

VF ANUBIS 3

2 / 3
8 \ 3

UNIT - FIGHTER WING

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

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BY MARTIN "C914" TOKARSKI

VF HORUS 5

1 / 3
11 \ 2

UNIT - FIGHTER WING

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

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1 / 3
11 \ 2

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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 "C91.4" 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 "C91.4" TOKARSKI

VF SERAPIS 6



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BY MARTIN "C91.4" 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 "C91.4" TOKARSKI

VF TAURET 7



3 / 3 UNIT - FIGHTER WING

8 / 4

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BY MARTIN "C914" TOKARSKI

VB SEKHMET 7



5 / 2 UNIT - BOMBER WING

8 \ 4

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

BY MARTIN "C914" TOKARSKI

VB SEKHMET 7



5 / 2 UNIT - BOMBER WING

8 \ 4

PAY 1: SWAP VB SEKHMET'S AC
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BY MARTIN "C914" TOKARSKI

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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.

BY MARTIN "C914" TOKARSKI

VB BAKHA 8



6 / 2 UNIT - BOMBER WING

7 \ 5

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

BY MARTIN "C914" TOKARSKI

VB BAKHA 8



6 / 2 UNIT - BOMBER WING

7 \ 5

HEAVY WEAPONS:
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BY MARTIN "C914" TOKARSKI

VB BAKHA 8



6 / 2
7 / 5

UNIT - Bomber Wing

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6 / 2
7 / 5

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BY MARTIN "C91.4" TOKARSKI

VB BAKHA 8



6 / 2
7 / 5

UNIT - Bomber Wing

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VB BAKHA GAINS + 3 AC WHEN-
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BY MARTIN "C91.4" TOKARSKI

VB OSIRIS 7



7 / 1
6 / 8

UNIT - Bomber Wing

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

BY MARTIN "C91.4" TOKARSKI

VB OSIRIS 7



7 / 1
6 / 8

UNIT - Bomber Wing

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

BY MARTIN "C91.4" TOKARSKI

VB OSIRIS 7



7 / 1
6 / 8

UNIT - Bomber Wing

COUNTERMEASURES:
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CHOICE FOR THIS TURN.

BY MARTIN "C91.4" TOKARSKI

VB OSIRIS 7



7 / 1
6 / 8

UNIT - Bomber Wing

COUNTERMEASURES:
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CHOICE FOR THIS TURN.

BY MARTIN "C91.4" TOKARSKI

VB OSIRIS 7



7 / 1
6 / 8

UNIT - Bomber Wing

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

BY MARTIN "C91.4" TOKARSKI

VC ATEN 5



4 / 10
7 / 5

UNIT - Cruiser

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

BY MARTIN "C91.4" 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 "C91.4" TOKARSKI

VC ATEN 5



4/10 UNIT - CRUISER

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4/10 UNIT - CRUISER

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

BY MARTIN "C91.4" 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 "C91.4" TOKARSKI

VC THEB 8



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BY MARTIN "C91.4" 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 "C91.4" TOKARSKI

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BY MARTIN "C91.4" 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 "C91.4" TOKARSKI

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9 / 11

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3 \ 10

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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.

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11 / 10

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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 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

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12 / 12

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BY MARTIN "C914" TOKARSKI

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.

BY MARTIN "C914" TOKARSKI

VT ISIS

6

0 / 4

UNIT - TRANSPORT SHIP

7 / 6

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VT ISIS IS TREATED AS BOMBER WING UNIT.

BY MARTIN "C914" TOKARSKI

VT ISIS 6



• / 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.
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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.

BY MARTIN "C914" TOKARSKI

VT ISIS 6



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7 \ 6

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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.

BY MARTIN "C914" TOKARSKI

VT ISIS 6



• / 4 UNIT - TRANSPORT SHIP

7 \ 6

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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.

BY MARTIN "C914" TOKARSKI

VI KARNAK 9



12 / 14 UNIT - INSTALLATION

• \ 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.**

BY MARTIN "C914" TOKARSKI

VI KARNAK 9



12 / 14 UNIT - INSTALLATION

• \ 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.**

BY MARTIN "C914" TOKARSKI

VI KARNAK 9



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VSG ANKH 5



• / 10 UNIT - SENTRY GUN

• \ 9

**YOU MUST PLACE VSG ANKH DIRECTLY INTO THE BATTLE ZONE. 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.**

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