

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 (4" TOKARSKI)

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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  
TOO THREE OF THE CARDS IN  
YOUR OPPONENT'S HAND. YOU  
MAY USE THIS ABILITY ONLY  
ONCE PER TURN.

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BY MARTIN "C9 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 "C9 14" TOKARSKI

TF PERSEUS

6



2/4

UNIT - FIGHTER WING



9\4

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BY MARTIN "C9 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 "C9 14" TOKARSKI


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2/6

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BY MARTIN "C9 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 "C9 14" TOKARSKI

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BY MARTIN "C9 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 "C9 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.

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**TB ARTEMIS** **7**



5/3 UNIT - Bomber Wing

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BY MARTIN "C9 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 "C9 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.

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BY MARTIN "C9 14" TOKARSKI

**TC FENRIS** **5**



5/8 UNIT - Cruiser

6/6

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.

BY MARTIN "C9 14" TOKARSKI



TC FENRIS

5



5/8

UNIT - CRUISER

6/6

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BY MARTIN "C9 14" TOKARSKI

TC FENRIS

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5/8

UNIT - CRUISER

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TC FENRIS

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5/8

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5/8

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BY MARTIN "C9 14" TOKARSKI

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 "C9 14" TOKARSKI

TC AEOLUS

8



4/15

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BY MARTIN "C9 14" TOKARSKI



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.

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BY MARTIN "C9 14" TOKARSKI

TCV PHOBOS 9



10/10 UNIT - CORVETTE

3/11

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

BY MARTIN "C9 14" TOKARSKI

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10/10 UNIT - CORVETTE

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BY MARTIN "C9 14" TOKARSKI

TD ORION 13



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 "C9 14" TOKARSKI

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12/7 UNIT - DESTROYER

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BY MARTIN "C9 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 "C9 14" TOKARSKI

TD HECATE 14



10/12 UNIT - DESTROYER

1/15

**SENSOR ARRAY:**  
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TD HECATE 14



10/12 UNIT - DESTROYER

1/15

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BY MARTIN "C9 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 "C9 14" TOKARSKI

**TD HECATE** **14**



10/12 UNIT - DESTROYER

1\15

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BY MARTIN "C9 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 "C9 14" TOKARSKI

**TJ COLOSSUS** **19**



12/14 UNIT - JUGGERNAUT

1\26

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BY MARTIN "C9 14" TOKARSKI

**TJ COLOSSUS** **19**



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BY MARTIN "C9 14" TOKARSKI

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BY MARTIN "C9 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 "C9 14" TOKARSKI

**TFR TRITON** **7**



- / 10 UNIT - FREIGHTER

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7/5

**FREIGHTER:**

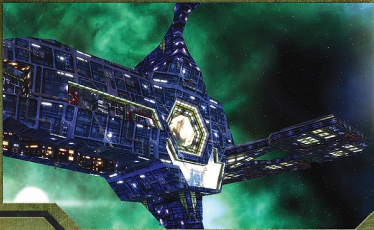
IF TFR TRITON IS IN THE BATTLE ZONE AT THE BEGINNING OF THE TURN, YOU MAY DRAW ONE MORE CARD THAN USUAL.

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 "C9 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.

BY MARTIN "C9 14" TOKARSKI

TI ARCADIA

7



-/14

UNIT - INSTALLATION

-\\16

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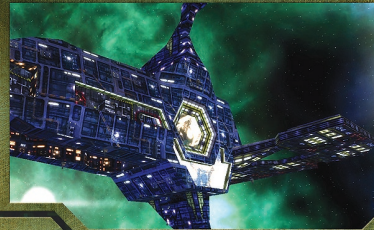
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TI ARCADIA

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-/14

UNIT - INSTALLATION

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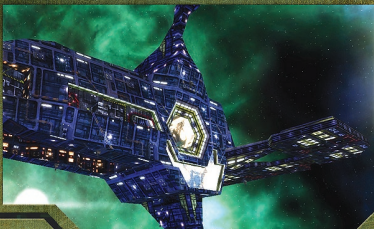
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BY MARTIN "C9 14" TOKARSKI

TI ARCADIA

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-/14

UNIT - INSTALLATION

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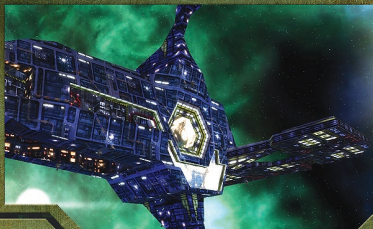
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BY MARTIN "C9 14" TOKARSKI

TI ARCADIA

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-/14

UNIT - INSTALLATION

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

BY MARTIN "C9 14" TOKARSKI

TSG MJOLNIR

6



12/-

UNIT - INSTALLATION

-\\10

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.

BY MARTIN "C9 14" TOKARSKI



