

DECOY CONTAINER

3

EQUIPMENT

SINGLE USE

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.

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MASS LAUNCHER

4

EQUIPMENT

SINGLE USE

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.

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FANG ROCKETS

1

SINGLE USE

EQUIPMENT

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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MORNINGSTAR CANNON

4

MULTI USE

EQUIPMENT

ATTACH TO FIGHTER OR BOMBER WING.

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

© MARTIN CSD 1.47 TOKAREK

MORNINGSTAR CANNON

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MULTI USE

EQUIPMENT

ATTACH TO FIGHTER OR BOMBER WING.

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MORNINGSTAR CANNON

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MULTI USE

EQUIPMENT

ATTACH TO FIGHTER OR BOMBER WING.

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

DEFENSIVE GRID

3



MULTI USE

EQUIPMENT

ATTACH TO CRUISER OR CORVETTE.

EACH FIGHTER AND BOMBER WINGS THAT TARGET THE ATTACHED SHIP EACH GET -1 MN.

DEFENSIVE GRID

3



MULTI USE

EQUIPMENT

ATTACH TO CRUISER OR CORVETTE.

EACH FIGHTER AND BOMBER WINGS THAT TARGET THE ATTACHED SHIP EACH GET -1 MN.

DEFENSIVE GRID

3



MULTI USE

EQUIPMENT

ATTACH TO CRUISER OR CORVETTE.

EACH FIGHTER AND BOMBER WINGS THAT TARGET THE ATTACHED SHIP EACH GET -1 MN.

DEFENSIVE GRID

3



MULTI USE

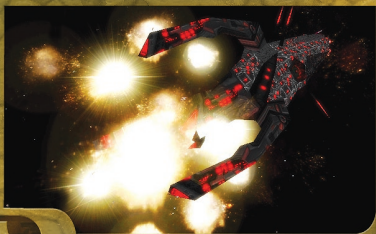
EQUIPMENT

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DEFENSIVE GRID

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MULTI USE

EQUIPMENT

ATTACH TO CRUISER OR CORVETTE.

EACH FIGHTER AND BOMBER WINGS THAT TARGET THE ATTACHED SHIP EACH GET -1 MN.

VEEP RA

3



MULTI USE

EQUIPMENT

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



MULTI USE

EQUIPMENT

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 DE-
 STROYED, 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

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HEVY HULL TECHNOLOGY 12

TECHNOLOGY

ALL OF YOUR UNITS GAIN +1 HP.

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HEVY HULL TECHNOLOGY 12

TECHNOLOGY

ALL OF YOUR UNITS GAIN +1 HP.

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