

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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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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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.

© MARTIN RODRIGUEZ TORRES

DESTROYED CARGO

2



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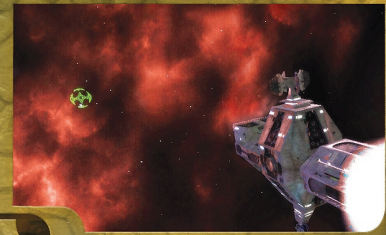


EVENT

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

AWAITING ORDERS

3



EVENT

THE SELECTED UNIT CANNOT MAKE A JUMP THIS TURN.

AWAITING ORDERS

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AWAITING ORDERS

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EVENT

THE SELECTED UNIT CANNOT MAKE A JUMP THIS 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

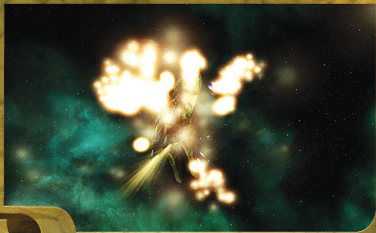


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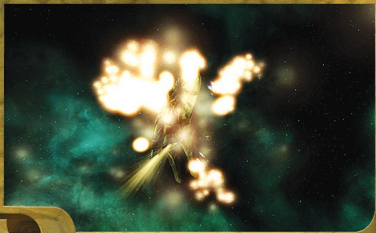
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REACTOR'S OVERHEAT

2



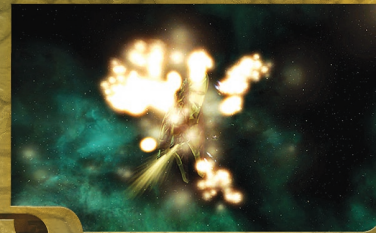
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(C) MARTIN/COS 1.47 TOKAREK

COLLISION

4



EVENT

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

(C) MARTIN/COS 1.47 TOKAREK

COLLISION

4



EVENT

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COLLISION

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COLLISION

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(C) MARTIN/COS 1.47 TOKAREK

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.

(C) MARTIN/COS 1.47 TOKAREK

ACTIVATE GUARDIAN CANNONS!

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ACTIVATE GUARDIAN CANNONS!

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COMMUNICATION CUT-OFF

3



EVENT

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

COMMUNICATION CUT-OFF

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COMMUNICATION CUT-OFF

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COMMUNICATION CUT-OFF

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EVENT

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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.

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BATTLE ON THE LOW ORBIT

5



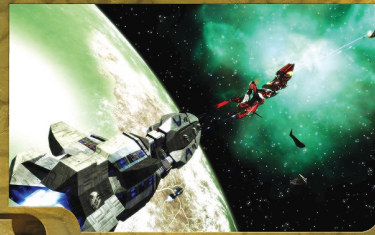
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© MARTIN CDD 1.47 TOKAREK

BATTLE ON THE LOW ORBIT

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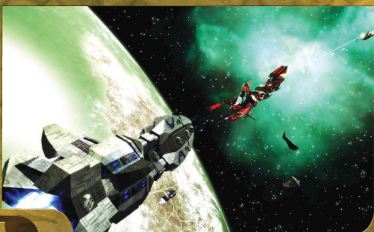
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© MARTIN CDD 1.47 TOKAREK

BATTLE ON THE LOW ORBIT

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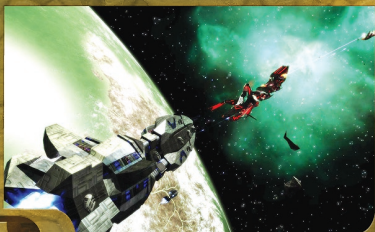
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