OF YOUR UNITS AT THE BEGINNING OF THE BATTLE PHASE. THIS UNIT IS IMMUNE TO THE INFLUENCE OF EVENT CARDS UNTIL THE END OF THE TURN.

BY MARTIN "09 14" TOKARSKI

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THIS CARD MUST BE PLAYED ON ONE OF YOUR UNITS AT THE BEGINNING OF THE BATTLE PHASE. THIS UNIT IS IMMUNE TO THE INFLUENCE OF EVENT CARDS UNTIL THE END OF THE TURN.

BY MARTIN "09 14" TOKARSKI

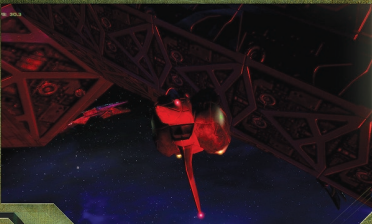
IRON DISCIPLINE3

ORDER

THIS CARD MUST BE PLAYED ON ONE OF YOUR UNITS AT THE BEGINNING OF THE BATTLE PHASE. THIS UNIT IS IMMUNE TO THE INFLUENCE OF EVENT CARDS UNTIL THE END OF THE TURN.

BY MARTIN "09 14" TOKARSKI

RECOMMENDATION 2




ORDER

A FRIENDLY FIGHTER OR BOMBER WING OF YOUR CHOICE GAINS +1 AC OR +1 AA UNTIL THE END OF THE TURN.

BY MARTIN "C9 14" TOKARSKI

RECOMMENDATION 2




ORDER

A FRIENDLY FIGHTER OR BOMBER WING OF YOUR CHOICE GAINS +1 AC OR +1 AA UNTIL THE END OF THE TURN.

BY MARTIN "C9 14" TOKARSKI

RECOMMENDATION 2




ORDER

A FRIENDLY FIGHTER OR BOMBER WING OF YOUR CHOICE GAINS +1 AC OR +1 AA UNTIL THE END OF THE TURN.

BY MARTIN "C9 14" TOKARSKI

RECOMMENDATION 2




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A FRIENDLY FIGHTER OR BOMBER WING OF YOUR CHOICE GAINS +1 AC OR +1 AA UNTIL THE END OF THE TURN.

BY MARTIN "C9 14" TOKARSKI

RECOMMENDATION 2




ORDER

A FRIENDLY FIGHTER OR BOMBER WING OF YOUR CHOICE GAINS +1 AC OR +1 AA UNTIL THE END OF THE TURN.

BY MARTIN "C9 14" TOKARSKI

"COVERING YOUR SIX" 2




ORDER

IF ONE OF YOUR OPPONENT'S UNITS TARGETS ONE OF YOUR BOMBER WINGS, YOU MAY CHANGE ITS TARGET TO ONE OF YOUR FIGHTER WINGS.

BY MARTIN "C9 14" TOKARSKI

"COVERING YOUR SIX" 2



ORDER

IF ONE OF YOUR OPPONENT'S UNITS TARGETS ONE OF YOUR BOMBER WINGS, YOU MAY CHANGE ITS TARGET TO ONE OF YOUR FIGHTER WINGS.

BY MARTIN "C9 14" TOKARSKI

"COVERING YOUR SIX" 2




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BY MARTIN "C9 14" TOKARSKI

"COVERING YOUR SIX" 2



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BY MARTIN "C9 14" TOKARSKI

"COVERING YOUR SIX" 2



ORDER

IF ONE OF YOUR OPPONENT'S UNITS TARGETS ONE OF YOUR BOMBER WINGS, YOU MAY CHANGE ITS TARGET TO ONE OF YOUR FIGHTER WINGS.

BY MARTIN "C9 14" TOKARSKI

ATTACK FROM THE FLANK 2




ORDER

THE CHOSEN BOMBER OR FIGHTER WING THAT IS TARGETING A CAPITAL SHIP GAINS +2 AC UNTIL THE END OF THE TURN.

BY MARTIN "C9 14" TOKARSKI

ATTACK FROM THE FLANK 2




ORDER

THE CHOSEN BOMBER OR FIGHTER WING THAT IS TARGETING A CAPITAL SHIP GAINS +2 AC UNTIL THE END OF THE TURN.

BY MARTIN "C9 14" TOKARSKI

ATTACK FROM THE FLANK 2



ORDER

THE CHOSEN BOMBER OR FIGHTER WING THAT IS TARGETING A CAPITAL SHIP GAINS +2 AC UNTIL THE END OF THE TURN.

BY MARTIN "C9 14" TOKARSKI

ATTACK FROM THE FLANK 2




ORDER

THE CHOSEN BOMBER OR FIGHTER WING THAT IS TARGETING A CAPITAL SHIP GAINS +2 AC UNTIL THE END OF THE TURN.

BY MARTIN "C9 14" TOKARSKI

ATTACK FROM THE FLANK 2



ORDER

THE CHOSEN BOMBER OR FIGHTER WING THAT IS TARGETING A CAPITAL SHIP GAINS +2 AC UNTIL THE END OF THE TURN.

BY MARTIN "C9 14" TOKARSKI

FRIENDLY FIRE 6



EVENT

ALL OF THE DAMAGE THAT WOULD NORMALLY BE DEALT TO A FRIENDLY UNIT OF YOUR CHOICE IS INSTEAD DEALT TO AN ENEMY UNIT OF YOUR CHOICE.

BY MARTIN "C9 14" TOKARSKI

FRIENDLY FIRE6

EVENT

ALL OF THE DAMAGE THAT WOULD NORMALLY BE DEALT TO A FRIENDLY UNIT OF YOUR CHOICE IS INSTEAD DEALT TO AN ENEMY UNIT OF YOUR CHOICE.

FRIENDLY FIRE6

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FRIENDLY FIRE6

EVENT

ALL OF THE DAMAGE THAT WOULD NORMALLY BE DEALT TO A FRIENDLY UNIT OF YOUR CHOICE IS INSTEAD DEALT TO AN ENEMY UNIT OF YOUR CHOICE.

SABOTAGE4

EVENT

THE UNIT OF YOUR CHOICE IS GIVEN 0 AC, 0 AA AND -1 MN, -1 HP UNTIL THE END OF THE TURN.

SABOTAGE4

EVENT

THE UNIT OF YOUR CHOICE IS GIVEN 0 AC, 0 AA AND -1 MN, -1 HP UNTIL THE END OF THE TURN.

SABOTAGE4

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THE UNIT OF YOUR CHOICE IS GIVEN 0 AC, 0 AA AND -1 MN, -1 HP UNTIL THE END OF THE TURN.

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SABOTAGE4

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THE UNIT OF YOUR CHOICE IS GIVEN 0 AC, 0 AA AND -1 MN, -1 HP UNTIL THE END OF THE TURN.

CONSTRUCTION INCIDENT5

EVENT

IF YOUR ENEMY PUT A UNIT INTO THE FLEET ZONE THIS TURN, REMOVE THAT UNIT FROM PLAY.

CONSTRUCTION INCIDENT5

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CONSTRUCTION INCIDENT5

EVENT

IF YOUR ENEMY PUT A UNIT INTO THE FLEET ZONE THIS TURN, REMOVE THAT UNIT FROM PLAY.

MISS THE TARGET4

EVENT

THE CHOSEN UNIT SHALL NOT DEAL ANY DAMAGE UNTIL THE END OF THE TURN.


MISS THE TARGET4

EVENT

THE CHOSEN UNIT SHALL NOT DEAL ANY DAMAGE UNTIL THE END OF THE TURN.



"SIR, WE ARE SIX CLICKS FROM OUR TARGET!" 2



EVENT

CHOOSE A UNIT WHICH HAS JUMPED FROM THE FLEET ZONE TO THE BATTLE ZONE THIS TURN. IT WILL NOT TAKE PART IN THE FORTHCOMING BATTLE PHASE.

BY MARTIN "C9 1.4" TOKARSKI

"SIR, WE ARE SIX CLICKS FROM OUR TARGET!" 2



EVENT

CHOOSE A UNIT WHICH HAS JUMPED FROM THE FLEET ZONE TO THE BATTLE ZONE THIS TURN. IT WILL NOT TAKE PART IN THE FORTHCOMING BATTLE PHASE.

BY MARTIN "C9 1.4" TOKARSKI

BATTLE IN AN ASTEROID FIELD 5



EVENT

THIS CARD MUST BE PLAYED AT THE BEGINNING OF THE BATTLE PHASE. ALL CAPITAL SHIPS ARE GIVEN -3 HP AND ALL FIGHTER AND BOMBER WINGS ARE GIVEN -1 MN UNTIL THE END OF THE TURN.

BY MARTIN "C9 1.4" TOKARSKI

BATTLE IN AN ASTEROID FIELD 5



EVENT

THIS CARD MUST BE PLAYED AT THE BEGINNING OF THE BATTLE PHASE. ALL CAPITAL SHIPS ARE GIVEN -3 HP AND ALL FIGHTER AND BOMBER WINGS ARE GIVEN -1 MN UNTIL THE END OF THE TURN.

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THIS CARD MUST BE PLAYED AT THE BEGINNING OF THE BATTLE PHASE. ALL CAPITAL SHIPS ARE GIVEN -3 HP AND ALL FIGHTER AND BOMBER WINGS ARE GIVEN -1 MN UNTIL THE END OF THE TURN.

BY MARTIN "C9 1.4" TOKARSKI

CHIEF MECHANIC 6



CREW

SPECIAL CARD

ATTACH TO CAPITAL SHIP. ATTACH TO A CAPITAL SHIP. CHIEF MECHANIC AUTOMATICALLY REDUCES THE TOTAL DAMAGE DEALT TO THE ATTACHED SHIP BY 2. USE THIS ABILITY ONLY ONCE IN A TURN FOR ALL CHIEF MECHANIC ATTACHED TO ONE CAPITAL SHIP.

BY MARTIN "C9 1.4" TOKARSKI

CHIEF MECHANIC 6



CREW

SPECIAL CARD

ATTACH TO CAPITAL SHIP. ATTACH TO A CAPITAL SHIP. CHIEF MECHANIC AUTOMATICALLY REDUCES THE TOTAL DAMAGE DEALT TO THE ATTACHED SHIP BY 2. USE THIS ABILITY ONLY ONCE IN A TURN FOR ALL CHIEF MECHANIC ATTACHED TO ONE CAPITAL SHIP.

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BY MARTIN "C9 1.4" TOKARSKI

MAIN NAVIGATOR 3



CREW

SPECIAL CARD

ATTACH TO A CAPITAL SHIP. MAIN NAVIGATOR GIVES THE ATTACHED SHIP +2 MN.

BY MARTIN "C9 1.4" TOKARSKI

MAIN NAVIGATOR 3



CREW

SPECIAL CARD

ATTACH TO A CAPITAL SHIP. MAIN NAVIGATOR GIVES THE ATTACHED SHIP +2 MN.

BY MARTIN "C9 1.4" TOKARSKI

MAIN NAVIGATOR 3



CREW

SPECIAL CARD

ATTACH TO A CAPITAL SHIP. MAIN NAVIGATOR GIVES THE ATTACHED SHIP +2 MN.

BY MARTIN "C9 1.4" TOKARSKI

MAIN NAVIGATOR 3



CREW

SPECIAL CARD

ATTACH TO A CAPITAL SHIP. MAIN NAVIGATOR GIVES THE ATTACHED SHIP +2 MN.

BY MARTIN "C9 1.4" TOKARSKI

MAIN NAVIGATOR3

CREW

ATTACH TO A CAPITAL SHIP. MAIN NAVIGATOR GIVES THE ATTACHED SHIP +2 MN.

LIEUTENANT ALEXANDRO CORDOVA3

CHARACTER

THERE CAN BE ONLY ONE LIEUTENANT ALEXANDER CORDOVA CARD IN THE GAME.

ATTACH TO A FIGHTER WING. LIEUTENANT ALEXANDER CORDOVA GIVES THE ATTACHED SHIP +1 AA AND ALLOWS IT TO USE SINGLE USE EQUIPMENT CARDS TWICE.

LIEUTENANT ALEXANDRO CORDOVA3

CHARACTER

THERE CAN BE ONLY ONE LIEUTENANT ALEXANDER CORDOVA CARD IN THE GAME.

ATTACH TO A FIGHTER WING. LIEUTENANT ALEXANDER CORDOVA GIVES THE ATTACHED SHIP +1 AA AND ALLOWS IT TO USE SINGLE USE EQUIPMENT CARDS TWICE.

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CHARACTER

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ATTACH TO A FIGHTER WING. LIEUTENANT ALEXANDER CORDOVA GIVES THE ATTACHED SHIP +1 AA AND ALLOWS IT TO USE SINGLE USE EQUIPMENT CARDS TWICE.

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CHARACTER

THERE CAN BE ONLY ONE LIEUTENANT ALEXANDER CORDOVA CARD IN THE GAME.

ATTACH TO A FIGHTER WING. LIEUTENANT ALEXANDER CORDOVA GIVES THE ATTACHED SHIP +1 AA AND ALLOWS IT TO USE SINGLE USE EQUIPMENT CARDS TWICE.

COMMANDER ELENA BECKETT3

CHARACTER

THERE CAN BE ONLY ONE COMMANDER ELENA BECKETT CARD IN THE GAME.

ATTACH TO A BOMBER WING. COMMANDER ELENA BECKETT ALLOWS THE ATTACHED SHIP TO USE SINGLE USE EQUIPMENT CARDS TWICE AND GIVES +2 MN.

COMMANDER ELENA BECKETT3

CHARACTER

THERE CAN BE ONLY ONE COMMANDER ELENA BECKETT CARD IN THE GAME.

ATTACH TO A BOMBER WING. COMMANDER ELENA BECKETT ALLOWS THE ATTACHED SHIP TO USE SINGLE USE EQUIPMENT CARDS TWICE AND GIVES +2 MN.

COMMANDER ELENA BECKETT3

CHARACTER

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CHARACTER

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COMMANDER ELENA BECKETT3

CHARACTER

THERE CAN BE ONLY ONE COMMANDER ELENA BECKETT CARD IN THE GAME.

ATTACH TO A BOMBER WING. COMMANDER ELENA BECKETT ALLOWS THE ATTACHED SHIP TO USE SINGLE USE EQUIPMENT CARDS TWICE AND GIVES +2 MN.

CAPTAIN BELLANA REGIS4

CHARACTER

THERE CAN BE ONLY ONE CAPTAIN BELLANA REGIS CARD IN THE GAME.

ATTACH TO A CRUISER OR CORVETTE. CAPTAIN BELLANA REGIS GIVES THE ATTACHED SHIP +3 AA.

CAPTAIN BELLANA REGIS4

CHARACTER

THERE CAN BE ONLY ONE CAPTAIN BELLANA REGIS CARD IN THE GAME.

ATTACH TO A CRUISER OR CORVETTE. CAPTAIN BELLANA REGIS GIVES THE ATTACHED SHIP +3 AA.

CAPTAIN BELLANA REGIS4

CHARACTER

THERE CAN BE ONLY ONE CAPTAIN BELLANA REGIS CARD IN THE GAME.

ATTACH TO A CRUISER OR CORVETTE. CAPTAIN BELLANA REGIS GIVES THE ATTACHED SHIP +3 AA.

CAPTAIN BELLANA REGIS4

CHARACTER

THERE CAN BE ONLY ONE CAPTAIN BELLANA REGIS CARD IN THE GAME.

ATTACH TO A CRUISER OR CORVETTE. CAPTAIN BELLANA REGIS GIVES THE ATTACHED SHIP +3 AA.

CAPTAIN BELLANA REGIS4

CHARACTER

THERE CAN BE ONLY ONE CAPTAIN BELLANA REGIS CARD IN THE GAME.

ATTACH TO A CRUISER OR CORVETTE. CAPTAIN BELLANA REGIS GIVES THE ATTACHED SHIP +3 AA.

99TH SKULSS

5



SQUADRON


SPECIAL CARD

ATTACH TO A FIGHTER OR BOMBER WING. THE ATTACHED WING GAINS +1 AC, +2 AA AND +1 MN. THE ATTACHED WING IS NOT ALLOWED TO USE SINGLE USE EQUIPMENT CARDS, UNLESS THE ATTACHED WING IS TF ERINYES.

BY MARTIN "C9 14" TOKARSKI

99TH SKULSS

5



SQUADRON

SPECIAL CARD

ATTACH TO A FIGHTER OR BOMBER WING. THE ATTACHED WING GAINS +1 AC, +2 AA AND +1 MN. THE ATTACHED WING IS NOT ALLOWED TO USE SINGLE USE EQUIPMENT CARDS, UNLESS THE ATTACHED WING IS TF ERINYES.

BY MARTIN "C9 14" TOKARSKI

99TH SKULSS

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BY MARTIN "C9 14" TOKARSKI

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SPECIAL CARD

ATTACH TO A FIGHTER OR BOMBER WING. THE ATTACHED WING GAINS +1 AC, +2 AA AND +1 MN. THE ATTACHED WING IS NOT ALLOWED TO USE SINGLE USE EQUIPMENT CARDS, UNLESS THE ATTACHED WING IS TF ERINYES.

BY MARTIN "C9 14" TOKARSKI

ADMIRAL PETRARCH

6



CHARACTER

SPECIAL CARD

THERE CAN BE ONLY ONE ADMIRAL PETRARCH CARD IN THE GAME.


ATTACH TO A CAPITAL SHIP. THE ATTACHED SHIP GAINS +2 MN, +1 HP AND THE ABILITY:

FLAG SHIP:
PAY 2 - CHOOSE ONE UNIT TYPE. ALL OF YOUR UNITS OF THAT TYPE GAIN +1 HP UNTIL THE END OF THE TURN.

BY MARTIN "C9 14" TOKARSKI

ADMIRAL PETRARCH

6



CHARACTER

SPECIAL CARD

THERE CAN BE ONLY ONE ADMIRAL PETRARCH CARD IN THE GAME.


ATTACH TO A CAPITAL SHIP. THE ATTACHED SHIP GAINS +2 MN, +1 HP AND THE ABILITY:

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