


MESON WARHEAD 6



EQUIPMENT

SINGLE USE

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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EMP WARHEAD 4



EQUIPMENT

SINGLE USE

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.

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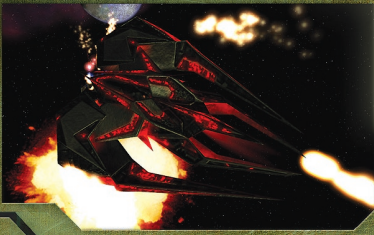
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BY MARTIN "09 14" TOKARSKI

TM TREBUCHET

3



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.

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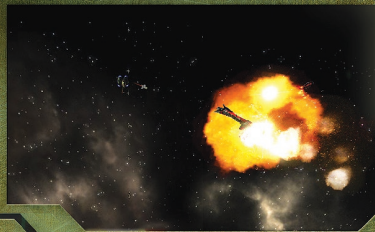
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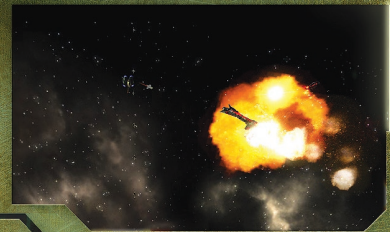
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SILETTO II MISSILE

3



SINGLE USE

EQUIPMENT

ATTACH TO A BOMBER WING.

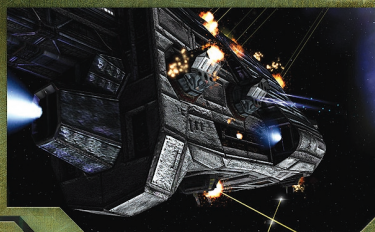
YOU MAY USE SILETTO II ON A CAPITAL SHIP THAT HAS TARGETED THIS BOMBER WING. IN THIS CASE, ONE EQUIPMENT CARD ATTACHED TO THE CAPITAL SHIP IS DESTROYED AND THE SHIP IS INSTANTLY DEALT 2 DAMAGE.

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 "09 14" TOKARSKI

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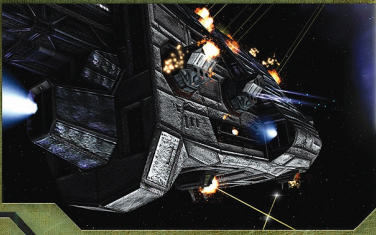
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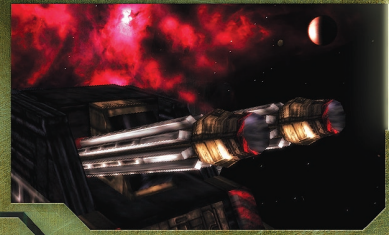
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BY MARTIN "C9 14" TOKARSKI

HEAVY FLAK TECHNOLOGY

9



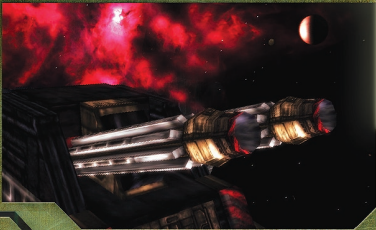
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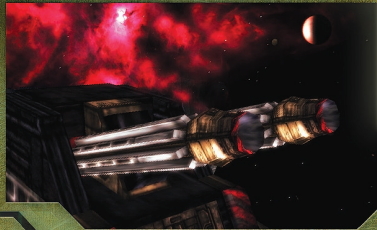
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TAG SYSTEM

5



MULTI USE

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.

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HARPOON POD **3**



EQUIPMENT

MULTI USE

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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TEP HERMES **3**



EQUIPMENT

MULTI USE

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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TEP HERMES 3

MULTI USE

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BY MARTIN "09 (4" TOKARSKI)

REINFORCED STRUCTURE OF HULL 4

MULTI USE

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ION THRUSTERS 7

TECHNOLOGY

EQUIPMENT

ALL OF YOUR FIGHTER AND BOMBER WINGS GAIN THE ABILITY:
PAY 2 - UNIT GAINS +2 MN UNTIL THE END OF THE TURN. YOU MAY USE THIS ABILITY ONLY ONCE PER TURN.

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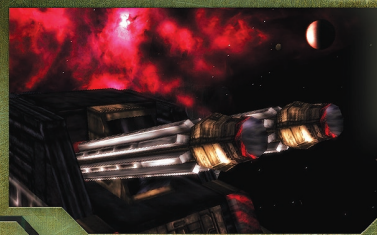
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HEAVY FLAK TECHNOLOGY

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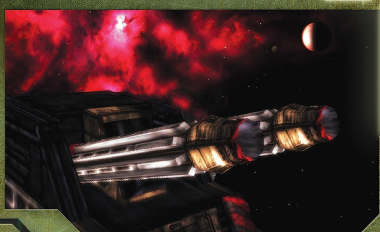
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