

1 • **Jerran Tierney, Armor Smith (001F)** **5**

Tierney designed the Juggernaut, FedGrav's latest contribution to the Earthier armored divisions. He considers the elegant sphere to be nature's perfect design.



CHARACTER • FEDGRAV • TECH • UNIT

POWER **3** TACTICS **3** DEFENSE **5**

••• Pay 2 energy ≈ Make your target vehicle immune to attrition until end of turn.
 •• Pay 2 energy ≈ Make your target unit at a site with your vehicle immune to attrition until end of turn.
 • Pay 4 energy ≈ Make your battle destiny +1 in target site battle where you have a vehicle.

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2 **Rookie Flyer (002C)** **4**

Fresh out of Basic Flight, he is ready for combat. That's what Admiral Hicks told his class at their commencement address.



CHARACTER • iCOM • TECH • UNIT

POWER **1** TACTICS **1** DEFENSE **3**

Piloting 1 (As long as this character is aboard a ship, that ship is power +1 and tactics +1.)

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2 **iCom Reserve Commander (003A)** **2**

Many high ranking iCom veterans serving planetside returned to fleet duty. Donat Barton found the change welcome and exhilarating.



CHARACTER • iCOM • TECH • UNIT

POWER **3** TACTICS **2** DEFENSE **3**

Pay 3 energy ≈ Make this character tactics +2 until end of turn.

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2 **Dirtside Operative (007D)** **3**

Not every iCom recruit is graduated from Basic Flight. Barow relies on ground ops to supply information about pirate intents and operations.



CHARACTER • iCOM • INFILTRATOR • UNIT

POWER **2** TACTICS **2** DEFENSE **3**

Quickdraw 1
 Each time an activated ability on a weapon beneath this character damages an opponent's unit, you may make your opponent lose 1 energy and put that card face down on your stockpile asset.

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2 **Savvy Tuner (008B)** **3**

If you need it fixed now, Cley Moydock will fix it for you. Now.



CHARACTER • FEDGRAV • INVERTER • UNIT

POWER **3** TACTICS **1** DEFENSE **4**

When this character enters play from your hand, if you have three or fewer support icons, you may invert it.

Reverse this character ≈ Cancel target pending activated ability.

DEFENSE **4** TACTICS **1** POWER **3**

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2 **Trench Sweeper (009B)** **3**

Less maneuverable than the standard GR-Blade, sweepers root out enemies hiding behind hardened defenses.



VEHICLE • FEDGRAV • UNIT

POWER **2** TACTICS **2** DEFENSE **3**

Size 2, Transport 1 (Each time this vehicle performs a movement action, you may move with it one of your characters.)

• Pay 3 energy ≈ Cancel target pending drain at an adjacent site.

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2 **Patrol Raven (013B)** **4**

Basic Flight does little to prepare a new Raven pilot for the dangers of the Belt. The wisdom of squadron veterans quickly supplants lectures and manuals.



SHIP (CAPACITY 1) • iCOM • FIGHTER

POWER **3** TACTICS **1** DEFENSE **4**

• Pay 1 energy ≈ Make this ship power +1 until end of turn for each of your stockpile assets that has a card stacked on it.

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2 **Raven Strafer (014G)** **4**

A pilot isn't truly accepted as a Raven without surviving a ground attack on an Accord hideout.



SHIP (CAPACITY 1) • iCOM • FIGHTER

POWER **3** TACTICS **1** DEFENSE **4**

As long as you have a character that has piloting aboard this ship, your total power at related locations is +2.

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2 **Raven Ambusher (015B)** **4**

Though often outgunned, Raven squadron relies on Barow's insight and "Juice's" trigger finger to see them through.



SHIP (CAPACITY 1) • iCOM • FIGHTER

POWER **3** TACTICS **1** DEFENSE **4**

Each time your opponent uses a support icon on a related location, if you control this sector, you may look at the top card of that player's reserve.

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3 •Sydney "Juice" Seven (004B) **3**

Born on a station below the system's ecliptic, "Juice" is over-confident and far too vocal. But when the Ravens face a nest of hekatons, he's the man that Nann Barow calls.



CHARACTER • iCom • TECH • UNIT

POWER **3** TACTICS **2** DEFENSE **4**

Piloting 2 (As long as this character is aboard a ship, that ship is power +2 and tactics +2.)

- Pay 1 energy ≈ As long as you have more characters with piloting here than your opponent, make your battle destiny +D in target sector battle here.

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3 Fleet Medtech (005E) **3**

iCom regards medical aptitude highly and rewards top-scoring students with choice assignments. Barow makes sure the Ravens get the best medical personnel.



CHARACTER • iCom • INVERTER • UNIT

POWER **1** TACTICS **3** DEFENSE **3**

When this character enters play from your hand, if you have three or fewer support icons, you may invert it.

Reduce your casualties by 4 here.

DEFENSE **1** TACTICS **3** POWER **3**

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2 Light Chucker (006C) **3**

Angel Cruz prefers a F.L.I.C. to the standard iCom sidearm.



CHARACTER • iCom • WARRIOR • UNIT

POWER **2** TACTICS **2** DEFENSE **3**

Quickdraw 1

- Dismiss your stockpile asset with X cards stacked on it ≈ Add X to the destiny of each card revealed using an activated ability on a weapon beneath this character until end of turn.

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4 Rolling Forerunner (010E) **2**

The first Earther vehicles to arrive provide attack coordinates and eliminate potential threats.



VEHICLE • FedGrav • UNIT

POWER **4** TACTICS **2** DEFENSE **6**

Size 2, Transport 1 (Each time this vehicle performs a movement action, you may move with it one of your characters.)

When this vehicle enters play from your hand, if you have three or fewer support icons, you may download a location that has an support icon.

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4 Robber Wagon (011D) **2**

Juggernauts operating unsupported in enemy territory are equipped with reclaimer plants, capable of converting almost any energy source to power themselves.



VEHICLE • FedGrav • INVERTER • UNIT

POWER **3** TACTICS **3** DEFENSE **3**

Size 2, Transport 1

- Put the top card stacked on your stockpile asset in its owner's used pile ≈ Invert this vehicle.

Size 2, Transport 1

DEFENSE **5** TACTICS **5** POWER **5**

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2 Fencer (012G) **2**

Light and agile, fencers screen advancing infantry from counterattack.



VEHICLE • FedGrav • UNIT

POWER **2** TACTICS **2** DEFENSE **3**

Size 2, Transport 1 (Each time this vehicle performs a movement action, you may move with it one of your characters.)

At same and related sites, your opponent's units can not move (or be relocated?) except during that opponent's move phase.

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4 •Croatoan (016F) **1**

A veteran pirate hunter, the Croatoan's flock of Ravens boasts as many kills as the famed Inca squadron.



SHIP (CAPACITY 4) • iCom • CAPITAL

POWER **4** TACTICS **2** DEFENSE **6**

Captain – Nann Barow, Transport 2

You cause attrition +X during battles here and at related locations, where X is the number of iCom ships and iCom units you have in that battle.

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2 •Stork (017A) **4**

After losing dozens of Juggernauts aboard iCom tenders, FedGrav decided to build their own ships. The prototype of this new design is the Stork.



SHIP (CAPACITY 4) • FedGrav • CAPITAL

POWER **2** TACTICS **2** DEFENSE **5**

- Lose 2 energy ≈ Play a vehicle at full cost to the location of target battle at a related site. You cause attrition +D in that battle.

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3 •Nann Barow, Brigand's Bane (166G) **1**

After Raving Red-Jane slipped through her fingers several times, Barow has vowed to terminate Jane's reign of terror.



CHARACTER • KIZEN • iCom • UNIT

POWER **4** TACTICS **3** DEFENSE **4**

Piloting 2, Quickdraw 1

- Pay 2 energy ≈ If a battle has taken place here this turn, perform an attack here at no cost. You cause no casualties during that battle. You may use this ability only during your turn.

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0 **Welles Gorget Disruptor (018G)** **5**

Intended to be the ultimate infantry cannon, the W80K can wreak havoc on any unfortunate souls nearby. Lightly armored troops quickly learn to stand behind the bearer.



WEAPON (CHARACTER) • RANGED

• Pay 1 energy ≈ Choose target unit your opponent has in a site battle here. Damage target if its defense < **D** +4. The first time you use this ability each turn, dismiss your other target undamaged unit here.

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1 **When It All Goes to Hell (019C)** **2**

"Find something big to hide behind. Or just keep shooting and they'll be the ones to hide."



1/26 JAs *cannot* keep it (per WR)

INTERRUPT (Used)

Make your character that has tactics > 2 defense +4 until end of turn.

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0 **Outfox (020A)** **3**

"Disperse the enemy strategically, but take him seriously tactically." —Mao Tse-tung



INTERRUPT (Lost)

You may only play this interrupt if you have higher total tactics than your opponent in target site battle.

Make your opponent damage one of his or her units in that battle.

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2 **Privilege of Prowess (024G)** **3**

Commanders have learned to look the other way when accomplished pilots bend minor regulations, including sporting unauthorized mustaches.



ASSET

• Pay 0 energy ≈ Play your character that has piloting aboard your ship. That character costs 2 less energy to play. You may use this ability only during your deploy phase.

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0 **Out of the Sun (025B)** **6**

"We can't get a lock —too much solar interference."



ASSET

Each activated ability costs 1 more energy to use.

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1 **We Protect Our Own (026C)** **4**

"Ravenous enemies threaten our borders. Betrayers and monsters lick their lips and sharpen their claws. They will not find Earth an easy meal." —Horatio Hicks



ASSET (Site)

You may play this asset beneath one of your opponent's sites.

Each of your opponent's drains here is -1 for each related sector you control.

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4 **Ask Questions Later (030E)** **1**

Whatever you hit, call it the target. Just be sure you shoot first.



ASSET

Your characters that don't have quickdraw gain **Quickdraw 1**.

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0 • Claiming Prisoners (021A) **4**

The Commerce Authority always gets its man... or woman, or Shi, as the case may be.



ASSET • STOCKPILE

Each time your character that has tactics > 2 enters play if there is no card stacked here, you may make your opponent lose 1 energy and stack that card face down on this asset.

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1 • Advance to Wasteland (022D) **4**

"I will show you fear in a handful of dust." —T.S. Eliot, The Waste Land



ORDER (Lost)

Reveal the top X cards of your reserve, where X = 7 - the number of your locations. Play all locations revealed. Shuffle your reserve. If you played no locations, your battle destiny is +2 until end of turn.

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0 Lie Doggo (023F) **6**

"Space isn't barren. It's full of crevices from which to strike. Be the hand of death that reaches from the dark." —Horatio Hicks



FPO

ASSET

Each time you play a character that has piloting, you may stack a random card from your lost pile face down on this asset.

Remove a card stacked here from the game ≈ Make target ship power +1 until end of turn.

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1 Plague of Locusts (027D) **7**

"The sunny sky went dark and we heard the buzzing. When the first blade exploded, we knew the Quay were there." —Letter home from CGC grunt



ASSET (Unit)

At the end of your opponent's turn, you may return each unit here to its owner's hand.

When you reveal this card for battle destiny, lose 2 energy.

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1 Denying a Foothold (028A) **5**

Earth found her forces stretched thin as the Quay fought to stake a claim in the Asian Wastelands.



ASSET

• Dismiss target location that has no ships or units ≈ Make target character in a battle power +2 and defense +2 until end of turn.

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3 Costly Upgrades (029A) **2**

The new dynamic created by the incursion caused iCom to rush untested hardware into service.



ASSET

Each card you play costs one more support icon to play.

Each of your ships and units is power +1.

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9 •Okurimono, Revered Sensei (031D) **2**

"Duty we do not because of emotion, but because of commitment to the society as a whole. Duty is greater than any individual."



CHARACTER • SHIKAMI • KIZEN • UNIT

POWER **2** TACTICS **7** DEFENSE **9**

This character is immune to attrition. When this character enters play from your hand, you may download a weapon for each of your characters that has quickdraw. Each of your other characters that has a weapon beneath it is power +2, tactics +2, and defense +2.

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6 •Yakan, Kitsune Aspect (032E) **3**

A mask worn by a spirit in the death stone, Yakan represents a fox demon, climbing trees and howling like a wolf.



NOBOT • SHIKAMI • BOT • UNIT

POWER **8** TACTICS **3** DEFENSE **5**

Size 3
Each time you perform an attack here, you may dismiss your stockpile asset that has a card stacked on it. If you do, you may take a card from your lost pile into your hand.

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1 Soulmaker (033B) **4**

In ancient tradition, a warrior's weapon represented his link to society and his bond with harmony. Sword makers such as Nai Ogatsu are highly valued.



CHARACTER • SHIKAMI • TECH • UNIT

POWER **1** TACTICS **1** DEFENSE **3**

Each time you drain here, if this character is at a site, you may pay 3 energy. If you do, take a random card from your lost pile into your hand.

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4 Master at Arms (037C) **1**

Chinobu Yoshi stood the watch to high alert. He wasn't going to be caught unawares by the Accord pirates again.



CHARACTER • TENNO • WARRIOR • UNIT

POWER **4** TACTICS **3** DEFENSE **5**

Quickdraw 1 (Add a • to each activated ability on a weapon beneath this character that already has one.)
Pay 2 energy ≈ Play a weapon from your lost pile at full cost beneath this character.

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3 Drive Tender (038B) **1**

The massive propulsion units that power a Gongen carrier are maintained by gishi like Yasai Tsu.



CHARACTER • TENNO • TECH • UNIT

POWER **2** TACTICS **1** DEFENSE **3**

As long as this character is aboard a ship, that ship and all units aboard it can't be damaged.

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2 Kyukimo A13 Welding Bot (039D) **4**

At the NōBot Facility operated by the artificial intelligence Shocho, no humans can be found.



CHARACTER • BOT • TECH • UNIT

POWER **1** TACTICS **1** DEFENSE **3**

When this character enters play from your hand at a site where you have a bot, you may take a bot or weapon from your lost pile into your hand.
If this character is lost from a site, remove it from the game.

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3 Komoku Patrol (043D) **3**

Each group of five fighters in a Gongen carrier wing has a pilot designated as flight leader.



SHIP (CAPACITY 1) • TENNO • FIGHTER

POWER **2** TACTICS **2** DEFENSE **4**

When this ship enters play from your hand, look at the top card of your reserve. If it is a fighter, you may play it here. It costs 3 less energy to play.

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5 Tenno Assault Transport (044C) **2**

New carriers have been designed since the Gongen War of Independence.



SHIP (CAPACITY 6) • TENNO • CAPITAL

POWER **4** TACTICS **3** DEFENSE **5**

Transport 4 (Each time this ship performs a movement action, you may move with it up to four of your fighters.)
• Put your fighter here on top of its owner's used pile ≈ This ship is tactics +1 and defense +1 until end of turn.

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4 Tenno Flagship (045C) **2**

Carriers enable the Tenryu to project its power quickly throughout the Solar System.



SHIP (CAPACITY 6) • TENNO • CAPITAL

POWER **4** TACTICS **3** DEFENSE **5**

Transport 4 (Each time this ship performs a movement action, you may move with it up to four of your fighters.)
• Put your fighter here on top of its owner's used pile ≈ This ship and all units aboard it are immune to attrition until end of turn.

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2 Promising Novice (034B) **3**

Young students like Mina Shisayo have much to learn from Master Okurimono.

CHARACTER • SHIKAMI • WARRIOR • UNIT

POWER **2** TACTICS **2** DEFENSE **3**

Pay 3 energy ≈ This character is defense +2 until end of turn.

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2 Retasked Miner (035E) **2**

Although demolition is considered dishonorable, Okiro Hkiyu volunteered to study it.

CHARACTER • SHIKAMI • INVERTER • TECH • UNIT

POWER **2** TACTICS **2** DEFENSE **4**

When this character enters play from your hand, if you have three or fewer support icons, you may invert it.

Your opponent's battle destiny is -2 here.

DEFENSE **4** TACTICS **2** POWER **2**

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2 Shrewd Forerunner (036E) **2**

The plan to ensnare Red-lane involved a convoy to lure her and Shikami swordsmen to spring the trap. Nagen Fusai was tasked with disguising his ship's energy signature.

CHARACTER • TENNO • TECH • UNIT

POWER **1** TACTICS **2** DEFENSE **5**

When this character enters play from your hand, if you have three or fewer support icons, you may download a location that has a support icon.

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5 •Kujiko Oushi, the Honed Edge (040E) **2**

Although his size makes a daunting impression, the speed of his sword is remembered longer. Oushi and his sister Torako are the best known of Okurimono's pupils.

CHARACTER • SHIKAMI • WARRIOR • UNIT

POWER **6** TACTICS **5** DEFENSE **7**

Quickdraw 2 (Add two • to each activated ability on a weapon beneath this character that already has one.)

Lose 2 energy ≈ This character can't be damaged until end of turn.

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2 T.S.U. Defender (041B) **4**

The Shikami shrine in Michiyo is protected by two troops of armored vehicles.

VEHICLE • SHIKAMI • UNIT

POWER **2** TACTICS **1** DEFENSE **4**

Size 3, Transport 4 (Each time this vehicle performs a movement action, you may move with it up to four of your characters.)

Each time you drain here, if this vehicle is at a site, you may pay 3 energy. If you do, destroy target asset.

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5 •Tsuba of Shikami (042G) **1**

Like the guard on a sword's grip, Gongen vehicles defend and support infantry and NōBots.

VEHICLE • SHIKAMI • UNIT

POWER **4** TACTICS **2** DEFENSE **6**

Size 3, Transport 4 (Each time this vehicle performs a movement action, you may move with it up to four of your characters.)

Dismiss this unit ≈ All your units here can't be damaged until end of turn. You may only use this ability if you have two or more units here.

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2 Darting Fighter (046E) **3**

A reckless maneuver is worth the risk if it puts your ship on the enemy's tail.

SHIP (CAPACITY 1) • TENNO • FIGHTER

POWER **2** TACTICS **2** DEFENSE **4**

• Pay 1 energy ≈ Make each ship and each unit here defense -1.

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2 Pursuit Fighter (047E) **3**

When the trap was sprung, fighters from the Tamon engaged the Accord bandits.

SHIP (CAPACITY 1) • TENNO • FIGHTER

POWER **2** TACTICS **2** DEFENSE **4**

When this ship enters play from your hand, you may dismiss your stockpile asset with X cards stacked on it. If you do, you may destroy target asset with an energy cost of X or less.

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3 **Resupply and Redeploy** **2**

Garrison forces on Ganymede rely on regular deliveries of provisions from Gongen.



ASSET

... Pay 0 energy ≈ Put a card from your hand on the top of your used pile. You may use this ability only during your control phase.

ILLUS. BY GUY GENTRY TM & © 2005 DECIPHER INC. 3 F 1

2 **Kaban Charge (049D)** **3**

High-energy explosive, or the will of Gongen?



WEAPON (CHARACTER) • EXPLOSIVE

When your opponent attacks here, you may damage this character. If you do, damage target opponent's character here.

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1 **Lessons of Battles Past (050B)** **6**

Gongen's smaller moon is still littered with the hulks of ships that crashed there during the Battle of Phobos.



ASSET

Each time one of your ships is destroyed, you may stack that ship on this asset.
As long as there is a card stacked here, your opponent causes attrition -1 in sector battles.

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1 **Invincible (054E)** **5**

"Cannot be seen, cannot be harmed." —Sido, Gongen Philosopher



INTERRUPT (Lost)

Your target unit at a site can't be damaged until end of turn.

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0 **No More Hiding (055G)** **6**

Hirazan could never master the lesson of patience.



INTERRUPT (Used)

You may play this interrupt only during a battle.
Make all units defense -1 until end of turn.

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1 **Recovered Cargo (056E)** **2**

Some stolen goods from the Crimson Corsair were transferred to the Zocha before Red-Jane made her escape.



ASSET

Each time you drain, you may pay 3 energy. If you do, you may retrieve a card.

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3 **Sensei's Meditation (060D)** **2**

A master gains enlightenment through reflection.



ASSET

Each card you play costs one more  support icon to play.
Each of your ships and units is defense +2.

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2 **Trample (168E)** **3**

Friendly troops must be wary or else they too may be trampled under foot.



INTERRUPT (Used)

You may play this interrupt only if your unit in a battle at a site has **Size** > 1.
Damage target opponent's character in that battle if its defense < **D** + size of your unit.

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1 Harm's Way (051A) **5**

"In skating over thin ice our safety is our speed." —Ralph Waldo Emerson



ASSET

Each of your fighters is defense +1.

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0 Claiming Honor (052E) **6**

"My honor is my life, both grow in one, take honor from me, and my life is done." —William Shakespeare



ASSET • STOCKPILE

• Pay 0 energy ≈ The next time you play a weapon this turn, if there are two or fewer cards stacked here, you may make your opponent lose 1 energy and stack that card face down on this asset.

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1 Advance to Balance (053B) **4**

"Do not allow the situation to define your choice of weapon. Instead, choose a weapon to define your situation." —Okurimono



ORDER (Lost)

Reveal the top X cards of your reserve, where X = 7 - the number of your locations. Play any locations revealed. Shuffle your reserve. If you played no locations, your opponent's battle destiny is -2 until end of turn.

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0 Blood Feud (057B) **6**

The Shikami sought vengeance from Raving Red-Jane and the crew of the Crimson Corsair for the slaughter of a Gongen patrol. They sent their best to extract it.



ASSET

Each asset costs 1 more energy to play.

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2 Piece by Piece (058D) **5**

Shocho and his bot workers never sleep.



ORDER (Lost)

Starting with you, players take turns paying 1 energy to take a card into their hands from their lost piles until a player chooses not to.

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0 Clash of Swords (059B) **6**

Boarding parties prefer swords and axes for shipboard combat. No annoying hull breaches.



INTERRUPT (Lost)

You may play this interrupt only during a battle at target site.

The player or players who have the least number of units at that site must damage one of those units.

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6 • **Raving Red-Jane, Bathed in Blood** **4**

"As a matter of fact, I did have to kill every last damned one of them." (061G)



CHARACTER • KIZEN • ACCORD • WARRIOR • UNIT

POWER **6** TACTICS **6** DEFENSE **6**

Pay 1 energy ≈ If Raving Red-Jane is at a site, destroy all your opponent's units here. You may use this ability only during your control phase.

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2 • **Amethyst Fatale (062A)** **2**

Amethyst checks her ride twice before every flight — once for worn components and once for boobytraps.



CHARACTER • ACCORD • WARRIOR • UNIT

POWER **2** TACTICS **2** DEFENSE **4**

Piloting 2
Each time you reveal a card for battle destiny during a battle here, you may reveal the next card and use it instead. If you do, and the second card has a lower destiny than the first, you cause no attrition in that battle. You may use this ability only once per battle.

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4 • **Kinnet, Red's Right Hand (063B)** **3**

Kinnet knows being her second in command is no refuge from Red-Jane's rage. Experience has taught him to how to read the look in her eye and when to escape her killing zone.



CHARACTER • ACCORD • WARRIOR • UNIT

POWER **4** TACTICS **2** DEFENSE **5**

Quickdraw 1
Each time you reveal one or more cards for destiny using an ability on a weapon beneath this character, you may put one of the revealed cards on top of your reserve.

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3 **Cagey Swindler (067B)** **3**

Beatrice Lyra got cards printed that claim she's in "Acquisitions and Marketing." Business is brisk.



CHARACTER • NEST • ROGUE • UNIT

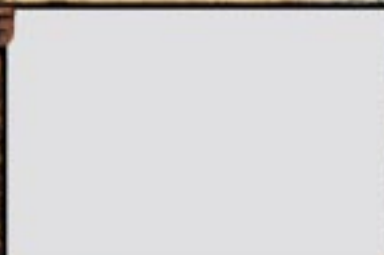
POWER **2** TACTICS **2** DEFENSE **3**

When this character enters play from your hand, you may put a card from your hand on top of your reserve.

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0 • **Evidence 1 (068B)** **6**

Lore



ASSET • EVIDENCE

Each time your total battle destiny is exactly 2 at the end of the battle destiny step, you may destroy a damaged unit for each of your evidence assets.

- Pay 2 energy ≈ Put this asset on top of your reserve.

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3 • **"Brute Squad" Saark (069G)** **4**

"The rest of them? I am the Brute Squad."



CHARACTER • NEST • ROGUE • UNIT

POWER **3** TACTICS **2** DEFENSE **3**

As long as target opponent's order or opponent's interrupt is pending, you may play this character from your hand at any time you could play an interrupt. If you do, cancel target.

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5 • **Missing Persons (073C)** **3**

The Missing Persons isn't as pretty as she was before the Earthers "misplaced" her, but she's a lot faster now and just as well-armed.



SHIP (CAPACITY 4) • NEST • CAPITAL

POWER **4** TACTICS **2** DEFENSE **6**

1/31 CR old text • Pay 0 energy ≈ Dismiss your

Captain—Mercenary Flyer (As long as Mercenary Flyer is aboard, this ship and each unit aboard it is immune to attrition.)

- Pay 0 energy ≈ Dismiss your rogue at a related site. Cancel target pending attack at that site.

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3 **Raiding Bandit (074C)** **2**

Red-Jane's pilots call themselves "The Surgeons," because they'll slice you open before you know it.



SHIP (CAPACITY 1) • ACCORD • FIGHTER

POWER **2** TACTICS **2** DEFENSE **3**

Each time a battle begins here, your opponent pays 2 energy.

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3 **Fierce Bandit (075D)** **2**

Gongen plunder has funded a squadron of pricey fighters for the Accord.



SHIP (CAPACITY 1) • ACCORD • FIGHTER

POWER **2** TACTICS **2** DEFENSE **3**

Scouting (You may play this ship at a sector that has no energy icons on your side.)

When this ship enters play from your hand, if you have three or fewer support icons, you may draw 2 cards from the top of your reserve.

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1 **Cutthroat Forerunner (064E)** **2**

Serving on Red-Jane's crew makes a person violent and heartless, or dead.

CHARACTER • ROGUE • UNIT

POWER **2** TACTICS **1** DEFENSE **4**

When this character enters play from your hand, if you have three or fewer support icons, you may download a location that has a support icon.

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2 **•Dooley, Purveyor of Possibilities** **4**

As owner of the Rats' Nest Bar & Casino on Ceres, Dooley knows what you need and how you can get it. The only question is — are you willing to pay his price? (065C)

CHARACTER • NEST • MERCHANT • ROGUE • UNIT

POWER **2** TACTICS **3** DEFENSE **4**

• Pay 2 energy ≈ Look at the bottom X cards of your reserve, where X is the number of rogues at this location. Take one of those cards into your hand and put the rest back in any order.

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4 **Metal Freak (066B)** **1**

After losing a leg during a little job for Dooley, Vekker told the medbot to take the other one, too. Even other Mavericks questioned that decision.

CHARACTER • INVERTER • NEST • UNIT

POWER **2** TACTICS **3** DEFENSE **5**

When this character enters play from your hand, if you have three or fewer support icons, you may invert it.

Return this character ≈ Cancel target pending attack here.

DEFENSE **5** TACTICS **3** POWER **2**

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3 **Mercenary Flyer (070C)** **2**

"I'm putting together a little job and we need somebody to fly the boat. Ever flown any Earther crates? Pays in cash." —Dooley

CHARACTER • NEST • ROGUE • UNIT

POWER **2** TACTICS **2** DEFENSE **4**

Piloting 2 (As long as this character is aboard a ship, that ship is power +2 and tactics +2.)

Dismiss your stockpile asset with X cards stacked on it ≈ Activate X energy.

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1 **•Evidence 2 (071B)** **2**

Lore

ASSET • EVIDENCE

Each time your total battle destiny is exactly 4 at the end of the battle destiny step, you may activate an energy for each of your evidence assets.

• Pay 0 energy ≈ Put this asset on top of your reserve.

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0 **Church Key (072B)** **2**

"House" is the perfect choice for both opening bulkhead doors and cracking Gongen armor.

CHARACTER • ACCORD • WARRIOR • UNIT

POWER **0** TACTICS **1** DEFENSE **2**

Piloting 2 (As long as this character is aboard a ship, that ship is power +2 and tactics +2.)

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3 **Bloodthirsty Bandit (076G)** **2**

The Surgeons run a monthly contest to see which pilot has the largest bounty. Each one makes sure his enemies know his call sign.

SHIP (CAPACITY 1) • ACCORD • FIGHTER

POWER **2** TACTICS **2** DEFENSE **3**

When this ship enters play from your hand, your opponent reveals an interrupt or order from his or her hand and puts that card on top of his or her used pile. If that player can't, he or she must reveal his or her hand.

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4 **Savage Bandit (077C)** **2**

Built at the Hephaistos Hoppers shipyards, this sleek design is new to the Outer Rim — Maverick techs haven't had the chance to tinker with them.

SHIP (CAPACITY 1) • ACCORD • FIGHTER

POWER **2** TACTICS **2** DEFENSE **3**

Scouting (You may play this ship at a sector that has no energy icons on your side.)

When this ship enters play from your hand, you may activate X energy, where X is the number of your opponent's sectors where he or she doesn't have a ship.

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5 **•Crimson Corsair (167C)** **2**

Hephaistos Hoppers' masterwork. The stories say it's crewed by thugs, armed like a battleship, and faster than a ship half its size. The stories aren't far wrong.

SHIP (CAPACITY 6) • ACCORD • CAPITAL

POWER **4** TACTICS **2** DEFENSE **6**

Captain — Amethyst Fatale (As long as Amethyst Fatale is aboard, this ship and each unit aboard it is immune to attrition.)

Each time an opponent's ship or unit is lost from here, you may activate energy equal to the destiny of that ship or unit.

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0 **Nanosharp Combat Axe (078A)** **3**

"This baby's rigged with a monoblade, and enough electrical charge to stun a dinosaur." —Hance Tech Holiday Catalog



WEAPON (CHARACTER) • MELEE

• Lose a card at random from your hand ≈ Choose target character your opponent has in a site battle here. Damage target if its defense < **D** +3.

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1 **Pirate's Wages (079C)** **5**

Once it was silks and coins, now it's superconductors and tragninium; but booty is still booty.



ASSET (Site)

You may play this asset beneath one of your opponent's locations.
You can't play more than one of this asset beneath the same location.
Each drain here is +1.

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0 **•Hit the Brakes (080D)** **6**

A touch of reverse thrust changes the hunter to the hunted.



INTERRUPT (Used)

Make your battle destiny in target battle +1.

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3 **Appraiser (084B)** **2***

Not only can he tell you the book value, he can tell you what it will fetch on the market.



CHARACTER • NEST • ROGUE • UNIT

POWER 2 TACTICS 2 DEFENSE 3

When this character enters play from your hand, you may download an evidence asset.
*When you reveal this card for destiny, it is destiny +1 for each of your evidence assets.

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1 **•Advance to Avarice (085D)** **4**

Dooley told her if she could "obtain" it, he could find a buyer. Now she just had to get it off Seyal.



ORDER (Lost)

Reveal the top X cards of your reserve, where X = 7 - the number of your locations. Play any locations revealed. Shuffle your reserve. If you played no locations, you may activate 3 energy.

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2 **Transplatform Hookup (086A)** **6**

"Where's the plug on this thing?"



ASSET

As an additional cost to play this asset, lose 2 energy.
Each time you drain, you may activate 1 energy for each card lost to that drain.

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1 **That's the Accord Way (090C)** **5**

"It's just like a Gongen to bring a knife to a gun fight."



INTERRUPT (Lost)

As an additional cost to play this interrupt, pay X energy, where X is the power of target unit in a battle, and damage that unit.
Look at the top X cards of your reserve and replace them in any order.

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0 • Claiming Spoils (081C) **5**

Kinnet likes to inspect Red-Jane's prizes, as he has an unmatched eye for potentially valuable assets.



ASSET • STOCKPILE

Each time your battle destiny at the end of the battle destiny step is > 6, you may make your opponent lose 1 energy and stack that card face down on this asset.

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2 • Evidence 3 (082B) **4**

Lore



ASSET • EVIDENCE

Each time your total battle destiny is exactly 6 at the end of the battle destiny step, you may damage a unit in target battle for each of your evidence assets.

- Pay 1 energy ≈ Put this asset on top of your reserve.

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1 Sealed (083D) **4**

Accord raiders have heavily armored rooms to store their ill-gotten plunder.



INTERRUPT (Used)

You may play this interrupt only during your turn.

The next 4 energy your opponent loses this turn can't come from his or her hand.

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3 Prepare to be Boarded (087G) **1**

It's easy to split the objectives. It's harder to split the loot.



ASSET (LOCATION)

You may play this asset beneath an opponent's location.

You can't play more than one of this asset beneath the same location.

Your battle destiny is +2 here.

When your opponent controls this location, dismiss this asset.

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4 Precarious Getaway (088C) **0**

"I don't know what you took from that museum, but they're acting like they want it back!"



ASSET

Each card you play costs one more support icon to play.

Each card you reveal for battle destiny is destiny +1.

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0 Cakewalk (073B) **6**

Dooley's plan was simple. All he needed was an Earthier cruiser, a diplomatic summit, and access to NAME's personal collection.



ASSET

Each interrupt costs 1 more energy to play.

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6 •Praris, Damir Oligarch (091E) **2**

"Arrogance is the natural consequence of superiority."



CHARACTER • KIZEN • CROWN • DAMIR • UNIT

POWER **5** TACTICS **4** DEFENSE **6**

Each time you drain here, you may make your opponent reveal his or her hand. If you do, choose a revealed card. Opponent chooses to put either that card or the other revealed cards on top of their owner's used piles.

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2 Trinket Vendor **5**

Tandran says that a Shi's trash is often some walker's treasure.



CHARACTER • DAMIR • MERCHANT • UNIT

POWER **1** TACTICS **1** DEFENSE **3**

Scouting
Pay 2 energy and dismiss this character ≈ Draw X cards from your reserve, where X equals the number of energy icons on your opponent's side of this location. You may use this ability only during a move phase.

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4 Damir House Guard (093C) **1**

Since the Damir Museum enshrines irreplaceable artifacts of Shi conquests, the House Guard is tasked with protecting it.



CHARACTER • KIZEN • DAMIR • WARRIOR • UNIT

POWER **3** TACTICS **3** DEFENSE **6**

As long as this character is at a site and you have no other units here, this character is immune to attrition.

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2 Acquisition Forerunner (097E) **2**

"When we saw the bridge onboard one of the Shi capitals, we couldn't even figure out what any of the stations were used for." —iCom Sensor Operator



CHARACTER • SUDEVA • TECH • UNIT

POWER **2** TACTICS **2** DEFENSE **4**

When this character enters play from your hand, if you have three or fewer support icons, you may download a location that has a support icon.

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3 Coliseum Herald (098C) **3**

"Those who are about to die salute you."



CHARACTER • SUDEVA • INVERTER • UNIT

POWER **2** TACTICS **2** DEFENSE **5**

When this character enters play, from your hand, if you have three or fewer support icons, you may invert it.

Each of your opponent's drains at adjacent sites are -1.

DEFENSE **5** TACTICS **2** POWER **2**

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4 Vindhar Contender (099C) **2**

Some of the aesthete class of Shi nobles find art and beauty only in the coliseum.



CHARACTER • SUDEVA • CROWN • UNIT

POWER **3** TACTICS **3** DEFENSE **5**

Quickdraw 1 (Add a • to each activated ability on a weapon beneath this character that already has at least one.)

As long as this character has a weapon beneath it, it is power +2.

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4 Wavewalker Quarrel (103E) **5**

Only new aeronauts assigned to patrol near Seyal find this duty to be interesting and rewarding.



SHIP (CAPACITY 1) • DAMIR • FIGHTER

POWER **3** TACTICS **1** DEFENSE **6**

As long as you have four or more support icons, your opponent's total tactics at this sector is -1.

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2 •Kavindi-Damir, Support Vessel (104E) **3**

Resources gathered from throughout the Solar System are brought back to help rebuild Seyal.



SHIP (CAPACITY 6) • DAMIR • CAPITAL

POWER **5** TACTICS **2** DEFENSE **6**

As an additional cost to play this ship to a sector, put your target unit at that sector in its owner's hand.

Your opponent causes -1 attrition here for each card stacked on your stockpile asset that has the most cards stacked on it.

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3 Crestriider Quarrel (105A) **4**

Same fight, new arena. Aeronauts never pass up a chance to fire on a hekaton.



SHIP (CAPACITY 1) • SUDEVA • FIGHTER

POWER **3** TACTICS **1** DEFENSE **6**

Pay 2 energy ≈ Target related location gains a support icon until end of turn.

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3 **Diplomatic Liaison (094D)** **2**

Kahatapiiya greeted the "Earther ambassadors" and enriched them with the grandeur of Paris' manse. The visitors took special interest in the museum.

CHARACTER • DAMIR • MERCHANT • UNIT

POWER **3** TACTICS **2** DEFENSE **4**

When this character enters play from your hand, you may put your other character here in its owner's hand.

Pay 2 energy, damage this character ≈ Undamage your other target damaged character here.

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1 **Algorithmic Analyst (095C)** **4**

Signals between enemy ships and ground forces can be exposed and exploited by tracers like Travasu.

CHARACTER • DAMIR • TECH • UNIT

POWER **1** TACTICS **1** DEFENSE **1**

Scouting (You may play this character at a site that has no energy icons on your side.)

When this character enters play from your hand at a site that has no energy icons on your side, you may pay 4 energy. If you do, destroy a ship at a related sector.

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2 **Damir Aeronaut (096C)** **1**

"Flight is intolerable contradiction." —Muriel Rukeyser

CHARACTER • DAMIR • CROWN • UNIT

POWER **0** TACTICS **1** DEFENSE **3**

Piloting 3 (As long as this character is aboard a ship, that ship is power +3 and tactics +3.)

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4 **Crown Class Gladiator (100F)** **2**

"Fear death? ...let me taste the whole of it, fare like my peers, the heroes of old." —Robert Browning

CHARACTER • CROWN • SUDEVA • PREDATOR • UNIT

POWER **5** TACTICS **3** DEFENSE **6**

Quickdraw 1

Each time you reveal a weapon, or a character with quickdraw, for destiny when using an activated ability on a weapon beneath this character, you may make your opponent lose 1 energy and put that card face down on your stockpile asset.

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4 **•Deetaka, the Unbalanced (101C)** **3**

"Balance is for the timid. Choose a discipline, master it, and find victory."

CHARACTER • KIZEN • CROWN • DAMIR • UNIT

POWER **7** TACTICS **1** DEFENSE **1**

As long as this character is at a battleground, at the end of each of your opponent's battle phases, if that player did not perform an attack at this location, he or she loses a card from his or her hand.

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2 **•Vivahak, Sudeva Challenger (102E)** **4**

"Finish him with the Crashing Waves, Vivahak!" —an adoring fan

CHARACTER • KIZEN • CROWN • SUDEVA • UNIT

POWER **1** TACTICS **2** DEFENSE **1**

As long as you have more units at this location than your opponent, this character is power +3.

As long as you have more ships at this location than your opponent, your opponent causes attrition -2 here.

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5 **•Neshmar, Sudeva Flagship (106E)** **3**

"When will the humans learn not to expect mercy?"

SHIP (CAPACITY 6) • SUDEVA • INVERTER • CAPITAL

POWER **4** TACTICS **2** DEFENSE **6**

At the end of your opponent's battle phase, if he or she has a ship here and didn't attack here this turn, you may invert this ship.

This ship is immune to attrition.

DEFENSE **9** TACTICS **4** POWER **8**

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2 **•Sukarth, Rift Runner (107B)** **4**

"The humans may not know what's on the other side of the rift, but we remember."

SHIP (CAPACITY 1) • DAMIR • FIGHTER

POWER **3** TACTICS **1** DEFENSE **6**

• Pay 2 energy ≈ Target ship here is tactics -2 until end of turn.

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0 **Anira Lance (108E)** **2**

In the hands of a gladiator fanatically supported, any weapon becomes more deadly.



FPO

WEAPON (CHARACTER) • RANGED

• Put 3 cards from your hand on top of their owner's used pile ≈ Choose target character in a site battle here. Damage target if its defense < **D** + the number of your support icons.

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0 **•Paralyzed (109E)** **6**

As the Maverick imposters attempted to escape the museum, the House Guard were ordered to capture them alive.



INTERRUPT (USED)

Make target character in a site battle tactics -1 until end of turn.

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0 **•Halt and Be Recognized (110C)** **6**

"You have wandered from the assigned area. Please return to your group."



INTERRUPT (USED)

Make target character defense -2 until end of turn.

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1 **Master Aeronaut (114G)** **4**

Training for Shi pilots never ends, and they must continually recertify their status.



ASSET (CHARACTER)

You may play this asset only beneath a character that has piloting.

You can't play more than one copy of this asset beneath the same character.

This character gains **Piloting 3**.

Pay 2 energy ≈ Put this asset in your hand.

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0 **•Delayed Strike (115G)** **3**

"Fortune favors the brave."—Virgil



INTERRUPT (USED)

Your opponent's drains are -1 at sectors related to target site you control until end of turn.

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1 **•Advance to Arrogance (116D)** **4**

Manager of Praisir's museum, Rajitan believes in the axiom: "Wisdom is a fact recorded by the Damir."



ORDER (LOST)

Reveal the top X cards of your reserve, where X = 7 - the number of your locations. Play any locations revealed. Shuffle your reserve. If you played no locations, you may draw two cards from your reserve.

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1 **Ancient Conclave (120F)** **4**

Decisions made by the Shi Oligarchs, most exalted of the Crown noble ranks, affect the everyday lives of Shi citizens.



ASSET

Pay 2 energy ≈ Search your reserve deck for a location and if your opponent has more locations in play than you have, play it. Shuffle your reserve. You may use this ability only during your deploy phase.

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0 • **Claiming Superiority (111C)** **3**

The mental din of the cheering crowd disrupts the concentration of many competitors from offworld.



ASSET • STOCKPILE

Each time you win a battle and there are two or fewer cards stacked here, you may make your opponent lose 1 energy and stack that card face down on this asset.

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0 **Garrison (112D)** **6**

After the Tilak fleet's successful rescue mission, Dhanak claimed the Venus Yacht Works and explored its secrets.



FPO

INTERRUPT (Used)

Make your target ship where you have no other ships power +3 until end of turn. You may only play this interrupt during a battle after the battle destiny step.

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0 **Untouchable (113B)** **6**

"Is it kizen? Why can't we hit it?"



INTERRUPT (Lost)

Target unit or ship is immune to attrition until end of turn.

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0 • **Rematch (117F)** **6**

The most anticipated matches are those between two powerful opponents who have clashed before.



INTERRUPT (Used)

You may play this interrupt only when you could perform an attack.

Perform an attack at no cost at target site where a battle has already taken place this turn. Both players target one of their units at that site. All other units there are not in this battle. You cause no casualties during this battle.

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0 • **Lordly Trove (118G)** **5**

A feast of otherworldly treasures met the hungry eyes of the Maverick thieves.



ORDER (Lost)

Draw a card from your reserve for each battleground where you have a ship or unit.

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0 • **Divert (119C)** **4**

A visitor can get lost among the relics of Praisir's collection.



INTERRUPT (Lost)

You may play this interrupt only if it's your turn and four or more battles have taken place this turn.

Take an extra turn after this one.

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8 • **Alyakka, Gladiator Champion (121G)** **1**

The most fell of all combatants, Alyakka's name thunders throughout the coliseum.

CHARACTER • KIZEN • MAKAL • PREDATOR • UNIT

POWER **7** TACTICS **4** DEFENSE **8**

When this character enters play from your hand at a site, you may destroy another unit here that have less power than the number of your ♣ support icons. You cause no casualties during battles here.

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2 **Rampaging Forerunner (122E)** **1**

For a tribe without a planet, any foothold has great value.

CHARACTER • KATAL • PREDATOR • UNIT

POWER **3** TACTICS **2** DEFENSE **4**

When this character enters play from your hand, if you have three or fewer support icons, you may download a location that has a ♣ support icon.

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2 **Deadly Invader (123A)** **4**

The Quay's resistance to the radiation of the Asian Wasteland gave them an edge over the planet's defenders.

CHARACTER • KATAL • PREDATOR • UNIT

POWER **2** TACTICS **1** DEFENSE **4**

• Lose 2 energy ≈ Destroy target character here that has tactics < 2. You may use this ability only during your move phase if you have more total power here than your opponent.

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1 **Cinder Guardian (127D)** **2**

The first phase of Ulata's invasion required defense against Earther counterattacks.



CHARACTER • KATAL • INVERTER • UNIT

POWER **1** TACTICS **1** DEFENSE **1**

• Lose 1 energy ≈ Invert this character and put the top card of your used pile into your hand.

DEFENSE **2** TACTICS **2** POWER **2**

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3 **Limb Renders (128C)** **2**

The bloody tactics of coliseum combat hearken back to tribal wars fought on the planet Talgon.



CHARACTER • MAKAL • PREDATOR • UNIT

POWER **2** TACTICS **3** DEFENSE **6**

• Pay 3 energy ≈ If this character is in a site battle where your opponent has only one unit, make your opponent lose 2 energy.

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3 **Defiant Scrapper (129G)** **3**

*"Blood and death are all the Makal need to keep fighting."
—Devakra-Sudeva, Coliseum High-Prime*



CHARACTER • MAKAL • PREDATOR • UNIT

POWER **3** TACTICS **2** DEFENSE **4**

Quickdraw 1 (Add a • to each activated ability on a weapon beneath this character that already has at least one.)

• Lose 3 energy ≈ Put target opponent's damaged character here face down on your target stockpile asset.

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2 **Yahkang Fire (133E)** **4**

When selecting a fleet for the invasion of Earth, Ulata did not hesitate before asking for Yahkang.



SHIP (CAPACITY 1) • QURIM • FIGHTER

POWER **2** TACTICS **1** DEFENSE **3**

This ship is power +1 for each battleground you control.

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1 **Yahkang Water (134E)** **4**

The Yahkang navigators name their ships after the four basic elements in the universe.



SHIP (CAPACITY 1) • QURIM • FIGHTER

POWER **2** TACTICS **1** DEFENSE **3**

Each time a battle begins here, if you have three or fewer support icons, you may make your opponent pay 2 energy.

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4 **Yahkang Wind (135E)** **3**

The Yahkang landing craft provided suppressive fire for Ulata's Makal during the assault.



SHIP (CAPACITY 3) • QURIM • CAPITAL

POWER **4** TACTICS **2** DEFENSE **5**

This ship is power +1, tactics +1, and defense +1 for each related battleground site you control.

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3 **Hardened Interloper (124A)** **2**

"Our goal was to secure this area in twelve days. We did it in eight."



CHARACTER • KATAL • PREDATOR • UNIT

POWER **3** TACTICS **3** DEFENSE **3**

Quickdraw 1
Each time you use an activated ability on a weapon beneath this character, you cause attrition +2 in site battles here until end of turn.

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2 **Capable Navigator (125F)** **3**

The captain of each Qurim hekaton selects one of his four-man crew to receive training as a navigator and as a tech.



CHARACTER • QURIM • TECH • UNIT

POWER **1** TACTICS **1** DEFENSE **4**

Piloting 1 (As long as this character is aboard a ship, that ship is power +1 and tactics +1.)
Put this character on top of its owner's used pile ≈ Make target ship this character is aboard in a battle here power +2.

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5 **Lone Rival (126B)** **2**

With a weapon in each hand, Tandibak needs no other Quay to fight at his side.



CHARACTER • MAKAL • PREDATOR • UNIT

POWER **6** TACTICS **2** DEFENSE **2**

As long as this character is at a site and you have no other units here, your opponent's total tactics here is -4.

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6 **Naka Shaman (130E)** **3**

"Steal their faces, steal their lives, steal their souls."



CHARACTER • KIZEN • MAKAL • PREDATOR • UNIT

POWER **0** TACTICS **1** DEFENSE **4**

When this character enters play from your hand, you may play target character in opponent's lost pile here to use as yours. It costs nothing to play.

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2 **Yulak Learner** **3**

As an Ilha priest, Kalnada serves as one of the Qurim chieftain's many disciples.



CHARACTER • QURIM • INVERTER • UNIT

POWER **3** TACTICS **2** DEFENSE **1**

Pay 2 energy ≈ Invert this character.

Piloting 2 (As long as this character is aboard a ship, that ship is power +2 and tactics +2.)

DEFENSE **3** TACTICS **1** POWER **0**

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3 **Drift Delver (132E)** **3**

Tunnelers such as Arang enabled the invader's strategy of seeking refuge below the planet's surface.



CHARACTER • QURIM • TECH • UNIT

POWER **2** TACTICS **2** DEFENSE **3**

When this character enters play from your hand, if you have three or fewer support icons, you may reveal your used pile and take a revealed card into your hand. If you do, shuffle your used pile.

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4 **•Yahkangtika (136E)** **3**

Ulatok positioned his flagship to inspire fear. The Earthers realized their legendary defense net had been compromised.



SHIP (CAPACITY 3) • QURIM • CAPITAL

POWER **4** TACTICS **2** DEFENSE **5**

Put this ship on top of its owner's used pile ≈ Make each of your drains at related locations +1 until end of turn. You may use this ability only during your control phase.

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4 **Yahkang the Jaguar (137C)** **1**

The Yahkang fleet massed at Alnak Station, the Quay's first stronghold in the Solar System, before leaving for Earth.



SHIP (CAPACITY 4) • KATAL • CAPITAL

POWER **4** TACTICS **3** DEFENSE **6**

Characters aboard this ship don't count against its capacity.
At each related site, your opponent's total tactics is -1 for each of your predators at that site.

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0 **Kangaska (138C)** **2**

The Quay flame support weapon, named for a mythical fire beast of ancient lore, is effective against exposed troops.



WEAPON (CHARACTER) • RANGED

• Pay 1 energy ≈ Choose target character in a site battle here. Damage target if its defense < **D** + 2.

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0 **•Beyond All Control (139G)** **6**

Some gladiators become too fierce for the handlers to subdue. These moments both excite and frighten spectators.



ORDER (USED)

Make your opponent return one of his or her units to his or her owner's hand from target location where your opponent has four or more units.

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0 **•Claiming Territory (140D)** **6**

A landing craft on Earth's surface is but the first step in Ulatak's plan.



ASSET • STOCKPILE

At the end of each of your opponent's turns, if you have three or more inverted units at battlegrounds, and there are two or fewer cards stacked here, you may make your opponent lose 1 energy and stack that card face down on this asset.

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1 **Lookout (144A)** **6**

"The twolegs in their protective armor will be easy marks for ambushes."



INTERRUPT (USED)

Each player puts his or her used pile on top of his or her reserve.

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2 **Illusionary Foe (145B)** **1**

Quay shamans draw enemy fire using manifestations called Naka.



ASSET

Lose 2 energy ≈ The next time your unit would be destroyed during a battle this turn, put that unit in its owner's hand instead. You may only use this ability once each battle.

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3 **Saboteur (146E)** **6**

Cutting power to Earther defenses was a priority for Ulatak's attack team. Without a sensor grid, tracking the Quay underground would become nearly impossible.



CHARACTER • KATAL • INVERTER • UNIT

POWER 2 TACTICS 2 DEFENSE 2

When this character enters play from your hand, if you have six or more inverted cards, you may invert it.

• Revert this character ≈ Your drains are +2 at related sites until end of turn.

DEFENSE TACTICS POWER

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3 **•Bedlam (150D)** **4**

"Holder assumes all risks and dangers incident to the event for which the ticket is issued, whether occurring prior to, during or after the same." —Coliseum Ticket Disclaimer



ASSET

Each card you play costs one more support icon to play.

Each of your opponent's units is tactics -1.

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2 **•Rubah, Shaman of Naka (169D)** **3**

"Did you hear the stories about some of our boys killing each other? Howler quarantined my entire B unit because they wouldn't stop talking about it." —Captain Bertran, CGC



CHARACTER • KIZEN • QURIM • UNIT

POWER 1 TACTICS 4 DEFENSE 4

Each time a battle begins here, you may pay 3 energy. If you do, add the power and game text of target opponent's character here to this character until end of turn.

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1 **Bikarrh Wielder (141D)** **2**

In the coliseum, often a Quay has only his valor and his bikarrh on which to depend.



CHARACTER • MAKAL • INVERTER • UNIT

POWER **1** TACTICS **1** DEFENSE **1**

• Pay 2 energy ≈ Invert this character and add 2 to the destiny of each card you reveal for destiny using an activated ability of a weapon until end of turn.

DEFENSE **2** TACTICS **2** POWER **2**

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0 **•Overrun (142C)** **6**

Sheer numbers often trump sheer power.



INTERRUPT (Lost)

Make your total power in target site battle +2 for each battleground you control.

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0 **Remove the Vermin (143A)** **5**

"We will have to remove the indigenous species if we are to remake this world as our own."



INTERRUPT (Lost)

Make your opponent's casualties +2 in target battle.

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3 **Manifestation (147F)** **2**

A Naka can take many forms, including that of a fallen foe.



ASSET (CHARACTER)

You may play this asset beneath your opponent's character.

Dismiss this asset ≈ The next time this character is destroyed this turn, you may play it to use as yours at the location of your target kizen. It costs nothing to play.

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1 **•Advance to Refuge (148D)** **4**

Humans build up. Quay build down.



ORDER (Lost)

Reveal the top X cards of your reserve, where X = 7 – the number of your locations. Play any locations revealed. Shuffle your reserve. If you played no locations, you may make target ship or unit tactics –2 until end of turn.

ILLUS. BY ILLUSTRATOR TM & © 2005 DECIPHER INC. 3 X None

0 **Next Step (149A)** **6**

The second phase of Ulatak's plan went into effect upon the arrival of Howler's Daggers.



INTERRUPT (Lost)

The player or players who have the least total power in target battle at a site damage one of their units there.

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5 • **Obduratus, the Unyielding (152A)** 1

Shi merchants have always looked to purchase a mate for this huge beast, since it has long been a crowd favorite.



CHARACTER • PREDATOR • WARRIOR • UNIT

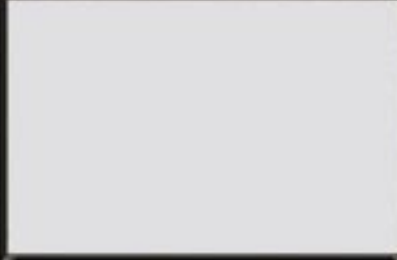
POWER 5 TACTICS 2 DEFENSE 4

This character's power, tactics, and defense can't be modified.

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4 **Weaponeer (151A)** 4

"I will endure to be burned, to be bound, to be beaten, and to be killed by the sword"—Petronius



CHARACTER • WARRIOR • UNIT

POWER 3 TACTICS 2 DEFENSE 3

Quickdraw 1 (Add a • to each activated ability on a weapon beneath this character that already has at least one.)

• Pay 0 energy ≈ Play a weapon beneath this character. It requires 1 fewer support icon to play.

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3 **Illuminator Craft (154C)** 2

"I can't explain it. When it gets into range, we hit some kind of field that muddles our tracking."



SHIP (CAPACITY 1) • FIGHTER

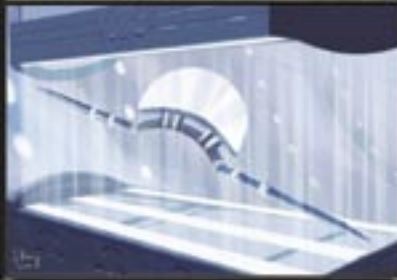
POWER 2 TACTICS 1 DEFENSE 3

When this ship enters play from your hand, you may make your opponent reveal his or her hand. As long as this ship has a character aboard, this ship is tactics +1.

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4 • **Quondam Falx (155E)** 2

"The weapon of our greatest champion. Here forever shall it lay interred."—Museum Display Case
"That's what they think."—Saark, Visiting Dignitary



WEAPON (KIZEN) • MELEE • RELIC

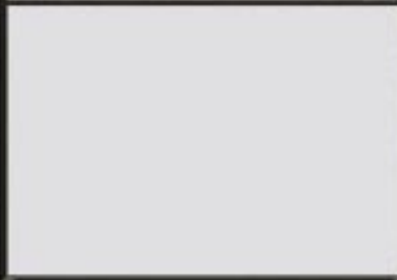
As long as this character is at a site, each of your drains here is +1.

• Pay 2 energy ≈ Choose target character your opponent has in a site battle here. Damage target if its defense < **D** + **D**.

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2 • **Mystic Rondure (156D)** 3

Salvaged from a long dead civilization, it sees both otherwheres and otherwhens. Illumination of your enemy's intent is a powerful asset.



ASSET • RELIC

As an additional cost for a player to play a card during his or her opponent's turn, that player pays 3 energy.

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2 • **Dynamic Codex (157D)** 3

"Hey, I see the combo to my locker." "No, that's my access password." "Looks like a comm code to me." "42?"



ASSET • RELIC

• Pay 2 energy ≈ Reveal the top card of any reserve and note its destiny. Search your used pile for a card that has that destiny and take that card into your hand. Shuffle your used pile.

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4 • **Wayward Voyager (153C)** 3

"Origin: Unknown. Allegiance: Unknown. Crew: Unknown. Somebody get me some data on this ship!"—Horatio Hicks



SHIP (CAPACITY 3) • CAPITAL

POWER 4 TACTICS 2 DEFENSE 1

Each time a battle begins here, damage this ship. When this ship is destroyed, you may make your opponent dismiss one of his or her ships here.

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0

•Earth/Freedom Station (1580)

Each time you drain here, you may download a vehicle.

LOCATION (SITE)

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0

•Gongen/Hobot Facility (1590)

Each time you drain here, you may download an asset.

LOCATION (SITE)

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0

•Gares/Rats' Nest Bar & Casino (1600)

Each time you drain here, you may download a Rogue.

LOCATION (SITE)

FPO

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3

•Belt/Explorer's Haven (1650)

LOCATION (SECTOR) • STATION

Each time you drain here, you may download a location.

(When you download a card, search your reserve for that card, reveal it to your opponent, and put it in your hand. Then shuffle your reserve.)

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3

•Last Chance/Mysteria Trading Post (163E)

LOCATION (SECTOR) • STATION

•Pay 0 energy ≈ Put a card from hand beneath your used pile to draw a card from the top of your reserve. You may only use this ability if you control this sector.

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3

•Ganymede/Mining Complex (1640)

As long as you have a card stacked on your stockpile asset, you generate 3 more energy here.

LOCATION (SITE)

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0

•Segal/Damir Museum (1610)

Each time you drain here, you may download an interrupt.

LOCATION (SITE)

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0

•Farrh/Humans' Folly (1620)

Each time you drain here, you may download an inverter.

LOCATION (SITE)

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3

•Ganymede/Front Line (222G)

Each drain here can't be canceled or modified.

LOCATION (SITE)

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