

POWER TO WEAPONS

3



ORDER

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

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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

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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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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

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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!"

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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!

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(C) MARTIN/COS 1.47 TOKAREK

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(C) MARTIN/COS 1.47 TOKAREK

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.

(C) MARTIN/COS 1.47 TOKAREK

REVENGE

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