

VF ANUBIS 3



2 / 3

UNIT - FIGHTER WING

8 / 3

CHEAP CONSTRUCTION:
IF VF ANUBIS IS DESTROYED, YOU CAN PUT IT ON TOP OF YOUR DECK. YOU CAN USE THIS ABILITY ONLY ONCE PER TURN FOR ANY VF ANUBIS CARDS PRESENT IN THE GAME.

BY MARTIN "C914" TOKARSKI

VF ANUBIS 3



2 / 3

UNIT - FIGHTER WING

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BY MARTIN "C914" TOKARSKI

VF HORUS 5



1 / 3

UNIT - FIGHTER WING

11 / 2

WHENEVER VF HORUS ATTACKS A BOMBER WING, IT GETS +1 HP FOR THAT TURN.

BY MARTIN "C914" TOKARSKI

VF HORUS 5



1 / 3

UNIT - FIGHTER WING

11 / 2

WHENEVER VF HORUS ATTACKS A BOMBER WING, IT GETS +1 HP FOR THAT TURN.

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1 / 3

UNIT - FIGHTER WING

11 / 2

WHENEVER VF HORUS ATTACKS A BOMBER WING, IT GETS +1 HP FOR THAT TURN.

BY MARTIN "C914" TOKARSKI

VF SERAPIS 6



2 / 3

UNIT - FIGHTER WING

9 / 2

MEKHU CANNON:
PAY 2: FIGHTER OR BOMBER WINGS ATTACKED BY VF SERAPIS GET -2 MN, WHILE CRUISERS GET -1 MN.

BY MARTIN "C914" TOKARSKI

VF SERAPIS 6



2 / 3

UNIT - FIGHTER WING

9 / 2

MEKHU CANNON:
PAY 2: FIGHTER OR BOMBER WINGS ATTACKED BY VF SERAPIS GET -2 MN, WHILE CRUISERS GET -1 MN.

BY MARTIN "C914" TOKARSKI

VF SERAPIS 6



2 / 3

UNIT - FIGHTER WING

9 / 2

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BY MARTIN "C914" TOKARSKI

VF SERAPIS 6



2 / 3

UNIT - FIGHTER WING

9 / 2

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PAY 2: FIGHTER OR BOMBER WINGS ATTACKED BY VF SERAPIS GET -2 MN, WHILE CRUISERS GET -1 MN.

BY MARTIN "C914" TOKARSKI

VF SERAPIS 6



2 / 3

UNIT - FIGHTER WING

9 / 2

MEKHU CANNON:
PAY 2: FIGHTER OR BOMBER WINGS ATTACKED BY VF SERAPIS GET -2 MN, WHILE CRUISERS GET -1 MN.

BY MARTIN "C914" TOKARSKI

VF TAURET 7



3 / 3

UNIT - FIGHTER WING

8 / 4

ASSAULT FIGHTER:
VF TAURET GAINS +1 MN AND +1 HP WHENEVER IT TARGETS A BOMBER WING OR CRUISER.

BY MARTIN "C914" TOKARSKI

VF TAURET
7

3 / 3
UNIT - FIGHTER WING

8 \ 4

ASSAULT FIGHTER:
VF TAURET GAINS +1 MN AND
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A BOMBER WING OR CRUISER.

VF TAURET
7

3 / 3
UNIT - FIGHTER WING

8 \ 4

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VF TAURET
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VF TAURET
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UNIT - FIGHTER WING

8 \ 4

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VF TAURET GAINS +1 MN AND
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A BOMBER WING OR CRUISER.

VB SEKHMET
7

5 / 2
UNIT - BOMBER WING

8 \ 4

PAY 1: SWAP VB SEKHMET'S AC
AND AA FIREPOWER FOR THE TURN.

VB SEKHMET
7

5 / 2
UNIT - BOMBER WING

8 \ 4

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VB SEKHMET
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VB SEKHMET
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VB SEKHMET
7

5 / 2
UNIT - BOMBER WING

8 \ 4

PAY 1: SWAP VB SEKHMET'S AC
AND AA FIREPOWER FOR THE TURN.

VB BAKHA
8

6 / 2
UNIT - BOMBER WING

7 \ 5

HEAVY WEAPONS:
VB BAKHA GAINS + 3 AC WHEN-
EVER IT ATTACKS DESTROYERS
OR JUGGERNAUTS.

VB BAKHA
8

6 / 2
UNIT - BOMBER WING

7 \ 5

HEAVY WEAPONS:
VB BAKHA GAINS + 3 AC WHEN-
EVER IT ATTACKS DESTROYERS
OR JUGGERNAUTS.

VB BAKHA
8

6 / 2
UNIT - BOMBER WING

7 \ 5

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VB BAKHA
8

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7 \ 5

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VB BAKHA
8

6 / 2
UNIT - BOMBER WING

7 \ 5

HEAVY WEAPONS:
VB BAKHA GAINS + 3 AC WHEN-
EVER IT ATTACKS DESTROYERS
OR JUGGERNAUTS.

VB OSIRIS
7

7 / 1
UNIT - BOMBER WING

6 \ 8

COUNTERMEASURES:
PAY 3: PREVENT VB OSIRIS
FROM TAKING ANY DAMAGE
CAUSED BY ONE UNIT OF YOUR
CHOICE FOR THIS TURN.

VB OSIRIS
7

7 / 1
UNIT - BOMBER WING

6 \ 8

COUNTERMEASURES:
PAY 3: PREVENT VB OSIRIS
FROM TAKING ANY DAMAGE
CAUSED BY ONE UNIT OF YOUR
CHOICE FOR THIS TURN.

VB OSIRIS
7



7 / 1
UNIT - BOMBER WING

6 / 8

COUNTERMEASURES:
PAY 3: PREVENT VB OSIRIS FROM TAKING ANY DAMAGE CAUSED BY ONE UNIT OF YOUR CHOICE FOR THIS TURN.

BY MARTIN "C914" TOKARSKI

VB OSIRIS
7



7 / 1
UNIT - BOMBER WING

6 / 8

COUNTERMEASURES:
PAY 3: PREVENT VB OSIRIS FROM TAKING ANY DAMAGE CAUSED BY ONE UNIT OF YOUR CHOICE FOR THIS TURN.

BY MARTIN "C914" TOKARSKI

VB OSIRIS
7



7 / 1
UNIT - BOMBER WING

6 / 8

COUNTERMEASURES:
PAY 3: PREVENT VB OSIRIS FROM TAKING ANY DAMAGE CAUSED BY ONE UNIT OF YOUR CHOICE FOR THIS TURN.

BY MARTIN "C914" TOKARSKI

VC ATEN
5



4 / 10
UNIT - CRUISER

7 / 5

WHEN VC ATEN IS TARGET OF A CRUISER OR CORVETTE, BOTH SHIPS GET -1 MN.

BY MARTIN "C914" TOKARSKI

VC ATEN
5



4 / 10
UNIT - CRUISER

7 / 5

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VC ATEN
5



4 / 10
UNIT - CRUISER

7 / 5

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VC ATEN
5



4 / 10
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7 / 5

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VC ATEN
5



4 / 10
UNIT - CRUISER

7 / 5

WHEN VC ATEN IS TARGET OF A CRUISER OR CORVETTE, BOTH SHIPS GET -1 MN.

BY MARTIN "C914" TOKARSKI

VC THEB
8



7 / 5
UNIT - CRUISER

5 / 8

PAY 2: CHOOSE A CRUISER - IT GETS -2 MN UNTIL THE END OF THE TURN.
PAY 3: CHOOSE A CORVETTE - IT GETS -2 MN UNTIL THE END OF THE TURN.
BOTH ABILITIES CAN BE USED ONLY ONCE PER TURN.

BY MARTIN "C914" TOKARSKI

VC THEB
8



7 / 5
UNIT - CRUISER

5 / 8

PAY 2: CHOOSE A CRUISER - IT GETS -2 MN UNTIL THE END OF THE TURN.
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VC THEB
8



7 / 5
UNIT - CRUISER

5 / 8

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8



7 / 5
UNIT - CRUISER

5 / 8

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BY MARTIN "C914" TOKARSKI

VC MENTU
7



4 / 11
UNIT - CRUISER

5 / 8

POWER MOVEMENTS:
PAY 2: PICK VC MENTU'S AC, AA OR MN. WHICHEVER ATTRIBUTE YOU PICK IS INCREASED BY ANY NUMBER YOU DESIRE, BUT THE OTHER TWO ARE DECREASED BY THAT AMOUNT.
THIS ABILITY CANNOT BE USED IF IT WOULD DECREASE AN ATTRIBUTE BELOW 0.

BY MARTIN "C914" TOKARSKI

VC MENTU
7



4 / 11
UNIT - CRUISER

5 / 8

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VC MENTU

7



4 / 11

UNIT - CRUISER

5 / 8

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4 / 11

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BY MARTIN "C914" TOKARSKI

VCV SOBEK

9



9 / 11

UNIT - CORVETTE

3 / 10

PAY 3: VCV SOBEK GAINS +2 MN AND +1 HP UNTIL THE END OF THE TURN. THIS ABILITY MAY BE USED ONLY ONCE PER TURN.

BY MARTIN "C914" TOKARSKI

VCV SOBEK

9



9 / 11

UNIT - CORVETTE

3 / 10

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9 / 11

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BY MARTIN "C914" TOKARSKI

VCV SCARAB

10



11 / 10

UNIT - CORVETTE

4 / 9

IF VCV SCARAB IS ATTACKED BY A CORVETTE OR DESTROYER, IT GAINS +2 HP. IF IT IS ATTACKED BY A BomBER WING, IT GAINS +1 HP.

BY MARTIN "C914" TOKARSKI

VCV SCARAB

10



11 / 10

UNIT - CORVETTE

4 / 9

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11 / 10

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VCV SCARAB

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11 / 10

UNIT - CORVETTE

4 / 9

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BY MARTIN "C914" TOKARSKI

VD TYPHON

14



9 / 11

UNIT - DESTROYER

2 / 17

FLIGHT CONTROL:
 PAY 2: CHOOSE ONE TYPE OF BomBERS OR FIGHTERS. ALL OF YOUR UNITS THAT HAVE THIS NAME GAIN +1 MN AND +1 HP UNTIL THE END OF THE TURN.

HANGAR BAY:
 VD TYPHON CAN CARRY 6 WINGS OF FIGHTERS AND BomBERS.

BY MARTIN "C914" TOKARSKI

VD TYPHON

14



9 / 11

UNIT - DESTROYER

2 / 17

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BY MARTIN "C914" TOKARSKI

VD TYPHON

14

9 / 11

UNIT - DESTROYER

2 / 17

FLIGHT CONTROL:
PAY 2: CHOOSE ONE TYPE OF BOMBERS OR FIGHTERS. ALL OF YOUR UNITS THAT HAVE THIS NAME GAIN +1 MN AND +1 HP UNTIL THE END OF THE TURN.

HANGAR BAY:
VD TYPHON CAN CARRY 6 WINGS OF FIGHTERS AND BOMBERS.

VD HATSHEPSUT

15

12 / 12

UNIT - DESTROYER

1 / 17

FLAGSHIP:
PAY 3: CHOOSE ONE TYPE OF UNIT. ALL OF YOUR UNITS THAT HAVE THIS NAME GAIN +1 HP UNTIL THE END OF THE TURN.

HANGAR BAY:
VD HATSHEPSUT CAN CARRY 6 WINGS OF FIGHTERS AND BOMBERS

VD HATSHEPSUT

15

12 / 12

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1 / 17

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HANGAR BAY:
VD HATSHEPSUT CAN CARRY 6 WINGS OF FIGHTERS AND BOMBERS

VT ISIS

6

0 / 4

UNIT - TRANSPORT SHIP

7 / 6

TRANSPORT SHIP:
IF VT ISIS IS LOCATED IN BATTLE ZONE AT THE BEGINNING OF A TURN, YOU CAN PUT AWAY ANY EQUIPMENT CARD WHICH YOU HAVE IN YOUR HAND. YOU CAN REPLACE IT WITH ANOTHER CARD FROM THE DECK. THE CARD THAT YOU PUT AWAY CANNOT BE USED UNTIL THE NEXT TURN.
IF VT ISIS IS DESTROYED, EQUIPMENT CARD THAT YOU PUT AWAY HAS TO BE USED IN THE NEXT TURN; OTHERWISE, IT LANDS IN THE USED CARDS POT.
VT ISIS CAN BE ATTACKED ONLY WHEN THE REST OF YOUR UNITS SET THEIR TARGETS OR BECOME TARGETS THEMSELVES.
VT ISIS IS TREATED AS BOMBER WING UNIT.

VT ISIS

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0 / 4

UNIT - TRANSPORT SHIP

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VT ISIS IS TREATED AS BOMBER WING UNIT.

VI KARNAK

9

12 / 14

UNIT - INSTALLATION

0 / 19

YOU MAY PLACE VI KARNAK DIRECTLY INTO THE BATTLE ZONE RATHER THAN THE FLEET ZONE. WHILE VI KARNAK IS IN PLAY, THE OWNING PLAYER GAINS +1 CP AT THE BEGINNING OF EACH TURN. IF VI KARNAK IS PLACED IN BATTLE ZONE, THE OWNING PLAYER INSTEAD GAINS +2 CP AND MAY REMOVE DAMAGE COUNTERS FROM ANY UNITS, EXCEPT VI KARNAK, FOR FREE RATHER THAN PAYING FOR REPAIRS.
VI KARNAK CAN ONLY BE ATTACKED WHEN THE REST OF YOUR UNITS ACQUIRE TARGETS OR BECOME TARGETS THEMSELVES.

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12 / 14

UNIT - INSTALLATION

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9

12 / 14

UNIT - INSTALLATION

0 / 19

YOU MAY PLACE VI KARNAK DIRECTLY INTO THE BATTLE ZONE RATHER THAN THE FLEET ZONE. WHILE VI KARNAK IS IN PLAY, THE OWNING PLAYER GAINS +1 CP AT THE BEGINNING OF EACH TURN. IF VI KARNAK IS PLACED IN BATTLE ZONE, THE OWNING PLAYER INSTEAD GAINS +2 CP AND MAY REMOVE DAMAGE COUNTERS FROM ANY UNITS, EXCEPT VI KARNAK, FOR FREE RATHER THAN PAYING FOR REPAIRS.
VI KARNAK CAN ONLY BE ATTACKED WHEN THE REST OF YOUR UNITS ACQUIRE TARGETS OR BECOME TARGETS THEMSELVES.

VI KARNAK

9

12 / 14

UNIT - INSTALLATION

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

VSG ANKH
5

// 10
UNIT - SENTRY GUN

- 9

YOU MUST PLACE VSG ANKH DIRECTLY INTO THE BATTLE ZONE.

CHOOSE A UNIT. THIS UNIT GETS -3 MN UNTIL THE END OF THE TURN. IF THIS ABILITY IS USED, VSG ANKH CANNOT ATTACK IN THIS TURN. THIS ABILITY CAN BE USED ONLY ONCE PER TURN.

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

BY MARTIN "C914" TOKARSKI

VSG ANKH
5

// 10
UNIT - SENTRY GUN

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BY MARTIN "C914" TOKARSKI

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BY MARTIN "C914" TOKARSKI

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BY MARTIN "C914" TOKARSKI

DECOY CONTAINER
3

EQUIPMENT
SINGLE USE

- 1

ATTACH TO FIGHTER OR BomBER WING.

DECOY CONTAINER REDUCES THE DAMAGE THAT WOULD BE DEALT TO THE ATTACHED UNIT THIS TURN BY 2.

PAY 2: KEEP DECOY CONTAINER TO USE IN THE NEXT TURN. THIS ABILITY MAY ONLY BE USED ONCE PER CARD THROUGHOUT THE GAME.

BY MARTIN "C914" TOKARSKI

DECOY CONTAINER
3

EQUIPMENT
SINGLE USE

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ATTACH TO FIGHTER OR BomBER WING.

DECOY CONTAINER REDUCES THE DAMAGE THAT WOULD BE DEALT TO THE ATTACHED UNIT THIS TURN BY 2.

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BY MARTIN "C914" TOKARSKI

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BY MARTIN "C914" TOKARSKI

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BY MARTIN "C914" TOKARSKI

MASS LAUNCHER
4

EQUIPMENT
SINGLE USE

- 1

ATTACH TO CAPITAL SHIP.

MASS LAUNCHER IS USED ON 3 RANDOMLY-SELECTED ENEMY UNITS. THE AFFECTED UNITS GET -3 MN UNTIL THE END OF THE TURN.

BY MARTIN "C914" TOKARSKI

MASS LAUNCHER
4

EQUIPMENT
SINGLE USE

- 1

ATTACH TO CAPITAL SHIP.

MASS LAUNCHER IS USED ON 3 RANDOMLY-SELECTED ENEMY UNITS. THE AFFECTED UNITS GET -3 MN UNTIL THE END OF THE TURN.

BY MARTIN "C914" TOKARSKI

MASS LAUNCHER
4

EQUIPMENT
SINGLE USE

- 1

ATTACH TO CAPITAL SHIP.

MASS LAUNCHER IS USED ON 3 RANDOMLY-SELECTED ENEMY UNITS. THE AFFECTED UNITS GET -3 MN UNTIL THE END OF THE TURN.

BY MARTIN "C914" TOKARSKI

MASS LAUNCHER
4

EQUIPMENT
SINGLE USE

- 1

ATTACH TO CAPITAL SHIP.

MASS LAUNCHER IS USED ON 3 RANDOMLY-SELECTED ENEMY UNITS. THE AFFECTED UNITS GET -3 MN UNTIL THE END OF THE TURN.

BY MARTIN "C914" TOKARSKI

MASS LAUNCHER
4

EQUIPMENT
SINGLE USE

- 1

ATTACH TO CAPITAL SHIP.

MASS LAUNCHER IS USED ON 3 RANDOMLY-SELECTED ENEMY UNITS. THE AFFECTED UNITS GET -3 MN UNTIL THE END OF THE TURN.

BY MARTIN "C914" TOKARSKI

FANG ROCKETS
1

EQUIPMENT
SINGLE USE

- 1

ATTACH TO A FIGHTER OR BomBER WING.

USED FANG ROCKETS DEALS 1 DAMAGE POINT TO THE TARGET OF THE UNIT TO WHICH FANG WAS ATTACHED.

PAY 1 - WHILE USING FANG ROCKET. ROCKETS CAN BE USED IN THE NEXT TURN.

BY MARTIN "C914" TOKARSKI

FANG ROCKETS 1



EQUIPMENT

SINGLE USE

ATTACH TO A FIGHTER OR BOMBER WING.
USED FANG ROCKETS DEALS -1 DAMAGE POINT TO THE TARGET OF THE UNIT TO WHICH FANG WAS ATTACHED.

PAY 1 - WHILE USING FANG ROCKET. ROCKETS CAN BE USED IN THE NEXT TURN.

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FANG ROCKETS 1



EQUIPMENT

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MORNINGSTAR CANNON 4



EQUIPMENT

MULTI USE

ATTACH TO FIGHTER OR BOMBER WING.
ANY FIGHTER OR BOMBER WING THAT IS TARGETED BY THE ATTACHED UNIT GETS -1 MN FOR THAT TURN.

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MORNINGSTAR CANNON 4



EQUIPMENT

MULTI USE

ATTACH TO FIGHTER OR BOMBER WING.
ANY FIGHTER OR BOMBER WING THAT IS TARGETED BY THE ATTACHED UNIT GETS -1 MN FOR THAT TURN.

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MORNINGSTAR CANNON 4



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MORNINGSTAR CANNON 4



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DEFENSIVE GRID 3




EQUIPMENT

MULTI USE

ATTACH TO CRUISER OR CORVETTE.
EACH FIGHTER AND BOMBER WINGS THAT TARGET THE ATTACHED SHIP EACH GET -1 MN.

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DEFENSIVE GRID 3



EQUIPMENT

MULTI USE

ATTACH TO CRUISER OR CORVETTE.
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EACH FIGHTER AND BOMBER WINGS THAT TARGET THE ATTACHED SHIP EACH GET -1 MN.

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VEEP RA 3



EQUIPMENT

MULTI USE

ATTACH TO A CAPITAL SHIP.
WHEN THE ATTACHED CAPITAL SHIP IS DESTROYED, VEEP RA IS INSTANTLY PLACED IN THE FLEET ZONE. THE OWNING PLAYER CAN MOVE VEEP RA TO THE USED CARDS POT ANY TIME DURING THE NEXT TURN.
IF VEEP RA IS PLACED IN THE USED CARDS POT IN THIS WAY, THE OWNING PLAYER GAINS X CP. IN THIS CASE, X IS THE CP USED TO PLAY THE NOW-DESTROYED CAPITAL SHIP THAT WAS ORIGINALLY ATTACHED TO VEEP RA.

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VEEP RA 3



EQUIPMENT

MULTI USE

ATTACH TO A CAPITAL SHIP.
WHEN THE ATTACHED CAPITAL SHIP IS DESTROYED, VEEP RA IS INSTANTLY PLACED IN THE FLEET ZONE. THE OWNING PLAYER CAN MOVE VEEP RA TO THE USED CARDS POT ANY TIME DURING THE NEXT TURN.
IF VEEP RA IS PLACED IN THE USED CARDS POT IN THIS WAY, THE OWNING PLAYER GAINS X CP. IN THIS CASE, X IS THE CP USED TO PLAY THE NOW-DESTROYED CAPITAL SHIP THAT WAS ORIGINALLY ATTACHED TO VEEP RA.

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VEEP RA 3



EQUIPMENT

MULTI USE

ATTACH TO A CAPITAL SHIP. WHEN THE ATTACHED CAPITAL SHIP IS DESTROYED, VEEP RA IS INSTANTLY PLACED IN THE FLEET ZONE. THE OWNING PLAYER CAN MOVE VEEP RA TO THE USED CARDS POT ANY TIME DURING THE NEXT TURN. IF VEEP RA IS PLACED IN THE USED CARDS POT IN THIS WAY, THE OWNING PLAYER GAINS X CP. IN THIS CASE, X IS THE CP USED TO PLAY THE NOW-DESTROYED CAPITAL SHIP THAT WAS ORIGINALLY ATTACHED TO VEEP RA.

VEEP RA 3



EQUIPMENT

MULTI USE

ATTACH TO A CAPITAL SHIP. WHEN THE ATTACHED CAPITAL SHIP IS DESTROYED, VEEP RA IS INSTANTLY PLACED IN THE FLEET ZONE. THE OWNING PLAYER CAN MOVE VEEP RA TO THE USED CARDS POT ANY TIME DURING THE NEXT TURN. IF VEEP RA IS PLACED IN THE USED CARDS POT IN THIS WAY, THE OWNING PLAYER GAINS X CP. IN THIS CASE, X IS THE CP USED TO PLAY THE NOW-DESTROYED CAPITAL SHIP THAT WAS ORIGINALLY ATTACHED TO VEEP RA.

VEEP RA 3



EQUIPMENT

MULTI USE

ATTACH TO A CAPITAL SHIP. WHEN THE ATTACHED CAPITAL SHIP IS DESTROYED, VEEP RA IS INSTANTLY PLACED IN THE FLEET ZONE. THE OWNING PLAYER CAN MOVE VEEP RA TO THE USED CARDS POT ANY TIME DURING THE NEXT TURN. IF VEEP RA IS PLACED IN THE USED CARDS POT IN THIS WAY, THE OWNING PLAYER GAINS X CP. IN THIS CASE, X IS THE CP USED TO PLAY THE NOW-DESTROYED CAPITAL SHIP THAT WAS ORIGINALLY ATTACHED TO VEEP RA.

HEVY HULL TECHNOLOGY 12



TECHNOLOGY

ALL OF YOUR UNITS GAIN +1 HP.

HEVY HULL TECHNOLOGY 12



TECHNOLOGY

ALL OF YOUR UNITS GAIN +1 HP.

HEVY HULL TECHNOLOGY 12



TECHNOLOGY

ALL OF YOUR UNITS GAIN +1 HP.

HEVY HULL TECHNOLOGY 12



TECHNOLOGY

ALL OF YOUR UNITS GAIN +1 HP.

HEVY HULL TECHNOLOGY 12



TECHNOLOGY

ALL OF YOUR UNITS GAIN +1 HP.

POWER TO WEAPONS 3



ORDER

THE SELECTED SHIP GAINS +2 AC AND +2 AA BUT GETS -1 MN UNTIL THE END OF THE TURN.

POWER TO WEAPONS 3



ORDER

THE SELECTED SHIP GAINS +2 AC AND +2 AA BUT GETS -1 MN UNTIL THE END OF THE TURN.

POWER TO WEAPONS 3



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POWER TO WEAPONS 3



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THE SELECTED SHIP GAINS +2 AC AND +2 AA BUT GETS -1 MN UNTIL THE END OF THE TURN.

POWER TO WEAPONS 3



ORDER

THE SELECTED SHIP GAINS +2 AC AND +2 AA BUT GETS -1 MN UNTIL THE END OF THE TURN.

DEFENDERS 2



ORDER

PICK ONE OF YOUR OPPONENT'S UNITS THAT ARE TARGETING ONE OF YOUR INSTALLATIONS. A FRIENDLY UNIT OF YOUR CHOICE TARGETS THE ATTACKER AS IF IT WAS A SUPPORT UNIT. YOU CAN CHOOSE EVEN FROM UNITS THAT WAS FIGHTING BEFORE.

DEFENDERS 2



ORDER

PICK ONE OF YOUR OPPONENT'S UNITS THAT ARE TARGETING ONE OF YOUR INSTALLATIONS. A FRIENDLY UNIT OF YOUR CHOICE TARGETS THE ATTACKER AS IF IT WAS A SUPPORT UNIT. YOU CAN CHOOSE EVEN FROM UNITS THAT WAS FIGHTING BEFORE.

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KAMIKAZE 6



ORDER

SACRIFICE ONE OF YOUR UNITS. THAT UNIT'S TARGET IS DESTROYED INSTANTLY. KAMIKAZE CANNOT BE USED IF THE SELECTED UNIT'S TARGET IS A JUGGERNAUT.

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KAMIKAZE 6



ORDER

SACRIFICE ONE OF YOUR UNITS. THAT UNIT'S TARGET IS DESTROYED INSTANTLY. KAMIKAZE CANNOT BE USED IF THE SELECTED UNIT'S TARGET IS A JUGGERNAUT.

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AA SUPPORT 3



ORDER

SELECT ONE OF YOUR UNITS. THIS UNIT ATTACKS AN ENEMY SHIP WITH ITS AA FIRE POWER AS IF IT WAS A SUPPORT UNIT IF THE ENEMY UNIT IS ATTACKED BY A DIFFERENT SHIP'S AA WEAPONS.

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AA SUPPORT 3



ORDER

SELECT ONE OF YOUR UNITS. THIS UNIT ATTACKS AN ENEMY SHIP WITH ITS AA FIRE POWER AS IF IT WAS A SUPPORT UNIT IF THE ENEMY UNIT IS ATTACKED BY A DIFFERENT SHIP'S AA WEAPONS.

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BEHIND SHIELDS 5



ORDER

TRANSFER HALF OF THE DAMAGE (ROUNDING DOWN) THAT WOULD BE DEALT TO THE SELECTED UNIT TO ANY ENEMY SHIP.

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BEHIND SHIELDS 5



ORDER

TRANSFER HALF OF THE DAMAGE (ROUNDING DOWN) THAT WOULD BE DEALT TO THE SELECTED UNIT TO ANY ENEMY SHIP.

©2011 BANDAI

BEHIND SHIELDS 5



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©2011 BANDAI

BEHIND SHIELDS 5



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©2011 BANDAI

BEHIND SHIELDS 5



ORDER

TRANSFER HALF OF THE DAMAGE (ROUNDING DOWN) THAT WOULD BE DEALT TO THE SELECTED UNIT TO ANY ENEMY SHIP.

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"FULL RETREAT!" 2



ORDER

REDUCE THE DAMAGE DEALT BY AN ENEMY CAPITAL SHIP TO THE SELECTED FRIENDLY CAPITAL SHIP BY 3.

"FULL RETREAT!" CANNOT BE USED ON AN INSTALLATION OR A CAPITAL SHIP THAT HAS BEEN REDUCED TO 0 MN.

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"FULL RETREAT!" 2



ORDER

REDUCE THE DAMAGE DEALT BY AN ENEMY CAPITAL SHIP TO THE SELECTED FRIENDLY CAPITAL SHIP BY 3.

"FULL RETREAT!" CANNOT BE USED ON AN INSTALLATION OR A CAPITAL SHIP THAT HAS BEEN REDUCED TO 0 MN.

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"FULL RETREAT!" 2



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"FULL RETREAT!" CANNOT BE USED ON AN INSTALLATION OR A CAPITAL SHIP THAT HAS BEEN REDUCED TO 0 MN.

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EMPEROR'S GLORY 3



ORDER

NEGATE ALL OF THE NEGATIVE EFFECTS CAUSED BY EVENTS ON ONE UNIT OF YOUR CHOICE.

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EMPEROR'S GLORY 3



ORDER

NEGATE ALL OF THE NEGATIVE EFFECTS CAUSED BY EVENTS ON ONE UNIT OF YOUR CHOICE.

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EMPEROR'S GLORY 3



ORDER

NEGATE ALL OF THE NEGATIVE EFFECTS CAUSED BY EVENTS ON ONE UNIT OF YOUR CHOICE.

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EMPEROR'S GLORY 3



ORDER

NEGATE ALL OF THE NEGATIVE EFFECTS CAUSED BY EVENTS ON ONE UNIT OF YOUR CHOICE.

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EMPEROR'S GLORY 3



ORDER

NEGATE ALL OF THE NEGATIVE EFFECTS CAUSED BY EVENTS ON ONE UNIT OF YOUR CHOICE.

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FOR VASUDA! 2



ORDER

SACRIFICE ONE OF YOUR SPECIAL CARDS OR ONE OF YOUR EQUIPMENT CARDS THAT HAVE NOT BEEN ACTIVATED YET. AN ENEMY UNIT OF YOUR CHOICE GETS -X MN. IN THIS CASE, X IS THE COST TO PLAY THE SACRIFICED CARD.

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FOR VASUDA! 2



ORDER

SACRIFICE ONE OF YOUR SPECIAL CARDS OR ONE OF YOUR EQUIPMENT CARDS THAT HAVE NOT BEEN ACTIVATED YET. AN ENEMY UNIT OF YOUR CHOICE GETS -X MN. IN THIS CASE, X IS THE COST TO PLAY THE SACRIFICED CARD.

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FOR VASUDA! 2



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FOR VASUDA! 2



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FOR VASUDA! 2



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REVENGE 3



ORDER

THE SELECTED UNIT GAINS YOUR CHOICE OF +3 AA OR +3 AC UNTIL THE END OF THE TURN IF IT TARGETS A UNIT THAT DAMAGED IT IN THE PREVIOUS TURN.

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REVENGE 3



ORDER

THE SELECTED UNIT GAINS YOUR CHOICE OF +3 AA OR +3 AC UNTIL THE END OF THE TURN IF IT TARGETS A UNIT THAT DAMAGED IT IN THE PREVIOUS TURN.

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THE SELECTED UNIT GAINS YOUR CHOICE OF +3 AA OR +3 AC UNTIL THE END OF THE TURN IF IT TARGETS A UNIT THAT DAMAGED IT IN THE PREVIOUS TURN.

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DISTURBANCE 3



EVENT

CHOOSE AN ENEMY UNIT. YOUR OPPONENT CANNOT USE ORDER CARDS ON THIS UNIT UNTIL END OF THE TURN. ANY ORDER CARDS THAT ARE CURRENTLY IN USE ON THIS UNIT ARE DESTROYED INSTANTLY.

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DISTURBANCE 3



EVENT

CHOOSE AN ENEMY UNIT. YOUR OPPONENT CANNOT USE ORDER CARDS ON THIS UNIT UNTIL END OF THE TURN. ANY ORDER CARDS THAT ARE CURRENTLY IN USE ON THIS UNIT ARE DESTROYED INSTANTLY.

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DISTURBANCE 3



EVENT

CHOOSE AN ENEMY UNIT. YOUR OPPONENT CANNOT USE ORDER CARDS ON THIS UNIT UNTIL END OF THE TURN. ANY ORDER CARDS THAT ARE CURRENTLY IN USE ON THIS UNIT ARE DESTROYED INSTANTLY.

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DISTURBANCE 3



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CHAIN REACTION 4



EVENT

CHOOSE 2 UNITS. IF THE EACH CHOSEN UNITS ACCUMULATE EXACTLY 4 DAMAGE POINTS AT SOME POINT DURING THIS TURN, DESTROY THEM INSTANTLY ONCE THIS HAPPENS.

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CHAIN REACTION 4



EVENT

CHOOSE 2 UNITS. IF THE EACH CHOSEN UNITS ACCUMULATE EXACTLY 4 DAMAGE POINTS AT SOME POINT DURING THIS TURN, DESTROY THEM INSTANTLY ONCE THIS HAPPENS.

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CHAIN REACTION 4



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CHAIN REACTION 4



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CHOOSE 2 UNITS. IF THE EACH CHOSEN UNITS ACCUMULATE EXACTLY 4 DAMAGE POINTS AT SOME POINT DURING THIS TURN, DESTROY THEM INSTANTLY ONCE THIS HAPPENS.

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SELF-DESTRUCTION PROCEDURE 5



EVENT

DESTROY THE SELECTED EQUIPMENT CARD. THE UNIT THAT CARRIED IT IS DEALT 3 DAMAGE.

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SELF-DESTRUCTION PROCEDURE ●5



EVENT

DESTROY THE SELECTED EQUIPMENT CARD. THE UNIT THAT CARRIED IT IS DEALT 3 DAMAGE.

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SELF-DESTRUCTION PROCEDURE ●5



EVENT

DESTROY THE SELECTED EQUIPMENT CARD. THE UNIT THAT CARRIED IT IS DEALT 3 DAMAGE.

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SELF-DESTRUCTION PROCEDURE ●5



EVENT

DESTROY THE SELECTED EQUIPMENT CARD. THE UNIT THAT CARRIED IT IS DEALT 3 DAMAGE.

©2011 BANDAI

SELF-DESTRUCTION PROCEDURE ●5



EVENT

DESTROY THE SELECTED EQUIPMENT CARD. THE UNIT THAT CARRIED IT IS DEALT 3 DAMAGE.

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DESTROYED CARGO ●2



EVENT

THIS CARD MUST BE PLAYED AT THE BEGINNING OF THE MOVEMENT PHASE. YOUR OPPONENT LOSES 6 CP UNTIL THE END OF THE TURN.

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DESTROYED CARGO ●2



EVENT

THIS CARD MUST BE PLAYED AT THE BEGINNING OF THE MOVEMENT PHASE. YOUR OPPONENT LOSES 6 CP UNTIL THE END OF THE TURN.

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DESTROYED CARGO ●2



EVENT

THIS CARD MUST BE PLAYED AT THE BEGINNING OF THE MOVEMENT PHASE. YOUR OPPONENT LOSES 6 CP UNTIL THE END OF THE TURN.

©2011 BANDAI

DESTROYED CARGO ●2



EVENT

THIS CARD MUST BE PLAYED AT THE BEGINNING OF THE MOVEMENT PHASE. YOUR OPPONENT LOSES 6 CP UNTIL THE END OF THE TURN.

©2011 BANDAI

DESTROYED CARGO ●2



EVENT

THIS CARD MUST BE PLAYED AT THE BEGINNING OF THE MOVEMENT PHASE. YOUR OPPONENT LOSES 6 CP UNTIL THE END OF THE TURN.

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AWAITING ORDERS ●3



EVENT

THE SELECTED UNIT CANNOT MAKE A JUMP THIS TURN.

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AWAITING ORDERS ●3



EVENT

THE SELECTED UNIT CANNOT MAKE A JUMP THIS TURN.

©2011 BANDAI

AWAITING ORDERS ●3



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©2011 BANDAI

AWAITING ORDERS ●3



EVENT

THE SELECTED UNIT CANNOT MAKE A JUMP THIS TURN.

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AWAITING ORDERS ●3



EVENT

THE SELECTED UNIT CANNOT MAKE A JUMP THIS TURN.

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REACTOR'S OVERHEAT ●2



EVENT

CHOOSE A UNIT. IF THE SELECTED UNIT ATTEMPTS TO DEAL DAMAGE IN THE FORTHCOMING BATTLE PHASE, THE WEAPONRY IT USED (AA OR AC) IS SET TO 0 IN THE NEXT TURN.

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REACTOR'S OVERHEAT ●2



EVENT

CHOOSE A UNIT. IF THE SELECTED UNIT ATTEMPTS TO DEAL DAMAGE IN THE FORTHCOMING BATTLE PHASE, THE WEAPONRY IT USED (AA OR AC) IS SET TO 0 IN THE NEXT TURN.

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REACTOR'S OVERHEAT

2

EVENT

CHOOSE A UNIT. IF THE SELECTED UNIT ATTEMPTS TO DEAL DAMAGE IN THE FORTHCOMING BATTLE PHASE, THE WEAPONRY IT USED (AA OR AC) IS SET TO 0 IN THE NEXT TURN.

REACTOR'S OVERHEAT

2

EVENT

CHOOSE A UNIT. IF THE SELECTED UNIT ATTEMPTS TO DEAL DAMAGE IN THE FORTHCOMING BATTLE PHASE, THE WEAPONRY IT USED (AA OR AC) IS SET TO 0 IN THE NEXT TURN.

REACTOR'S OVERHEAT

2

EVENT

CHOOSE A UNIT. IF THE SELECTED UNIT ATTEMPTS TO DEAL DAMAGE IN THE FORTHCOMING BATTLE PHASE, THE WEAPONRY IT USED (AA OR AC) IS SET TO 0 IN THE NEXT TURN.

COLLISION

4

EVENT

CHOOSE 2 ENEMY CAPITAL SHIPS THAT ARE IN THE BATTLE ZONE. THE SELECTED SHIPS ARE EACH DEALT 3 DAMAGE.

COLLISION

4

EVENT

CHOOSE 2 ENEMY CAPITAL SHIPS THAT ARE IN THE BATTLE ZONE. THE SELECTED SHIPS ARE EACH DEALT 3 DAMAGE.

COLLISION

4

EVENT

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COLLISION

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COLLISION

4

EVENT

CHOOSE 2 ENEMY CAPITAL SHIPS THAT ARE IN THE BATTLE ZONE. THE SELECTED SHIPS ARE EACH DEALT 3 DAMAGE.

ACTIVATE GUARDIAN CANNONS!

2

EVENT

PAY X CP IN ORDER TO DEAL X DAMAGE TO A CHOSEN FIGHTER OR BOMBER WING. IN THIS CASE, X CAN BE ANY NUMBER OF YOUR CHOICE.

ACTIVATE GUARDIAN CANNONS!

2

EVENT

PAY X CP IN ORDER TO DEAL X DAMAGE TO A CHOSEN FIGHTER OR BOMBER WING. IN THIS CASE, X CAN BE ANY NUMBER OF YOUR CHOICE.

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ACTIVATE GUARDIAN CANNONS!

2

EVENT

PAY X CP IN ORDER TO DEAL X DAMAGE TO A CHOSEN FIGHTER OR BOMBER WING. IN THIS CASE, X CAN BE ANY NUMBER OF YOUR CHOICE.

COMMUNICATION CUT-OFF

3

EVENT

ORDER CARDS CANNOT BE PLAYED ON THE CHOSEN UNIT UNTIL THE END OF THE TURN.

COMMUNICATION CUT-OFF

3

EVENT

ORDER CARDS CANNOT BE PLAYED ON THE CHOSEN UNIT UNTIL THE END OF THE TURN.

COMMUNICATION CUT-OFF

3

EVENT

ORDER CARDS CANNOT BE PLAYED ON THE CHOSEN UNIT UNTIL THE END OF THE TURN.

COMMUNICATION CUT-OFF 3



EVENT

ORDER CARDS CANNOT BE PLAYED ON THE CHOSEN UNIT UNTIL THE END OF THE TURN.

BY MARTIN C. J. TORRES

COMMUNICATION CUT-OFF 3



EVENT

ORDER CARDS CANNOT BE PLAYED ON THE CHOSEN UNIT UNTIL THE END OF THE TURN.

BY MARTIN C. J. TORRES

BATTLE ON THE LOW ORBIT 5



EVENT

THIS CARD MUST BE PLAYED AT THE BEGINNING OF THE BATTLE PHASE. ALL FIGHTER AND BOMBER WINGS GET -3 MN UNTIL THE END OF THE TURN.

BY MARTIN C. J. TORRES

BATTLE ON THE LOW ORBIT 5



EVENT

THIS CARD MUST BE PLAYED AT THE BEGINNING OF THE BATTLE PHASE. ALL FIGHTER AND BOMBER WINGS GET -3 MN UNTIL THE END OF THE TURN.

BY MARTIN C. J. TORRES

BATTLE ON THE LOW ORBIT 5



EVENT

THIS CARD MUST BE PLAYED AT THE BEGINNING OF THE BATTLE PHASE. ALL FIGHTER AND BOMBER WINGS GET -3 MN UNTIL THE END OF THE TURN.

BY MARTIN C. J. TORRES

BATTLE ON THE LOW ORBIT 5



EVENT

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BY MARTIN C. J. TORRES

BATTLE ON THE LOW ORBIT 5



EVENT

THIS CARD MUST BE PLAYED AT THE BEGINNING OF THE BATTLE PHASE. ALL FIGHTER AND BOMBER WINGS GET -3 MN UNTIL THE END OF THE TURN.

BY MARTIN C. J. TORRES

PHI KHEBHET 4



SQUADRON

ATTACH TO A FIGHTER OR BOMBER WING.

THE ATTACHED UNIT GAINS +1 MN, +1 HP, AND IS ALLOWED TO USE SINGLE USE EQUIPMENT CARDS TWICE.

SPECIAL CARD

BY MARTIN C. J. TORRES

PHI KHEBHET 4



SQUADRON

ATTACH TO A FIGHTER OR BOMBER WING.

THE ATTACHED UNIT GAINS +1 MN, +1 HP, AND IS ALLOWED TO USE SINGLE USE EQUIPMENT CARDS TWICE.

SPECIAL CARD

BY MARTIN C. J. TORRES

PHI KHEBHET 4



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SPECIAL CARD

BY MARTIN C. J. TORRES

PHI KHEBHET 4



SQUADRON


ATTACH TO A FIGHTER OR BOMBER WING.

THE ATTACHED UNIT GAINS +1 MN, +1 HP, AND IS ALLOWED TO USE SINGLE USE EQUIPMENT CARDS TWICE.

SPECIAL CARD

BY MARTIN C. J. TORRES

EMPEROR KHONSU II 9



CHARACTER

THERE CAN BE ONLY ONE EMPEROR KHONSU II IN THE GAME.

IF EMPEROR KHONSU II IS PLACED IN THE FLEET ZONE, ALL OF YOUR ORDER CARDS COST -1 CP TO PLAY. IF IT IS ATTACHED TO A UNIT, ALL SHIPS LOCATED IN THE SAME ZONE AS THE ATTACHED UNIT GAIN +1 HP.

SPECIAL CARD

BY MARTIN C. J. TORRES

EMPEROR KHONSU II 9



CHARACTER

THERE CAN BE ONLY ONE EMPEROR KHONSU II IN THE GAME.

IF EMPEROR KHONSU II IS PLACED IN THE FLEET ZONE, ALL OF YOUR ORDER CARDS COST -1 CP TO PLAY. IF IT IS ATTACHED TO A UNIT, ALL SHIPS LOCATED IN THE SAME ZONE AS THE ATTACHED UNIT GAIN +1 HP.

SPECIAL CARD

BY MARTIN C. J. TORRES

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CHARACTER

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SPECIAL CARD

BY MARTIN C. J. TORRES

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CHARACTER


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SPECIAL CARD

BY MARTIN C. J. TORRES

EMPEROR KHONSU II 9



CHARACTER

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IF EMPEROR KHONSU II IS PLACED IN THE FLEET ZONE, ALL OF YOUR ORDER CARDS COST -1 CP TO PLAY. IF IT IS ATTACHED TO A UNIT, ALL SHIPS LOCATED IN THE SAME ZONE AS THE ATTACHED UNIT GAIN +1 HP.

REPAIR TEAM 3



CREW

SPECIAL CARD

ATTACH TO A CAPITAL SHIP.

AT THE BEGINNING OF THE TURN, REPAIR TEAM AUTOMATICALLY REMOVES A DAMAGE MARKER FROM THE ATTACHED SHIP WITHOUT ANY COSTS.

REPAIR TEAM 3



CREW

SPECIAL CARD

ATTACH TO A CAPITAL SHIP.

AT THE BEGINNING OF THE TURN, REPAIR TEAM AUTOMATICALLY REMOVES A DAMAGE MARKER FROM THE ATTACHED SHIP WITHOUT ANY COSTS.

REPAIR TEAM 3



CREW

SPECIAL CARD

ATTACH TO A CAPITAL SHIP.

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REPAIR TEAM 3



CREW

SPECIAL CARD

ATTACH TO A CAPITAL SHIP.

AT THE BEGINNING OF THE TURN, REPAIR TEAM AUTOMATICALLY REMOVES A DAMAGE MARKER FROM THE ATTACHED SHIP WITHOUT ANY COSTS.

REPAIR TEAM 3



CREW

SPECIAL CARD

ATTACH TO A CAPITAL SHIP.

AT THE BEGINNING OF THE TURN, REPAIR TEAM AUTOMATICALLY REMOVES A DAMAGE MARKER FROM THE ATTACHED SHIP WITHOUT ANY COSTS.

SENIOR GUNNER OFFICER 4



CREW

SPECIAL CARD

ATTACH TO A CAPITAL SHIP.

SENIOR GUNNER OFFICER GIVES THE ATTACHED SHIP +1 AC AND +1 AA.

SENIOR GUNNER OFFICER 4



CREW

SPECIAL CARD

ATTACH TO A CAPITAL SHIP.

SENIOR GUNNER OFFICER GIVES THE ATTACHED SHIP +1 AC AND +1 AA.

SENIOR GUNNER OFFICER 4



CREW

SPECIAL CARD

ATTACH TO A CAPITAL SHIP.

SENIOR GUNNER OFFICER GIVES THE ATTACHED SHIP +1 AC AND +1 AA.

SENIOR GUNNER OFFICER 4



CREW

SPECIAL CARD

ATTACH TO A CAPITAL SHIP.

SENIOR GUNNER OFFICER GIVES THE ATTACHED SHIP +1 AC AND +1 AA.

SENIOR GUNNER OFFICER 4



CREW

SPECIAL CARD

ATTACH TO A CAPITAL SHIP.

SENIOR GUNNER OFFICER GIVES THE ATTACHED SHIP +1 AC AND +1 AA.

APEH VHAU 4



CHARACTER

SPECIAL CARD

THERE CAN BE ONLY ONE APEH VHAU IN THE GAME.

ATTACH TO A FIGHTER OR BOMBER WING.

APEH VHAU GIVES THE ATTACHED UNIT +2 AC AND +1 MN.

APEH VHAU 4



CHARACTER

SPECIAL CARD

THERE CAN BE ONLY ONE APEH VHAU IN THE GAME.

ATTACH TO A FIGHTER OR BOMBER WING.

APEH VHAU GIVES THE ATTACHED UNIT +2 AC AND +1 MN.

APEH VHAU 4



CHARACTER

SPECIAL CARD

THERE CAN BE ONLY ONE APEH VHAU IN THE GAME.

ATTACH TO A FIGHTER OR BOMBER WING.

APEH VHAU GIVES THE ATTACHED UNIT +2 AC AND +1 MN.

APEH VHAU 4



CHARACTER

SPECIAL CARD

THERE CAN BE ONLY ONE APEH VHAU IN THE GAME.

ATTACH TO A FIGHTER OR BOMBER WING.

APEH VHAU GIVES THE ATTACHED UNIT +2 AC AND +1 MN.

APEH VHAU 4



CHARACTER

SPECIAL CARD

THERE CAN BE ONLY ONE APEH VHAU IN THE GAME.

ATTACH TO A FIGHTER OR BOMBER WING.

APEH VHAU GIVES THE ATTACHED UNIT +2 AC AND +1 MN.

IYAR THU'KAA

4



CHARACTER


SPECIAL CARD

THERE CAN BE ONLY ONE IYAR THU'KAA IN THE GAME.
ATTACH TO A FIGHTER OR BOMBER WING.

IYAR THU'KAA GIVES THE ATTACHED SHIP +2 MN AND ALLOWS IT TO PERFORM JUMPS FROM THE BATTLE ZONE TO THE FLEET ZONE AT NO COSTS.

IYAR THU'KAA

4



CHARACTER

SPECIAL CARD

THERE CAN BE ONLY ONE IYAR THU'KAA IN THE GAME.
ATTACH TO A FIGHTER OR BOMBER WING.

IYAR THU'KAA GIVES THE ATTACHED SHIP +2 MN AND ALLOWS IT TO PERFORM JUMPS FROM THE BATTLE ZONE TO THE FLEET ZONE AT NO COSTS.

IYAR THU'KAA

4



CHARACTER

SPECIAL CARD

THERE CAN BE ONLY ONE IYAR THU'KAA IN THE GAME.
ATTACH TO A FIGHTER OR BOMBER WING.

IYAR THU'KAA GIVES THE ATTACHED SHIP +2 MN AND ALLOWS IT TO PERFORM JUMPS FROM THE BATTLE ZONE TO THE FLEET ZONE AT NO COSTS.

IYAR THU'KAA

4



CHARACTER

SPECIAL CARD

THERE CAN BE ONLY ONE IYAR THU'KAA IN THE GAME.
ATTACH TO A FIGHTER OR BOMBER WING.

IYAR THU'KAA GIVES THE ATTACHED SHIP +2 MN AND ALLOWS IT TO PERFORM JUMPS FROM THE BATTLE ZONE TO THE FLEET ZONE AT NO COSTS.

IYAR THU'KAA

4



CHARACTER

SPECIAL CARD

THERE CAN BE ONLY ONE IYAR THU'KAA IN THE GAME.
ATTACH TO A FIGHTER OR BOMBER WING.

IYAR THU'KAA GIVES THE ATTACHED SHIP +2 MN AND ALLOWS IT TO PERFORM JUMPS FROM THE BATTLE ZONE TO THE FLEET ZONE AT NO COSTS.

CAPTIN HAKAR NEBHUTU

5



CHARACTER

SPECIAL CARD

THERE CAN BE ONLY ONE HAKAR NEBHUTU IN THE GAME.
ATTACH TO A CAPITAL SHIP.

THE ATTACHED UNIT GAINS +1 HP AND THE ABILITY:
PAY 2: THE ATTACHED GAINS +1 AC UNTIL THE END OF THE TURN. THIS ABILITY CAN BE USED ONLY ONCE PER TURN.

CAPTIN HAKAR NEBHUTU

5



CHARACTER

SPECIAL CARD

THERE CAN BE ONLY ONE HAKAR NEBHUTU IN THE GAME.
ATTACH TO A CAPITAL SHIP.

THE ATTACHED UNIT GAINS +1 HP AND THE ABILITY:
PAY 2: THE ATTACHED GAINS +1 AC UNTIL THE END OF THE TURN. THIS ABILITY CAN BE USED ONLY ONCE PER TURN.

CAPTIN HAKAR NEBHUTU

5



CHARACTER


SPECIAL CARD

THERE CAN BE ONLY ONE HAKAR NEBHUTU IN THE GAME.
ATTACH TO A CAPITAL SHIP.

THE ATTACHED UNIT GAINS +1 HP AND THE ABILITY:
PAY 2: THE ATTACHED GAINS +1 AC UNTIL THE END OF THE TURN. THIS ABILITY CAN BE USED ONLY ONCE PER TURN.

CAPTIN HAKAR NEBHUTU

5



CHARACTER

SPECIAL CARD

THERE CAN BE ONLY ONE HAKAR NEBHUTU IN THE GAME.
ATTACH TO A CAPITAL SHIP.

THE ATTACHED UNIT GAINS +1 HP AND THE ABILITY:
PAY 2: THE ATTACHED GAINS +1 AC UNTIL THE END OF THE TURN. THIS ABILITY CAN BE USED ONLY ONCE PER TURN.

CAPTIN HAKAR NEBHUTU

5



CHARACTER

SPECIAL CARD

THERE CAN BE ONLY ONE HAKAR NEBHUTU IN THE GAME.
ATTACH TO A CAPITAL SHIP.

THE ATTACHED UNIT GAINS +1 HP AND THE ABILITY:
PAY 2: THE ATTACHED GAINS +1 AC UNTIL THE END OF THE TURN. THIS ABILITY CAN BE USED ONLY ONCE PER TURN.