

PHI KHEBHET

4

## SQUADRON

SPECIAL CARD

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.

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The image shows a character card for Emperor Khonsu II from the Star Wars: Armada game. The card has a dark, textured background with a yellowish-gold border. At the top, the name "EMPEROR KHONSU II" is printed in a bold, sans-serif font. To the right of the name is a circular icon containing the number "9". Below the name is a large, detailed illustration of Emperor Khonsu II's head and shoulders, looking slightly to the left. The word "CHARACTER" is printed in a large, bold, sans-serif font below the illustration. On the left side of the card, the words "SPECIAL CARD" are printed vertically in a bold, sans-serif font. Below this, there is a small icon of a white circle with a vertical line through it. The main text of the card is enclosed in a large, rounded rectangular frame with a dark, textured background. The text reads: "THERE CAN BE ONLY ONE EMPEROR KHONSU II IN THE GAME." Below this, there is a small icon of a white circle with a vertical line through it. The bottom text of the card reads: "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." At the bottom left of the card is a small icon of a white circle with a vertical line through it. At the bottom right of the card, the text "©2014 MANTIC GAMES LTD. TORONTO, CANADA" is printed in a small, sans-serif font.

A character card for Emperor Khonsu II. The card has a dark, textured background. At the top, the name "EMPEROR KHONSU II" is written in a stylized font. Below the name is a large, close-up image of the Emperor's face, which is green and has a fierce expression. To the right of the name is a small circular icon with the number "9". Below the image, the word "CHARACTER" is written in a bold, sans-serif font. At the bottom, there is a text box with a black background and white text that reads: "THERE CAN BE ONLY ONE EMPEROR KHONSU II IN THE GAME." The card is framed by a dark border with a textured, metallic appearance.



EMPEROR KHONSU II

9



CHARACTER

SPECIAL CARD

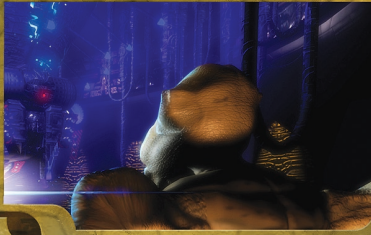
THERE CAN BE ONLY ONE EMPEROR KHONSU II IN THE GAME.

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.

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REPAIR TEAM

3



CREW

SPECIAL CARD

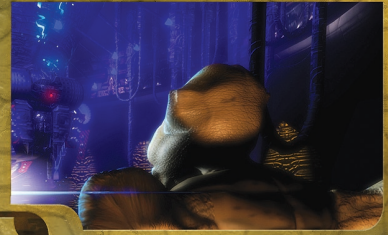
ATTACH TO A CAPITAL SHIP.

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

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REPAIR TEAM

3



CREW

SPECIAL CARD

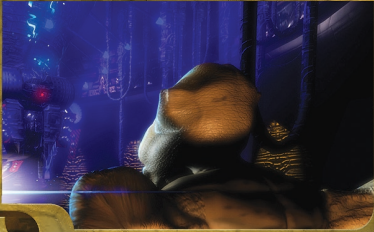
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REPAIR TEAM

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CREW

SPECIAL CARD

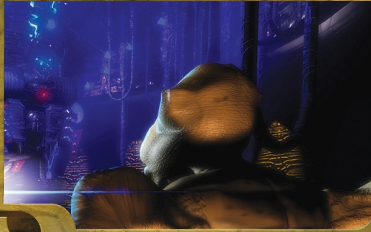
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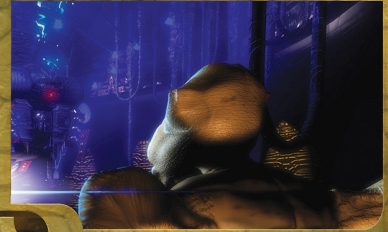
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REPAIR TEAM

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SENIOR GUNNER OFFICER

4



CREW

SPECIAL CARD

ATTACH TO A CAPITAL SHIP.

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

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SENIOR GUNNER OFFICER

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CREW

ATTACH TO A CAPITAL SHIP.

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APEH VHAI

4



CHARACTER

THERE CAN BE ONLY ONE APEH VHAI IN THE GAME.

ATTACH TO A FIGHTER OR BomBER WING.

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

APEH VHAI

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CHARACTER

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ATTACH TO A FIGHTER OR BomBER WING.

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

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IYAR THU'KAA

4



CHARACTER

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

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CAPTIN HAKAR NEBHUTU

5

CHARACTER

SPECIAL CARD

THERE CAN BE ONLY ONE HAKAR NEB HUTU 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.

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CAPTIN HAKAR NEBHUTU

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CHARACTER

SPECIAL CARD

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