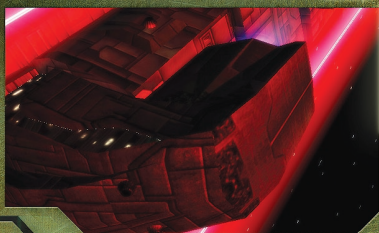


EVASIVE MANOEUVRES

2



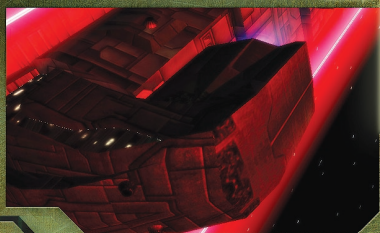
ORDER

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

BY MARTIN "C9" (4") TOKARSKI

EVASIVE MANOEUVRES

2



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EVASIVE MANOEUVRES

2



ORDER

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THAT WOULD BE DEALT TO THE
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BY MARTIN "C9" (4") TOKARSKI

SHIP ATTENDED

3



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.

BY MARTIN "C9" (4") TOKARSKI

SHIP ATTENDED

3



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SHIP ATTENDED

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BY MARTIN "C9" (4") TOKARSKI

SHIP ATTENDED

3



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.

BY MARTIN "09 (4" TOKARSKI

TACTICAL RETREAT

4



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 (4" TOKARSKI

TACTICAL RETREAT

4



ORDER

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BY MARTIN "09 (4" TOKARSKI

TACTICAL RETREAT

4



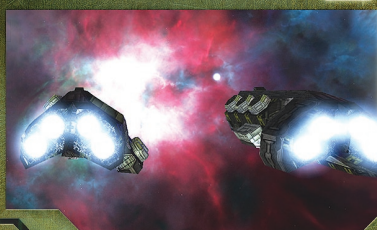
ORDER

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.

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TACTICAL RETREAT

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BY MARTIN "09 (4" TOKARSKI

TIGHT FORMATION

3



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 (4" TOKARSKI

TIGHT FORMATION

3



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 (4" TOKARSKI

TIGHT FORMATION

3



ORDER

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

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TIGHT FORMATION

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BY MARTIN "C9" (4") TOKARSKI

TIGHT FORMATION

3



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 "C9" (4") TOKARSKI

IRON DISCIPLINE

3



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 "C9" (4") TOKARSKI

IRON DISCIPLINE

3



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.

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IRON DISCIPLINE

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BY MARTIN "C9" (4") TOKARSKI

RECOMMENDATION

2



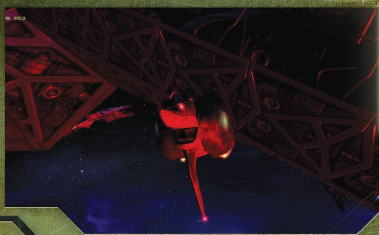
ORDER

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

BY MARTIN "C9" (4") TOKARSKI

RECOMMENDATION

2



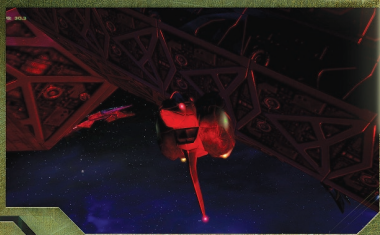
ORDER

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

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RECOMMENDATION

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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

"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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IF ONE OF YOUR OPPONENT'S UNITS
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"COVERING YOUR SIX"

2



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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