

0 • **Abominable Presence** **3**

His weapon fell to the ground. Fear washed over him as he began to realize the futility of resisting the Quary.

INTERRUPT (Used)

Until end of turn, each of your opponent's drains is -1 at each location related to a site where you have target kizen.

ILLUS. BY PHILIPPE "PIPKI" GUYONNE TM & © 2004 DECIPHER INC. 11 23

2 • **Accord Negotiation** **6**

If Ravag Red-Jane doesn't like the answer, she has her crew make up a new one.

ASSET (Site)

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

As an additional cost for a player to attack at a related location, that player loses 2 energy.

When your opponent controls this site, dismiss this asset.

ILLUS. BY KEVIN YANER TM & © 2004 DECIPHER INC. 11 24

0 • **Ace McCallister** **6**

Ace's actions are impossible to predict. His fate is tied to the next card in the deck.

CHARACTER • KIZEN • NEST • UNIT

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

- Lose a card at random from your hand = This character is immune to attrition until end of turn.
- Pay 4 energy = Until end of turn, make this character defense +2 (0 = 1 or 2; power +2 instead if that destiny = 3 or 4; or power +6, tactics +6, and defense +6 instead if that destiny = 5 or 6.

ILLUS. BY PETER FERGUSON TM & © 2004 DECIPHER INC. 11 25

1 **Advanced Research** **5**

The results of the work done by Kelab's scientists are quickly translated into practical tools for Earthier assets.

ASSET (CHARACTER INFILTRATOR)

This character is power +2 and tactics +2.

ILLUS. BY GLEN OSTERBERGER TM & © 2004 DECIPHER INC. 11 26

1 **Aftermath** **5**

Howler has always hated fighting the Goggen. It's easier to kill a Quary or Shi - they don't have the same blood.

INTERRUPT (Lost)

Destroy target weapon at a site where you have a character who has tactics of 3 or more.

ILLUS. BY ROBERTO CAMPUS TM & © 2005 DECIPHER INC. 11 27

2 • **Aggressive Stance** **3**

"If an injury has to be done to a man it should be so severe that his vengeance need not be feared." - Niccolò Machiavelli

ASSET

Each attack you perform costs 1 less energy to perform.

As an additional cost for a player to drain, that player pays 3 energy unless he or she has a ship at a battleground sector and a unit at a battleground site.

ILLUS. BY ALAN POLLOCK TM & © 2004 DECIPHER INC. 11 28

2 **Alcove of Panacea** **3**

"When a Crown dies, the Tilak fall." - Shi axom

ASSET (LOCATION)

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

Each time your Tilak character here would be destroyed, you may pay 3 energy. If you do, put that character on top of your reserve instead.

ILLUS. BY ROBERTO CAMPUS TM & © 2005 DECIPHER INC. 11 29

2 • **Alnak** **2**

Alnak led the attack on the Icom station near the rift. The Lulus tribe renamed it to honor her.

CHARACTER • LULUS • PREDATOR • UNIT

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

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

ILLUS. BY MATTHIAS SVINOG TM & © 2004 DECIPHER INC. 11 30

• **Alnak Station/Captured Base** **0**

LOCATION (SECTOR) • STATION

Put target ship you have here on top of your used pile ≈ Download a site that has "Alnak Station" in its title. You may use this ability only during your deploy phase.

ILLUS. BY PHILIPPE "PIPKI" GUYONNE TM & © 2004 DECIPHER INC. 11 31

• **Alnak Station/Hallway** **0**

LOCATION (SITE)

Each time target character you have at a location would be lost, if there are no characters here, you may lose 1 energy. If you do, put target here instead.

ILLUS. BY PHILIPPE "PIPKI" GUYONNE TM & © 2004 DECIPHER INC. 11 32

• **Alnak Station/Launch Bay** **0**

LOCATION (SITE) • PORT

Pay 2 energy ≈ Move target unit you have here to another site. You may use this ability only during your move phase. Your opponent may use this ability during his or her move phase.

ILLUS. BY PHILIPPE "PIPKI" GUYONNE TM & © 2004 DECIPHER INC. 11 33

0 **Amorian Shipyard** **5**

Hidden assets in the Belt provide rapid replenishment to Terno fighter forces - a threat that the Icom fleet takes very seriously.

ASSET

Each time one of your fighters is lost from a battle, if there are no cards stacked on this asset, you may stack that fighter on this asset.

Pay 2 energy ≈ Play a fighter stacked on this asset at full cost to an asteroid sector. You may use this ability only during your deploy phase.

ILLUS. BY DENNIS CALERO TM & © 2004 DECIPHER INC. 11 34

1 • **Anakatika** **3**

The elite Anaka squadron led the attack on the Anant flagship.

SHIP (CAPACITY 1) • QURIM • FIGHTER

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

=== Put two cards from your hand on top of your used pile in any order ≈ Make this ship power +1 until end of turn.

ILLUS. BY DAVID DEAN TM & © 2005 DECIPHER INC. 11 35

4 **Anant Aeronaut** **4**

Anant pilots are known for their bravery - and for taking risks. They are the most decorated pilots among the Shi.

CHARACTER • CROWN • ANANT • UNIT

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

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

- Pay 2 energy ≈ If this character is aboard a ship that has a weapon beneath it, damage target ship in a battle here.

ILLUS. BY SEAN MURRAY TM & © 2004 DECIPHER INC. 11 36

2 **Anant Attendant** **1**

Shi are resolute in duty.

CHARACTER • ANANT • TECH • UNIT

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

As long as this character is at a site and damaged, each of your units here is immune to attrition.

ILLUS. BY ALICE DUKE TM & © 2004 DECIPHER INC. 11 37

0 **Ancestral Garden** **4**

The past, properly nurtured, gives strength.

ORDER (Lost)

Play target character from your lost pile at full cost who has tactics < your target kizen's tactics.

ILLUS. BY MICHELLE SPALDING TM & © 2004 DECIPHER INC. 11 38

0 Anticipation **4**

Kizen power is characterized by enhanced awareness. At times, this manifests itself in subtle premonitions.

INTERRUPT (Used)

Make target kizen defense +3 until end of turn for each of your locations that has "Earth" in its title.

ILLUS. BY ATHINA HODGKINSON TM & © 2004 DECIPHER INC. 2 C 150

0 Apparition **6**

"The horror..." —Earther Commander

INTERRUPT (Lost)

Make your battle destiny +3 in a site battle where you have target kizen.

ILLUS. BY MATTHIAS SMYGG TM & © 2004 DECIPHER INC. 2 C 151

• Arethusa/Remote Power Plant **0**

LOCATION (SECTOR) • ASTEROID

As long as a player has an inverted ship here, he or she generates 2 more energy here.

ILLUS. BY DENNIS CALBORE TM & © 2005 DECIPHER INC. 2 C 152

1 •Arhnaknak **4**

A decorated warrior of the Katal tribe, Arhnaknak loosely translates as "form of fire."

CHARACTER • KATAL • INVERTER • UNIT

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

Lose 3 energy = Invert this unit.

At the end of the battle destiny step of each site battle here, make your battle destiny in that battle +.

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

ILLUS. BY KIERAN YANNER TM & © 2004 DECIPHER INC. 2 C 153

4 •Aris Thantos **1**

"At last year's Jove Invitational, I turned a handful of creds and a little info into a share of the winner's lock."

CHARACTER • ACCORD • ROGUE • UNIT

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

Each time you drain here for X, you may make your opponent reveal X cards from the top of his or her reserve. Choose a revealed card to be lost. Your opponent puts the other revealed cards on top of his or her reserve in any order.

ILLUS. BY KIERAN YANNER TM & © 2005 DECIPHER INC. 2 C 154

1 Armored **4**

"Their shell is not just for looks. It can make your best shot as effective as a spitball. Aim for the eyes." —Unknown Earther sergeant

ASSET (Site)

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

Each time a unit is lost from here, its owner may pay 3 energy. If he or she does, put that unit in that player's hand.

ILLUS. BY KIERAN YANNER TM & © 2004 DECIPHER INC. 2 C 155

0 Armor Penetrating **2**

FedSav manufactured weaponry far exceeds expectations, having the potential to pierce multiple targets at once.

INTERRUPT (Lost)

The next time an ability of one of your weapons damages a unit this turn, damage up to two target units at that weapon's location.

ILLUS. BY KIERAN YANNER TM & © 2004 DECIPHER INC. 2 C 156

4 •Ashmahi-Anant **2**

"We expected only the metal humans. The appearance of the four-legged rebels, however, changes nothing."

CHARACTER • KIZEN • CROWN • ANANT • UNIT

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

Piloting 3

• Pay 4 energy = Choose target ship your opponent has in a sector battle here. Damage target if its defense < this character's piloting or tactics.

ILLUS. BY JOSHUA JAMES SMITH TM & © 2005 DECIPHER INC. 2 C 157

0 Assailing Vatarma **6**

Sayashi duels are expected to be bloody. They wouldn't be entertaining otherwise.

WEAPON (CHARACTER) • MELEE • RANGED

• Put a card from your hand on top of your used pile = Your opponent chooses one of his or her units in a site battle here and damages it, unless he or she puts two cards from his or her hand on top of his or her used pile in any order.

ILLUS. BY JOE BOUDEN TM & © 2004 DECIPHER INC. 2 C 158

0 Assault Carbine **3**

A Shi's choice of weapon is dictated by its opposition. Earther troops can be dispatched with a carbine...most don't warrant the honor of a vatarma.

WEAPON (CHARACTER) • RANGED

• Pay 1 energy = Choose target unit your opponent has in a site battle here. If target's defense < 0, opponent chooses: Destroy target; or put a card from his or her hand on top of his or her used pile.

ILLUS. BY DREW BAKER TM & © 2005 DECIPHER INC. 2 C 159

2 Assault Guru **4**

Sena Garruk is an assault guru for CSyn. She received her promotion for her valor during the Battle of Phobos.

CHARACTER • CISYN • TECH • UNIT

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

As long as this character is at a site where you have a higher total tactics than your opponent, you cause attrition +2 here.

ILLUS. BY FAMELINA H TM & © 2004 DECIPHER INC. 2 C 160

6 •Atlantis **4**

Horatio Hicks' battleship is as legendary as the continent for which it was named.

SHIP (CAPACITY 3) • ICOM • CAPITAL

POWER **6** TACTICS **2** DEFENSE **10**

Your total power is +2 in each battle at a related site.

ILLUS. BY JEFF CARLISLE TM & © 2004 DECIPHER INC. 2 C 161

1 Attack Plan **6**

The sweetest land is land taken from your enemy. It comes with the satisfaction that you left them a bitter taste.

INTERRUPT (Lost)

Invert your inverter. You may play this interrupt only during your control phase.

ILLUS. BY SEAN MANNLY TM & © 2005 DECIPHER INC. 2 C 162

7 •Banak Inasit **1**

"Though we are new to the Council, the impact of the Qurim will soon resonate throughout this system."

CHARACTER • KIZEN • QURIM • UNIT

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

Each time you win a battle here, you may damage target other unit here. If you do, you may undamage this character.

ILLUS. BY JOHN HOWE • COLOR BY KIERAN YANNER TM & © 2005 DECIPHER INC. 2 C 163

3 •Battleaxe Boden **5**

Three things she can't stand: downtime for repairs, customs frigates, and lousy Reds.

CHARACTER • HELLCATS • 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 3 energy = Move target ship this character is aboard. You may use this ability only during your deploy phase.

ILLUS. BY WESLEY BURT TM & © 2005 DECIPHER INC. 2 C 164

2 Bean Counter **4**

"326, 372, 391 — wait, are these figures from last month or this month? I'm missing at least a hundred here..."

CHARACTER • CARTEL • MERCHANT • UNIT

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

As long as there are at least eight cards in your active pile, this character is power +4.

ILLUS. BY WESLEY BURT TM & © 2004 DECIPHER INC. 2 C 165

0 **Begging for Mercy** **5**

"Wealth is the parent of luxury and indolence, and poverty of meanness and viciousness, and both of discontent." —Plato

INTERRUPT (Lost)

Choose a number and reveal the top card of your opponent's reserve. If that card's destiny is equal to the chosen number, draw up to five cards from your reserve.

ILLUS. BY ED COX TM & © 2005 DECIPHER INC. 2 | 8.1

Belt/Verelict Freighter **0**

LOCATION (SECTOR) • STATION

Encampment (Stack this card beneath target location where you have an energy icon, unit, or ship. This card is no longer a location or sector and target gains this card's energy and support icons that are on your side. You may stack only one encampment here.)

ILLUS. BY DAVID DEHN TM & © 2005 DECIPHER INC. 2 | 8.1

Belt/Navigation Corridor **0**

LOCATION (SECTOR)

Encampment (Stack this card beneath target location where you have an energy icon, unit, or ship. This card is no longer a location or sector and target gains this card's energy and support icons that are on your side. You may stack only one encampment here.)

ILLUS. BY KIERAN YANNER TM & © 2005 DECIPHER INC. 2 | 8.1

Belt/Pilgrims' Holdings **0**

LOCATION (SECTOR) • STATION

Encampment (Stack this card beneath target location where you have an energy icon, unit, or ship. This card is no longer a location or sector and target gains this card's energy and support icons that are on your side. You may stack only one encampment here.)

ILLUS. BY KIERAN YANNER TM & © 2005 DECIPHER INC. 2 | 8.1

3 **Belt Runner** **3**

When you absolutely, positively, have to get data back to Europa in twenty hours or less.

SHIP (CAPACITY 1) • CARTEL • FIGHTER

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

When this ship enters play, if you have a card stacked on your stockpile asset, you may put up to two cards from your hand on top of your reserve in any order.

ILLUS. BY DENNIS GALLERO TM & © 2005 DECIPHER INC. 2 | 8.1

0 **Blinding Scream** **4**

"Ability HX45: Active disruption of cognitive processes." —Expanded Awareness Journal

INTERRUPT (Lost)

You can't play this interrupt unless you have a kizen at a location.

Your opponent reveals his or her hand and chooses a destiny number on one of the revealed cards. Choose a revealed card with that destiny number and put it on top of his or her used pile.

ILLUS. BY KIERAN YANNER TM & © 2005 DECIPHER INC. 2 | 8.1

3 **Blockade** **2**

"In a couple weeks they'll be eating rats." —Horatio Hicks

ASSET (Site)

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

Each unit your opponent plays here costs 1 more energy to play for each ship you have at each related sector.

ILLUS. BY STEPHEN CRISP TM & © 2004 DECIPHER INC. 1 | 8.1

3 **Boxer** **2**

Preferred by the Cogs, its DynSep hover pads are specially tuned to the harsh terrain in the Outer Rim.

VEHICLE • COGS • UNIT

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

Size 3, Transport 2

Each time you reveal a card for battle destiny during a site battle here, you may pay 1 energy. If you do, make that card's destiny +1. You may change no more than one card's destiny using this ability each turn.

ILLUS. BY SEAN MANALLY TM & © 2004 DECIPHER INC. 2 | 8.1

0 **Breaching** **5**

Each item of captured Shi hardware is carefully analyzed by the Qurm.

INTERRUPT (Used)

Destroy target unit that doesn't have piloting at a sector location.

ILLUS. BY SEAN MANALLY TM & © 2005 DECIPHER INC. 2 | 8.1

0 **Brief Encounter** **5**

A single quarrel can hold a squadron at bay.

INTERRUPT (Used)

Target pending ship doesn't add its power to a player's total power until end of turn.

ILLUS. BY CORTNEY SKINNER TM & © 2004 DECIPHER INC. 1 | 8.1

3 **Capture** **3**

Battlefield intelligence is key to countering the enemy's movements. The methods used to obtain it are irrelevant.

ASSET

When you play this asset, stack the top card of your opponent's reserve face up on this asset.

No player can play a card that has the same title as the card stacked on this asset.

When this asset leaves play, put each card stacked on this asset on top of its owner's used pile.

ILLUS. BY KIERAN YANNER TM & © 2004 DECIPHER INC. 1 | 8.1

2 **Carabiniere** **3**

Like many Shi warriors, Dunsha is often assigned to protect valuable assets.

CHARACTER • ANANT • WARRIOR • UNIT

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

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

ILLUS. BY DREW BAKER TM & © 2005 DECIPHER INC. 2 | 8.1

2 **Careless Cat** **3**

Flameout Jackson says that fuel tanks are for emptying. Her throttle has only two settings, off and wide open.

CHARACTER • HELLCATS • TECH • UNIT

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

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

As long as this character has a weapon beneath her, you generate 2 more energy here.

ILLUS. BY KIERAN YANNER TM & © 2005 DECIPHER INC. 2 | 8.1

3 **Carrier Screen** **5**

Guardian-class carriers are assigned to defend the most important holdings of the Gargen. Their complement of fighters makes them extremely formidable.

ASSET (LOCATION)

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.

Your opponent's battle destiny in a battle here is -3.

When your opponent controls this location, dismiss this asset.

ILLUS. BY SEAN MANALLY TM & © 2004 DECIPHER INC. 1 | 8.1

3 **Cartel Legate** **2**

The Gargen's gain is usually someone else's loss.

CHARACTER • CARTEL • TECH • UNIT

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

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

ILLUS. BY KIERAN YANNER TM & © 2004 DECIPHER INC. 1 | 8.1

3 ***Cat's Claw** **2**

No Carther convoy wants to see the Claw show up with Killer Cat mousing around.

SHIP (CAPACITY 1) • HELLCATS • INVERTER • FIGHTER

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

Each time you play a character who has piloting aboard this ship, you may invert this ship.

*Pay 3 energy = Draw two cards from your reserve.

Captain - Killer Cat Grimalkin

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

ILLUS. BY MIKE BRUNO TM & © 2005 DECIPHER INC. 2 | 8.1

0 Celebrated **4**

Kizen are revered within the Shi culture. They have proven worthy of such high praise.

ASSET (KIZEN)

You can't play more than one of this asset beneath the same kizen.
As long as you've won a battle since this asset entered play, this kizen is power +6.

ILLUS. BY TOBIAS BRONNER TM & © 2004 DECIPHER INC. 118 010

0 •Cerebral IncurSION **6**

"Why conquer the physical when you can conquer the mental?" — Seyashi proverb

ASSET (KIZEN)

Your opponent has total tactics -4 here unless he or she has a kizen here.

ILLUS. BY JEREMY MUNDICH TM & © 2004 DECIPHER INC. 118 011

1 Ceres/Belt Hideaway **3**

LOCATION (SECTOR) • ASTEROID

Unlimited (You may have any number of copies of this card in your deck.)
Each card a player reveals for battle destiny during a battle here is destiny -2.

ILLUS. BY OWEN'S CALDERO TM & © 2004 DECIPHER INC. 118 012

1 CGC Grunt **4**

Dedication to one's cause — and the willingness to die for it — make heroes of the average soldiers like Anina Armendi.

CHARACTER • CGC • WARRIOR • UNIT

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

As long as at least one of your units here has higher tactics than any of your opponent's units here, this character is power +2 and defense +2.

ILLUS. BY SEDONE THONGVILAY TM & © 2004 DECIPHER INC. 118 013

0 Chained **6**

"Those who cannot remember the past are condemned to repeat it." — George Santayana

ASSET

Each time an interrupt is played, if no card is stacked on this asset, you may pay 3 energy. If you do, stack that interrupt on this asset after its effects have been performed.
As an additional cost for a player to play a card that has the same title as a card stacked on this asset, he or she pays 3 energy.

ILLUS. BY JAMES KIRMAN TM & © 2004 DECIPHER INC. 118 014

0 Chameleon **4**

The deceptitude of Cartel ships can provide perfect cover in the right situation.

ASSET

• Lose 2 energy from your hand ≈ Activate 3 energy. You may use this ability only during your turn.

ILLUS. BY CHRIS J. ANDERSON TM & © 2004 DECIPHER INC. 118 015

1 •Chan Whitmer **4**

A former Fed'raav technician, Whitmer is the ideal candidate to head CISyn's sabotage operations.

CHARACTER • CISYN • INFILTRATOR • UNIT

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

• Lose 1 energy ≈ Choose target vehicle in a site battle here. Damage target if its defense < D.

ILLUS. BY KIRKAN YANNER TM & © 2004 DECIPHER INC. 118 016

3 •Cheng Lin **1**

"The manual says, 'If you cannot repair the vehicle as well as you drive it, then you are a failure to your master,' but have you ever seen a Gurnso try to change a coupling?"

CHARACTER • IKAZUCHI • TECH • WARRIOR • UNIT

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

Each time one of your vehicles here is destroyed, you may put that vehicle on top of its owner's used pile. You may use this ability only once each turn.

ILLUS. BY DREW BAKER TM & © 2005 DECIPHER INC. 118 017

1 Chicken **5**

Worse than getting into a fist fight with a Quay is getting into a game of chicken with a Cog driver.

INTERRUPT (Used)

Target pending unit doesn't add its power to a player's total power until end of turn.

ILLUS. BY JOHN KING TM & © 2004 DECIPHER INC. 118 018

1 Chijo Katana **2**

To symbolize the new beginnings, many swords transported from Earth were rebranded. Most seem to have picked up a reddish-glint, perhaps from the spirit of the planet.

WEAPON (KIZEN) • MELEE

This kizen can't be damaged.
• Pay 1 energy ≈ Choose target unit your opponent has in a site battle here. Reveal the top two cards of your reserve, choose one and note its destiny, then put them on top of your used pile in any order. Damage target if its defense < that destiny.

ILLUS. BY KIRKAN YANNER TM & © 2004 DECIPHER INC. 118 019

1 Chijo Warrior **4**

As Akatsun Shiro knows, not all Gorgen weapons need be traditional.

CHARACTER • CHUJO • WARRIOR • UNIT

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

• Pay 0 energy ≈ If this character is at a site and has a weapon beneath it, play a unit here at full cost.

ILLUS. BY ERIC LOFGARSON TM & © 2004 DECIPHER INC. 118 020

2 •Chindon Relk **5**

Relk is one of CISyn's new recruits. He can't remember much about his past, but that seems to be common in his current assignment.

CHARACTER • KIZEN • CISYN • UNIT

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

Your battle destiny in a site battle here is +1 for each of your kizen here and at each related site.

ILLUS. BY GUY GENTERY TM & © 2005 DECIPHER INC. 118 021

1 Chuluktika **3**

Excellent cargo capacity, good countermeasures, and a powerful grav-beam make Chuluktika valued support ships.

SHIP (CAPACITY 5) • MAKAL • CAPITAL

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

Pay 3 energy ≈ Move target vehicle at a related site to an adjacent site. You can't use this ability during a battle phase.

ILLUS. BY TOBIAS BRONNER TM & © 2004 DECIPHER INC. 118 022

3 CISyn Coordinators **5**

Rath's gurus will follow his lead even in the face of CGC objections voiced by Howler himself.

CHARACTER • KIZEN • CISYN • UNIT

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

• Pay 1 energy ≈ Look at the top card of any reserve.

ILLUS. BY ERIC OSTROMCHAPS TM & © 2005 DECIPHER INC. 118 023

2 CISyn Retaliation **3**

CISyn controllers ensure the proper tool is selected for each task.

INTERRUPT (Lost)

When you play this interrupt, if you have a kizen at a battleground location, you may pay 1 energy. If you do, this interrupt is used instead of lost.
Cancel target pending drain.

ILLUS. BY ERIC OSTROMCHAPS TM & © 2005 DECIPHER INC. 118 024

4 Clandestine Team **3**

"Chuluk Squad 4, have you reached your objective?"

CHARACTER • TAHKA • PREDATOR • UNIT

POWER **4** TACTICS **1** DEFENSE **6**

• Pay 0 energy ≈ Move this character to a related location. You may only use this ability during your move phase.

ILLUS. BY SEDONE THONGVILAY TM & © 2005 DECIPHER INC. 118 025

1 Clanton Grau Grenade **5**

This is what happens when you reverse the red wire and the blue wire on a grau engine.



WEAPON (CHARACTER) • EXPLOSIVE

Dismiss this weapon ⇒ Damage each unit in a site battle here that has defense < **D**.

ILLUS. BY KIERAN YANNER TM & © 2004 DECIPHER INC.

0 Clanton Rev I Missile **4**

The first weapon system fully designed and built in the Rim, it uses technology scrounged from abandoned research stations.



WEAPON (SHIP) • RANGED

• Pay 1 energy ⇒ Choose target ship your opponent has in a sector battle here. If target's defense < **D**, damage it and retrieve a card.

ILLUS. BY JOHN KING TM & © 2004 DECIPHER INC.

4 Clauiger **1**

Amptara relies on specialized equipment when tracking escaped Quay.



CHARACTER • ANANT • WARRIOR • UNIT

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

Scouting (You may play this character at a site that has no energy icons on your side.)
As long as this character is at a site that has no energy icons on your side, it is power +2 and immune to attrition.

ILLUS. BY NICK STATHOPOULOS TM & © 2005 DECIPHER INC.

4 Cloak of Fear **3**

Quay who have been touched by the rift can create visceral hallucinations.



ASSET (KIZEN)

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

• Pay 0 energy ⇒ The next time this kizen moves to a site this turn, put target unit at that site that has tactics < this kizen's tactics in its owner's hand.

ILLUS. BY TORSTEIN NORDSTRAAND TM & © 2005 DECIPHER INC.

1 Clone Reserves **1**

Shi lifespans would be significantly shorter without the help of paracore technicians.



INTERRUPT (Lost)

Choose three cards at random from your lost pile. Then choose one of those three to put in your hand.

ILLUS. BY JOHN MARIARTY TM & © 2004 DECIPHER INC.

0 Close Call **5**

When initiative is lost, Shi pilots have the instincts to choose to live to fight again.



INTERRUPT (Lost)

You may play this interrupt only during your move phase.
Put your target ship or unit in its owner's hand.

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER INC.

2 Close Support Pilot **3**

Hank Gates, much like most of his fellow Earthier pilots, will go into battle anywhere with the feeling his cause is righteous and just.



CHARACTER • ICOM • UNIT

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

Piloting 1 (As long as this character is aboard a ship, that ship is power +1 and tactics +1.)
Each time a ship moves from here, if this character is aboard a fighter, you may move that fighter to the same location.

ILLUS. BY MARIANNE PLUMBIDGE TM & © 2004 DECIPHER INC.

0 Cloud **6**

Few escape the consuming cloud; it seeps into every crevice and blinds every effort, leaving death.



INTERRUPT (Lost)

Choose target ship in a sector battle. Damage target if opponent's **D** < the number of fighters you have at that sector.

ILLUS. BY SEAN DONALDY TM & © 2004 DECIPHER INC.

6 Cloud Skipper **2**

More than one armed force has been overcome by a swarm of "skippers" slipping from the clouds.



VEHICLE • COGS • UNIT

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

Size 3, Transport 2
Each time you win a site battle here that has exactly 7 casualties, your opponent loses three cards from his or her hand.

ILLUS. BY LOVIN WOOD TM & © 2004 DECIPHER INC.

0 Collaborative Strike **5**

"On my count – engage and fire!"



INTERRUPT (Used)

Until end of turn, make target unit that has a weapon beneath it you have in a site battle power +4 and defense +4.

ILLUS. BY KIERAN YANNER TM & © 2004 DECIPHER INC.

1 Colt-Burton MK. 412 **2**

Typical high-caliber sidearm – half the Rim has a gun like this jammed in their belts.



WEAPON (CHARACTER) • RANGED

• Pay 3 energy ⇒ Choose target unit your opponent has in a site battle here. If target's defense < **D**, destroy it and put the card you revealed for destiny on top of your reserve.

ILLUS. BY JOE BOULDEN TM & © 2004 DECIPHER INC.

3 Combat Support T.S.U. **4**

Kazuchi commanders relied on these vehicles to provide fire support for the attack on the Ganymede Earthier base.



VEHICLE • IKAZUCHI • UNIT

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

Size 3, Transport 4
When this vehicle enters play at a site where you have a bot or another vehicle, you may retrieve a card.

ILLUS. BY CHRISTIAN SCHMAGER TM & © 2005 DECIPHER INC.

3 Commerce Authority Fighter **4**

The Commerce Authority division of ICom ensures that Earthier merchant ships are well-protected – and taxed accordingly.



SHIP (CAPACITY 1) • ICOM • FIGHTER

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

Each interrupt your opponent plays during a battle here costs 1 more energy to play.

ILLUS. BY STEPHEN COVINE TM & © 2004 DECIPHER INC.

1 Conservation **3**

Kulak touched the dying Quay, and drew forth what was left of the life-energy. He glowered at the enemy, and his warriors roared once again into the fray, renewed.



ASSET (KIZEN)

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

• Damage a character you have in a site battle here ⇒ Activate energy equal to twice its energy cost.

ILLUS. BY JENNIFER RODGERS TM & © 2004 DECIPHER INC.

2 Consigned Trooper **4**

Juggernauts deliver troops quickly to the battle zone.



CHARACTER • CGC • WARRIOR • UNIT

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

As long as this character is at a site where you have a vehicle, this character is power +2.

ILLUS. BY ROBERTO CAMPOS TM & © 2004 DECIPHER INC.

1 Construction Bot **5**

No dangerous high rise work for humans any more.



CHARACTER • BOT • UNIT

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

• Reveal an Earthier card from your hand and put it on top of your used pile ⇒ Target location gains a support icon until end of turn.

ILLUS. BY JOSHUA PHILLIPS SHAW TM & © 2005 DECIPHER INC.

3 Consultation **5**

Howler isn't afraid to call in a favor from his ally Horatio Hicks.

INTERRUPT (Lost)

You may play this interrupt only during your move phase.

Destroy target vehicle at a site where you have a higher total tactics than your opponent.

ILLUS. BY PETER FERRELLSON TM & © 2004 DECIPHER INC. 11.6.04

0 Controlling **6**

"When dealing with the Shi, what's yours is theirs and what is theirs is theirs." — Starhawk

ASSET

As long as you have a ship at a sector and a unit at a site, each player can drain at no more than two locations during each of his or her turns.

ILLUS. BY MATTHIAS SANTIUS TM & © 2004 DECIPHER INC. 11.6.04

0 Cornered **5**

As the clavigers close in, escapees have nowhere to hide.

INTERRUPT (Used)

Your opponent causes attrition -4 in a site battle where you have target weapon.

ILLUS. BY NICK STATHOPOULOS TM & © 2005 DECIPHER INC. 11.6.05

3 Corporate Transport **3**

Earth's Central Governance Corporation often commissions lavish corporate ships. This luxury is often appreciated more by the second owner.

SHIP (CAPACITY 3) • CAPITAL

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

Pay 2 energy ≈ Your side of this ship's location gains an support icon until end of turn.

ILLUS. BY SIMON TAYLOR TM & © 2004 DECIPHER INC. 11.6.04

2 •Cribber **6**

"I'm a VisiTech model 770 bot. We can track more than a dozen independent targets, even while moving through a noisy club."

CHARACTER • CARTEL • BOT • UNIT

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

Each time a player reveals a card for battle destiny during a battle here, you may pay energy equal to the destiny of the card revealed. If you do, that player reveals another card for battle destiny instead. You may use this ability no more than once each turn.

ILLUS. BY JOSHUA PHAMJIAN SHAW TM & © 2005 DECIPHER INC. 11.6.05

3 Crippled **2**

The opening gambit of Dhanak-Tlak's plan called for a quarrel to blunt the Xel'Rob's fighter defenses.

ASSET

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

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

ILLUS. BY SEAN MANALLY TM & © 2005 DECIPHER INC. 11.6.05

1 Crossfire **3**

One gun equals defense. Twenty guns equal victory.

INTERRUPT (Used)

You may play this interrupt only during a site battle.

You cause attrition +1 in that battle for each of your warriors in that battle.

ILLUS. BY YI SHANG TM & © 2004 DECIPHER INC. 11.6.04

2 Crown Vessel **3**

"The eyes of the Sudeva see the whole galaxy." — Shi axiom

SHIP (CAPACITY 3) • SUDEVA • CAPITAL

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

• Lose 2 energy ≈ Make this ship and each unit aboard it immune to attrition until end of turn.

ILLUS. BY JOE BOULDER TM & © 2005 DECIPHER INC. 11.6.05

3 Cruel Lesson **1**

"We learn little in victory, much in defeat." — Traditional

ASSET

Each time a player's unit is damaged by an ability of a weapon, if any of that player's other units is damaged, he or she loses 2 energy.

ILLUS. BY GLEN OSTERBERGER TM & © 2004 DECIPHER INC. 11.6.04

3 Dagger Juggernaut **1**

Like his Blades in the air, Howler's Daggers are an elite ground unit that receives only the most critical assignments.

VEHICLE • FEDGRAV • INVERTER • UNIT

POWER **3** TACTICS **1** DEFENSE **5**

Size 2, Transport 1

Each time you win a site battle here, you may invert this vehicle.

Size 2, Transport 1

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

ILLUS. BY JOSHUA PHAMJIAN SHAW TM & © 2005 DECIPHER INC. 11.6.05

6 •Dagger Lead **2**

Howler's command juggernaut has offspec mods the FedGrav designers never dreamed of.

VEHICLE • FEDGRAV • INVERTER • UNIT

POWER **7** TACTICS **2** DEFENSE **5**

Size 2, Transport 1

• Invert this vehicle ≈ Undamage your target other unit in a site battle here.

Size 2, Transport 1

POWER **5** TACTICS **2** DEFENSE **7**

ILLUS. BY DENNIS GALLO TM & © 2005 DECIPHER INC. 11.6.05

2 Damir Aeronaut **4**

It is predetermined that if a Shi is to be a pilot, it will learn to interpret navigational charts before it learns to communicate.

CHARACTER • CROWN • DAMIR • UNIT

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

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

• Lose 1 energy ≈ If this character is aboard a ship that has a weapon beneath it, until end of turn, make that ship and each character aboard it immune to attrition. Also, make that ship power +4.

ILLUS. BY DREW BAKER TM & © 2004 DECIPHER INC. 11.6.04

3 Damir Quarrel **4**

A quarrel's biggest asset in combat is its firepower.

SHIP (CAPACITY 1) • DAMIR • FIGHTER

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

• Pay 3 energy ≈ Choose target fighter in a battle here. Damage target if its power + defense + opponent's < this ship's power + defense + .

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER INC. 11.6.04

2 Dance of Steel **4**

A skilled swordsman can use a weapon's reach, weight, and edge to defeat even the most hardened foe.

ASSET

Each time you reveal a card for battle destiny, you may retrieve a card for each of your opponent's damaged units in that battle.

ILLUS. BY BRADLEY WILLIAMS TM & © 2005 DECIPHER INC. 11.6.05

2 Darkslider **4**

"Make sure that turret can spin three-sixty. You never know who your friends are out here."

SHIP (CAPACITY 1) • CARTEL • INVERTER • FIGHTER

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

• Pay 4 energy ≈ Invert this ship.

You do, make that card's destiny +2.

during a battle here, you may reveal this ship. If you do, make that card's destiny +2.

Each time you reveal a card for battle destiny, you may reveal a card for battle destiny.

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

ILLUS. BY STEVE BLISS TM & © 2005 DECIPHER INC. 11.6.05

2 Daunting Vatarma **1**

The Seyabhi are not hesitant to show the true power of their staffs to their enemies.

WEAPON (CHARACTER) • MELEE • RANGED

• Reveal two cards from your hand that have matching destinies and put them on top of your use pile in any order ≈ Choose target unit your opponent has in a site battle here. Destroy it unless your opponent reveals two cards that have matching destinies from his or her hand and puts them on top of his or her use pile in any order.

ILLUS. BY JOE BOULDER TM & © 2004 DECIPHER INC. 11.6.04

1 **Dauntless Defense** **5**

Kokata units stand side by side with the NoBots which they are named after, defending the people of Gongen.



INTERRUPT (Used)

Make each of your units and ships in a battle at target location defense +1 until end of turn.

ILLUS. BY CHRISTIAN PEARCE TM & © 2004 DECIPHER INC. 11-13

3 **Death Dealer** **3**

Not all Maverick ships are designed for running.



SHIP (CAPACITY 0) • HELLCATS • INVERTER • FIGHTER

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

• Pay 4 energy = If this ship is at a sector that has a ♠ support icon on your side, invert it. sector battle here.

• Revert this ship = Damage target ship in a

ILLUS. BY DENNIS CALDERO TM & © 2005 DECIPHER INC. 12-17

3 **Dedication** **2**

The dedication of the Gongen permits them to continue to fight and sacrifice for their companions, even when the end is near.



ASSET

Each of your damaged characters and damaged fighters is defense +1.

ILLUS. BY GLEN OSTERBERGER TM & © 2004 DECIPHER INC. 11-14

0 **Defensive Fire** **5**

Overlapping fields of fire make approach difficult.



INTERRUPT (Lost)

Each Ikazuchi unit is defense +4 until end of turn.

ILLUS. BY CHRISTIAN SCHMAGER TM & © 2005 DECIPHER INC. 12-15

0 **Defensive Grid** **6**

"The floaters know what you're going to do before you do it. Just keep shooting." — Commander Dalhart, Venus Station



INTERRUPT (Lost)

You may play this interrupt only during a battle at a location where you have more than one support icon.

Make your battle destiny in that battle +D.

ILLUS. BY ROBERTO LAMPAS TM & © 2005 DECIPHER INC. 14-16

3 **Defensive Position** **1**

"It was like they came out of the walls." — James Howler



ASSET (Site)

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

You may play this asset only beneath a site where you have a unit.

At your opponent's end of turn, dismiss this asset and, if a player's total power here is higher than his or her opponent's, that player loses 4 energy.

ILLUS. BY KEIRAN YANER TM & © 2004 DECIPHER INC. 11-18

2 **Defiled** **1**

Overwhelming numbers can force a Quay retreat. However, they usually leave nothing of value behind.



ASSET (LOCATION)

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

You may play this asset only beneath a location where you have an infiltrator.

As an additional cost for your opponent to drain here, he or she pays 3 energy.

ILLUS. BY ERIC WILKINSON TM & © 2004 DECIPHER INC. 11-15

2 **Defi Attacker** **5**

"Show them that we know the Shi can be killed."



SHIP (CAPACITY 1) • QURIM • FIGHTER

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

As long as you have no more than one card in your used pile, this ship is power +2 and defense +2.

ILLUS. BY DAVID DEHN TM & © 2005 DECIPHER INC. 14-17

6 **Deigan** **5**

The Deigan NoBot embodies the persistence and passion of her namesake — defending the Gongen people with a steadfast devotion.



NOBOT • DEIGAN • BOT • UNIT

POWER **9** TACTICS **4** DEFENSE **5**

Size 3

When you do not have at least two other Gongen units here, dismiss this NoBot.

As long as this NoBot is at a site that has no support icons on your side, your opponent causes attrition -2 here.

ILLUS. BY CHRISTIAN PEARCE TM & © 2004 DECIPHER INC. 11-12

2 **Deigan Follower** **4**

"Fall seven times, stand up eight." — Deigan battle chant



CHARACTER • DEIGAN • WARRIOR • UNIT

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

Each time a site battle begins here, you may lose 3 energy. If you do, damage target unit here.

ILLUS. BY CHRISTIAN PEARCE TM & © 2004 DECIPHER INC. 11-13

4 **Devanar-Damir** **1**

Devanar's interrogation skills are well known to the Quay.



CHARACTER • CROWN • DAMIR • UNIT

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

At the end of each of your opponent's battle phases, if your opponent has a unit or ship here and didn't attack here, he or she loses 1 energy.

ILLUS. BY SEAN MURPHY TM & © 2004 DECIPHER INC. 11-16

7 **Dhanake-Tilak** **2**

"First task: recovery of agents. Second task: extinguish evidence."



CHARACTER • KIZEN • CROWN • TILAK • UNIT

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

This character is power +1 for each of your ♠ support icons.

As long as this character is at a site, your opponent causes attrition -1 here for each of your ♠ support icons.

ILLUS. BY KEIRAN YANER TM & © 2005 DECIPHER INC. 12-18

5 **Diplomacy Bot** **4**

"Force is all-conquering, but its victories are short-lived." — Abraham Lincoln



CHARACTER • BOT • UNIT

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

Each time you lose a battle here, if your casualties are more than 5, they are reduced to 5.

ILLUS. BY MICHELLE SPALDING TM & © 2004 DECIPHER INC. 11-22

1 **Disruption** **5**

Stress and danger often reveal the changes wrought by proximity to the rit.



INTERRUPT (Lost)

You can't play this interrupt unless you have a kizen at a location.

Cancel target pending activated ability.

ILLUS. BY JOE ROALSON TM & © 2004 DECIPHER INC. 11-19

2 **Do Not Push** **4**

Seriously, Don't.



ASSET

Each interrupt costs 3 more energy to play.

At the start of your control phase, dismiss this asset.

ILLUS. BY ATHENA HODGSON TM & © 2005 DECIPHER INC. 12-14

2 **Dubious Contact** **2**

He can't help with your problem, but he does have a friend who knows someone who can...



CHARACTER • NEST • ROGUE • UNIT

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

Each time one of your opponent's units enters play here, if this character is at a site, you may activate 1 energy.

ILLUS. BY KEIRAN YANER TM & © 2004 DECIPHER INC. 11-21

1 **Duress Vatarma** **1**

A single burst from a vatarma will incapacitate most known creatures.

WEAPON (CHARACTER) • MELEE • RANGED

• Pay 1 energy = Damage target unit your opponent has in a site battle here that has defense < this character's tactics, unless your opponent reveals a card from his or her hand that has destiny > 3 and puts it on top of his or her used pile.

ILLUS. BY KIERAN YANNER TM & © 2004 DECIPHER INC. 1.1.029

Earth/Corporate Headquarters **0**

LOCATION (SECTOR)

Each time a player's vehicle enters play here, that player may play a warrior here. That warrior costs no energy to play.

ILLUS. BY JOSHUA THEAMES SHAW TM & © 2004 DECIPHER INC. 1.1.029

2 **Earther Bot** **6**

Madison Positronics sold over 20 million of their popular Domesti-bot last year.

CHARACTER • BOT • UNIT

POWER 1 TACTICS 1 DEFENSE 1

Put this character on top of its owner's used pile = Your side of target location gains an **EE** support icon until end of turn. You may use this ability only during your deploy phase.

ILLUS. BY JOSHUA THEAMES SHAW TM & © 2004 DECIPHER INC. 1.1.029

Earth/Humanity's Home **0**

LOCATION (SECTOR) • PLANET

As long as you have a ship here, your side of this location gains an **EE** support icon.

ILLUS. BY NICK STATHIOPOULOS TM & © 2004 DECIPHER INC. 1.1.029

0 **Easy Prey** **6**

Compared to dueling a fellow Shi, most human opponents offer little challenge.

INTERRUPT (Lost)

Choose target character in a site battle where you have a character that has a weapon beneath it. Until end of turn, make target power -3 and defense -3, and its tactics aren't added to a player's total tactics during a battle.

ILLUS. BY ERIC LOFFREN TM & © 2004 DECIPHER INC. 1.1.029

2 **Eavesdropper** **3**

The first Tlok to enter Kelabs Yacht Works were trained reconnoiterers.

INTERRUPT (Lost)

As an additional cost to play this interrupt, damage your target unit that has scouting in a site battle.

Make each of your units at that site immune to attrition until end of turn.

ILLUS. BY PAUL BURROW TM & © 2004 DECIPHER INC. 1.1.029

2 **Empty Heart** **5**

"You could buy a year's worth of air and coolant on Mercury with this information." — Pepper Tokarates

ASSET • EVIDENCE

Each time your total battle destiny is exactly 1 at the end of the battle destiny step, you may make target character power +3 until end of turn for each of your evidence assets.

• Pay 2 energy = Put this asset on top of your reserve.

ILLUS. BY MICHELLE SPALDING TM & © 2004 DECIPHER INC. 1.1.029

2 **Encroaching Hekaton** **2**

"Reliance on technology is no match for our innate skill. Their predictability will bring us an easy victory." — Tukuron

SHIP (CAPACITY 1) • LUHUS • FIGHTER

POWER 2 TACTICS 1 DEFENSE 3

When this ship enters play, your opponent loses 2 energy for each of that player's units here that doesn't have piloting.

ILLUS. BY DAVID DEHN TM & © 2004 DECIPHER INC. 1.1.029

0 **Energy Conduit** **6**

"They seem to have a device on the back of their boots that scrambles our transmissions." — Kom After Action Report

INTERRUPT (Lost)

Until end of turn, as an additional cost for your opponent to draw a card during the draw phase, he or she pays 1 energy.

ILLUS. BY ERIC LOFFREN TM & © 2004 DECIPHER INC. 1.1.029

3 **Energy Tap** **5**

Technicians from Gangen are skilled at all types of energy manipulation, including siphoning enemy resources.

INTERRUPT (Lost)

The next time your opponent loses cards to target pending drain, you retrieve a card for each card lost to that drain.

ILLUS. BY KIERAN YANNER TM & © 2004 DECIPHER INC. 1.1.029

4 **Ensnared** **1**

Mavericks like to think of Earther attacks as the enemy bringing them fresh supplies.

ASSET (LOCATION)

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

You may play this asset only beneath a location where your opponent has a ship or unit.

Each of your drains here is +3.

ILLUS. BY CHRIS DEHN TM & © 2004 DECIPHER INC. 1.1.029

3 **Entrenched Infantry** **3**

Infantry soldiers have little choice but to trust the experience of their commanders. Earther troops are among the most battle-tested of the human factors.

CHARACTER • CGC • WARRIOR • UNIT

POWER 3 TACTICS 5 DEFENSE 6

As long as this character is at a site, as an additional cost for a player to play a unit here, that player loses 2 energy.

Each time you drain here, if this character is at a site, you lose 2 energy.

ILLUS. BY SEDONE THONGVILAY TM & © 2004 DECIPHER INC. 1.1.029

6 **Escort Cruiser** **2**

Escort cruisers accompany battleships to provide protection for the more expensive ships.

SHIP (CAPACITY 2) • ICOM • CAPITAL

POWER 5 TACTICS 2 DEFENSE 8

You cause attrition +1 here for each related site where you have a vehicle.

ILLUS. BY JEFF CARLISLE TM & © 2004 DECIPHER INC. 1.1.029

Europa/The Gambler's Hideaway **0**

LOCATION (SECTOR) • MOON

Pay 2 energy = Move target fighter you have here to a moon sector where a battle is taking place. Any player may use this ability.

ILLUS. BY ROB ALEXANDER TM & © 2004 DECIPHER INC. 1.1.029

0 **Expansion** **3**

Location, location, location.

INTERRUPT (Lost)

Choose one: Download an encampment that has a support icon matching one you have in play; or, if you have only one type of support icon in play, download an encampment.

(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.)

ILLUS. BY CHRIS DEHN TM & © 2004 DECIPHER INC. 1.1.029

4 **Extraction** **1**

Many Quay have a fierce hunger for knowledge, instilled by years of vassalage. They temper their aggression with cunning, and value all information pried from their enemy.

ASSET

When you play this asset, stack the top card of your opponent's reserve face up on this asset.

Each time a copy of a card stacked on this asset is placed in your opponent's lost pile from play, your opponent loses 3 energy.

ILLUS. BY JIM PAVLISEC TM & © 2004 DECIPHER INC. 1.1.029

1 •Faded **2**

Raving Red-Jane entered herself and concentrated. Anyone in the room who looked at her simply lost interest.



INTERRUPT (Used)

Until end of turn, make target kizen defense +2 and it can't be targeted by your opponent.

ILLUS. BY KIERAN YANNER TM & © 2004 DECIPHER INC. 1 E 023

1 Fallen Ally **5**

Panacea technology awaits to heal the scars of battle.



INTERRUPT (Used)

You may play this interrupt only during a battle, after the loss step. Put target damaged character you have in that battle on top of its owner's used pile.

ILLUS. BY ERIC LOFGREN TM & © 2004 DECIPHER INC. 1 E 027

1 Festering Cargo **6**

"I told her those mangoes would be rotten by the time we made Saturn's rings. What a stench!"



ORDER (Lost)

Your opponent reveals his or her hand. If any interrupts or orders are revealed, he or she loses one of them.

ILLUS. BY JOHN KING TM & © 2004 DECIPHER INC. 1 E 044

5 Few Escape **2**

Tilik quarrels pursued the Xelabs ships fleeing the Yacht Works.



INTERRUPT (Lost)

You may play this interrupt only during your move phase. Destroy target ship that has power 3 or less.

ILLUS. BY JOE BOULDER TM & © 2005 DECIPHER INC. 1 E 031

1 •Field Report **3**

Pepper and Flameout settled their debts to The Gambler with evidence gathered from the Design base.



INTERRUPT (Lost)

Make target pending drain at a location where you have no energy icons +X, where X is the number of evidence assets you have +1.

ILLUS. BY BRADLEY WILLIAMS TM & © 2004 DECIPHER INC. 1 E 025

3 Fifth Ace **5**

There are always four aces in a deck, but beyond the Bit there are usually several more in the game.



INTERRUPT (Used)

Put two cards from your hand on top of your reserve in any order.

ILLUS. BY KIERAN YANNER TM & © 2004 DECIPHER INC. 1 E 026

4 Fighter Support **2**

Combat gurus vector Earther fighters to ensure that ground troops do not come under fire from above.



ASSET (Site)

You may play this asset beneath one of your opponent's sites. At the end of the battle destiny step of each battle at a related site, make your battle destiny in that battle +1. When your opponent controls this site, dismiss this asset.

ILLUS. BY JOHN KING TM & © 2004 DECIPHER INC. 1 E 029

3 Fill With Fear **3**

"Have you seen how the twolegs cower? They are spineless and weak."



INTERRUPT (Lost)

As an additional cost to play this interrupt, revert your target inverter. Cancel target pending drain at a location related to that inverter's location.

ILLUS. BY PHILIPPE 'PIPI' GOVERNE TM & © 2005 DECIPHER INC. 1 E 033

0 Fire for Effect **6**

If brute force isn't working, consider that you might not be using enough. —FedGov Officer's Manual



INTERRUPT (Lost)

Until end of turn, each of your opponent's drains at a site related to a site where you have a vehicle is -1.

ILLUS. BY PETER FERGUSON TM & © 2004 DECIPHER INC. 1 E 021

1 First Aid **4**

Extrabital Laboratories (Xelabs) provides medical service to other Earther corporations — for the right price, of course.



ASSET

• Pay 4 energy ≈ The next time your target unit would be destroyed this turn, prevent that and, if it's damaged, undamage it.

ILLUS. BY APRIL LEE TM & © 2004 DECIPHER INC. 1 E 028

3 Flamecutter **3**

Takost uses the fire of kadamaka to burn through even the thickest metalcrete walls.



CHARACTER • TAHKA • INVERTER • UNIT

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

Each time you win a battle here and have no more than one card in your used pile, you may invert this character. This character is immune to attrition.

ILLUS. BY JOHN HOWE. COLOR BY KIERAN YANNER TM & © 2005 DECIPHER INC. 1 E 032

0 •Flare of Rage **3**

"From him the fire shone forth, and our hearts and spirit fell before its brilliance." —Higen Orochiko



INTERRUPT (Used)

Target player puts his or her used pile beneath his or her reserve and shuffles that reserve.

ILLUS. BY ERIC DESCHAMPS TM & © 2005 DECIPHER INC. 1 E 035

1 F.L.I.C. **4**

Fusion Light Infantry Cannons are the latest development from FedGov's armament division.



WEAPON (CHARACTER) • RANGED

As long as this character is at a site, you cause attrition +1 here. • Pay 1 energy ≈ Choose target unit your opponent has in a site battle here. Damage target if its defense < 0 + the number of warriors you have here.

ILLUS. BY SEAN SHANE TM & © 2004 DECIPHER INC. 1 E 022

6 •Flinger Battery **4**

Not really a missile launcher, more a bashed-together, high-tech catapult; but deadly with the velocities it can produce.



VEHICLE • CARTEL • UNIT

POWER **5** TACTICS **3** DEFENSE **9**

Size 3 Each time your opponent reveals a card for battle destiny during a site battle here, you may pay 1 energy. If you do, make that card's destiny -1. You may change no more than one card's destiny using this ability each turn.

ILLUS. BY SEAN SHANE TM & © 2004 DECIPHER INC. 1 E 024

2 For the Glory of Seyal **4**

The Shi claim anything they see fit, whether its owner puts up a fight or not.



ASSET (Site)

You may play this asset beneath one of your opponent's sites. Your opponent can't drain at an adjacent site. When your opponent controls this site, dismiss this asset.

ILLUS. BY SAMUEL ARAYA TM & © 2004 DECIPHER INC. 1 E 041

3 Fortune Seeker **1**

Pepper Tokastes hopes to pay off his new eyes with data scrounged from the abandoned Design mines.



CHARACTER • CARTEL • WARRIOR • UNIT

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

When this character enters play, you may reveal the top three cards of your reserve and replace them in any order.

ILLUS. BY KIERAN YANNER TM & © 2005 DECIPHER INC. 1 E 030

1 **Frenzied Lulus** **3**

The battle rage of the Lulus is a fiery bloodlust with complete disregard for self-preservation. They know neither friend nor foe.

CHARACTER • LULUS • INVERTER • UNIT

POWER **0** TACTICS **1** DEFENSE **5**

Pay 3 energy and put two of your other characters here on top of their owners' used piles in any order ⇒ Invert this unit.

DEFENSE **0** TACTICS **1** POWER **7**

ILLUS. BY MATTHIAS SYNGOS TM & © 2004 DECIPHER INC. © 1 C 17

2 **Frozen by Fear** **3**

Quay kizen use an enemy's hidden fears against him.

INTERRUPT (Lost)

Until end of turn, as an additional cost for a player to play a ship or unit at a location related to a location where you have a kizen, that player pays 2 energy.

ILLUS. BY ERIC WILKERSON TM & © 2004 DECIPHER INC. © 1 C 17

1 **Fuel Theft** **3**

"Fill 'er up – and put it on the dead pilot's account."

INTERRUPT (Used)

Your side of target location gains two energy icons until end of turn.

ILLUS. BY ALICE DUKE TM & © 2004 DECIPHER INC. © 1 C 17

2 **Fury** **2**

"Excuses interest me not. Your last order is to summon the Lulus. They will see this resistance eliminated." – Kulak

INTERRUPT (Lost)

Play an inverter character at full cost.

ILLUS. BY MICHAEL PHILIPPI TM & © 2004 DECIPHER INC. © 1 C 17

3 **Ganymede/Abandoned Mine**

LOCATION (SITE)

• Put a card stacked on your stockpile asset in its owner's lost pile ⇒ Make your target pending drain here +1. Any player may use this ability.

ILLUS. BY DAVID BERNI TM & © 2004 DECIPHER INC. © 1 C 17

0 **Ganymede/Captured Refinery**

LOCATION (SITE)

• Pay 3 energy ⇒ Your opponent loses 1 energy for each of your inverted units here. You may use this ability only when you control this site during your control phase. Any player may use this ability.

ILLUS. BY SHAWN RAY TM & © 2004 DECIPHER INC. © 1 C 17

3 **Ganymede/Core Shaft**

LOCATION (SITE)

As long as a player has units from two or more factions here, each of his or her drains here is +2.

ILLUS. BY BOB BOUDEN TM & © 2004 DECIPHER INC. © 1 C 17

0 **Ganymede/Exploratory Camp**

LOCATION (SITE)

Unlimited, Encampment (Stack this card beneath target location where you have an energy icon, unit, or ship. This card is no longer a location or site and target gains this card's energy and support icons that are on your side. You may stack only one encampment here.)

ILLUS. BY BOB BOUDEN TM & © 2004 DECIPHER INC. © 1 C 17

0 **Ganymede/Forward Base**

LOCATION (SITE)

As long as you control this site and have a kizen here, your total power is +2 at each related site.

ILLUS. BY WOLFGANG WITTMANN TM & © 2004 DECIPHER INC. © 1 C 17

0 **Ganymede/Frontier Camp**

LOCATION (SITE)

Unlimited, Encampment (Stack this card beneath target location where you have an energy icon, unit, or ship. This card is no longer a location or site and target gains this card's energy and support icons that are on your side. You may stack only one encampment here.)

ILLUS. BY SHAWN RAY TM & © 2004 DECIPHER INC. © 1 C 17

0 **Ganymede/Harvesting Camp**

LOCATION (SITE)

Unlimited, Encampment (Stack this card beneath target location where you have an energy icon, unit, or ship. This card is no longer a location or site and target gains this card's energy and support icons that are on your side. You may stack only one encampment here.)

ILLUS. BY BOB BOUDEN TM & © 2004 DECIPHER INC. © 1 C 17

0 **Ganymede/Hunters' Camp**

LOCATION (SITE)

Unlimited, Encampment (Stack this card beneath target location where you have an energy icon, unit, or ship. This card is no longer a location or site and target gains this card's energy and support icons that are on your side. You may stack only one encampment here.)

ILLUS. BY SHAWN RAY TM & © 2004 DECIPHER INC. © 1 C 17

3 **Ganymede/Mining Platform**

LOCATION (SITE)

As long as you control this location, you generate 1 more energy at each related location where you have a ship or unit.

ILLUS. BY LEON WITTSCHLAG TM & © 2004 DECIPHER INC. © 1 C 17

0 **Ganymede/Occupied Tunnels**

LOCATION (SITE) • UNDERGROUND

Vehicles don't add their power to a player's total power during a battle here.

ILLUS. BY PHILIPPE 'AVY' GONZALEZ TM & © 2004 DECIPHER INC. © 1 C 17

0 **Ganymede/Orbital Expanse**

LOCATION (SECTION) • MOON

Each ship here is tactics –1, unless that ship is a Shi ship.

ILLUS. BY BOB BOUDEN TM & © 2004 DECIPHER INC. © 1 C 17

0 **Ganymede/Pilgrims' Camp**

LOCATION (SITE)

Unlimited, Encampment (Stack this card beneath target location where you have an energy icon, unit, or ship. This card is no longer a location or site and target gains this card's energy and support icons that are on your side. You may stack only one encampment here.)

ILLUS. BY FANZHANG YU TM & © 2004 DECIPHER INC. © 1 C 17

0

• Ganymede/Subterranean Passage

LOCATION (SITE) • UNDERGROUND

Each time a player's Ujay character moves here, that player may pay 8 energy. If that player does, he or she destroys target character here.

3

• Ganymede/Tragimium Source

LOCATION (SECTOR) • MOON

Each player's drain here is +1 for each related site he or she controls.

3

• Ganymede/Tragimium Well

LOCATION (SITE)

Each time a player's unit enters play here, that player's opponent pays 1 energy.

0

• Ganymede/Underground Bunker

LOCATION (SITE) • UNDERGROUND

As long as you have a unit here, your side of this location gains a support icon.

3

• Ganymede/Unstable Ground

LOCATION (SITE)

Each drain here is +1. At each player's end of turn, that player must put one of his or her units here on top of its owner's used pile.

3

• Ganymede/Valley

LOCATION (SITE)

Each time a card is revealed for destiny while using an ability of a weapon here, that card's destiny is +2.

3

• Ganymede/Vantage Point

LOCATION (SITE)

When this location enters play, you may pay 1 energy. If you do, download a location that has "Ganymede" in its title.

0

• Ganymede/Forward Base

LOCATION (SITE)

As long as you control this site and have a kizen here, your total power is +2 at each related site.

3

• Ganymede/Unstable Ground

LOCATION (SITE)

Each drain here is +1. At each player's end of turn, that player must put one of his or her units here on top of its owner's used pile.

1

Geisha Bot

5

Friends can take many forms — even manufactured.

CHARACTER • BOT • UNIT

POWER 1 TACTICS 1 DEFENSE 1

• Reveal a Gongen card from your hand and put it on top of your used pile ≈ Target location gains a support icon until end of turn.

3

General Bots NAV4

1

Repairs. Upgrades. Reprogramming. Nothing is more reliable than a Nav4.

CHARACTER • KNIVES • BOT • UNIT

POWER 1 TACTICS 1 DEFENSE 3

When this character enters play, you may draw up to 3 cards from your reserve.

2

Gishi Combat Tech

1

Fusion generators require skilled engineers like Yoro Tosunta to keep them in tune.

CHARACTER • DEIGAN • TECH • UNIT

POWER 1 TACTICS 2 DEFENSE 2

Damage this character ≈ Put your target bot here or your target vehicle here in its owner's hand. You may use this ability only during a battle here.

2

Gongen Bot

6

Sumo bots are programmed both for entertainment and more practical purposes. Their high utility and low maintenance make them perfect worker bots.

CHARACTER • BOT • UNIT

POWER 1 TACTICS 1 DEFENSE 1

Put this character on top of its owner's used pile ≈ Your side of target location gains a support icon until end of turn. You may use this ability only during your deploy phase.

0

• Gongen/Ice Mine

LOCATION (SITE)

Each time a vehicle enters play here or moves to here, put it on top of its owner's used pile.

0

Gongen Katana

2

Each katana is crafted to its bearer, named, then blessed by the master artisan that created it. The warrior's mind resides at peace within the blade.

WEAPON (CHARACTER) • MELEE

This character is defense +2.

- Pay 1 energy ≈ Choose target unit your opponent has in a site battle here. Damage target if its defense < D.
- Pay 3 energy ≈ Put this weapon in its owner's hand.

0

• Gongen/Michigo

LOCATION (SITE) • PORT

When you play a N0B6a here, it costs 3 less energy to play. Any player may use this ability.

•Gongen/Pilgrims' Haven 0

LOCATION (SECTOR) • PLANET

Each player who has at least two support icons in play generates 1 more energy here.

ILLUS. BY ROB ALEXANDER TM & © 2004 DECIPHER INC.

1 Gongen T.S.V. 2

The Gongen use support vehicles to sever communications and tracking systems, disrupting the balance of their enemy.

VEHICLE • DEIGAN • UNIT

POWER 2 TACTICS 1 DEFENSE 3

Size 3, Transport 4
Each time an ability of a weapon beneath this vehicle damages another unit, you may pay 2 energy. If you do, destroy that unit.

ILLUS. BY CORNET SKINNER TM & © 2004 DECIPHER INC.

1 Gorget Cannon 2

"When they're busy looking for the whites of your eyes, they'll never see this coming."

WEAPON (CHARACTER) • RANGED

As long as this character is at a site, you cause attrition +1 here.

- Pay 1 energy ≈ Choose target unit your opponent has in a site battle here. Damage target if its defense < 0 + the number of units your opponent has here.

ILLUS. BY MICHELLE SPALDING TM & © 2005 DECIPHER INC.

2 Grade 7 Fluid Laser 2

Among all Earthier ships, only the drive system of a capital can meet the power requirements of a Grade 7.

WEAPON (CAPITAL) • RANGED

You cause attrition +2 here.

- Pay 1 energy ≈ Choose target ship your opponent has in a sector battle here. Damage target if its defense < 0 + the number of capitals you have here.

ILLUS. BY CHRISTIAN PEARCE TM & © 2004 DECIPHER INC.

2 Grav Operator 5

Grav operators are counted on for timely responses during engagements, aiding in both defensive and offensive maneuvers.

CHARACTER • FEDGRAV • WARRIOR • UNIT

POWER 1 TACTICS 1 DEFENSE 2

As long as this character is at a site where you have a unit that has tactics > 4, this character is power +4.

ILLUS. BY FAMILINA II TM & © 2004 DECIPHER INC.

3 Gray Market Middleman 2

Need a gun? Fuel? Air? Sick Tommy Iatanbus can help you out. He asks only a nominal fee to cover expenses.

CHARACTER • CARTEL • ROGUE • UNIT

POWER 2 TACTICS 2 DEFENSE 3

Quickdraw 1 (Add a - to each activated ability on a weapon beneath this character that already has one.)
When this character enters play, you may reveal the top card of your used pile. If you do, you may put that card on top of your reserve.

ILLUS. BY BRIAN WOOD TM & © 2005 DECIPHER INC.

2 GR-Blade 2

Earlier infantry is escorted by close support craft. These Blades are able to maneuver quickly and deliver heavy firepower.

VEHICLE • FEDGRAV • UNIT

POWER 3 TACTICS 2 DEFENSE 2

Size 2 (This vehicle counts twice against a ship's capacity.)
Transport 1 (Each time this vehicle moves, you may move with it one of your characters.)
Pay 4 energy ≈ If this vehicle is in a site battle, make your battle destiny +2 in that battle.

ILLUS. BY CHRISTIAN PEARCE TM & © 2004 DECIPHER INC.

2 Grid Tactician 4

Those who excel at coordinating resources are best left unlettered. Mosa Akoyake is one of the best.

CHARACTER • CHUO • TECH • UNIT

POWER 1 TACTICS 1 DEFENSE 3

You generate 1 more energy here.

ILLUS. BY KAY ALLEN TM & © 2004 DECIPHER INC.

4 Guardian-Class Carrier 1

When accompanied by a fighter group, grav drives ablaze, it evokes the image of an Asian junk alight with hundreds of paper lanterns.

SHIP (CAPACITY 6) • TENNO • CAPITAL

POWER 4 TACTICS 3 DEFENSE 5

Transport 4 (Each time this ship moves, you may move with it up to four of your fighters.)

ILLUS. BY CHRISTIAN SCHWAGER TM & © 2004 DECIPHER INC.

3 Gunso Squad Leader 3

Hisami Iara is one of many Deigan sergeants respected throughout the Gongen armies.

CHARACTER • DEIGAN • WARRIOR • UNIT

POWER 3 TACTICS 2 DEFENSE 3

- Pay 4 energy ≈ Your target character at this site can't be damaged until end of turn.

ILLUS. BY ERIC LOFGREN TM & © 2005 DECIPHER INC.

3 Haggard Hulk 1

Unless you're at a rally, looks don't really matter.

SHIP (CAPACITY 2) • CARTEL • INVERTER • FIGHTER

POWER 3 TACTICS 3 DEFENSE 3

Scouting (You may play this ship at a sector that has no energy icons on your side.)
Pay 3 energy ≈ Invert this ship.

ILLUS. BY LOREN WOOD TM & © 2004 DECIPHER INC.

•Hailesh-Damir 3

Hailesh has completed in numerous ceremonial duels. Its skill with the vatama has been honored by the Seyalshi.

CHARACTER • KIZEN • CROWN • DAMIR • UNIT

POWER 2 TACTICS 4 DEFENSE 3

As long as this character is at a site and has a weapon beneath it, your opponent causes attrition -3 here.

ILLUS. BY JEREMY BURNISH TM & © 2004 DECIPHER INC.

1 Hailstorm Blaster 6

"The Shi taught the Quay to hate water. The NoBot taught you weapon taught them to fear it."

WEAPON (NOBOT) • RANGED

This NoBot is defense +4.

- Pay 2 energy ≈ Choose target unit your opponent has in a site battle here. Reveal the top two cards of your reserve, choose one and note its destiny, and put them on top of your used pile in any order. Damage target if its defense < that destiny.

ILLUS. BY CHRISTIAN PEARCE TM & © 2005 DECIPHER INC.

•Hamon of Ikazuchi 4

This T.S.V. is programmed with the same tactical ware as Gongen carriers and fighters.

VEHICLE • IKAZUCHI • UNIT

POWER 2 TACTICS 2 DEFENSE 4

Size 3 (This vehicle counts three times against a ship's capacity.)
Transport 4 (Each time this vehicle moves, you may move with it up to four of your characters.)
When this vehicle enters play at a site, activate 1 energy for each of your other units here.

ILLUS. BY CORNET SKINNER TM & © 2004 DECIPHER INC.

•Hannya 4

Serpent demon Hannya and noble lady Deigan are two sides of the same personality in Nô theatre.

NOBOT • DEIGAN • INVERTER • BOT • UNIT

POWER 4 TACTICS 3 DEFENSE 10

Lose 3 energy ≈ Invert this NoBot.
When you cause attrition + 0 here.
When you invert this NoBot in a site battle here.
Size 3
Transport 10

ILLUS. BY CHRISTIAN PEARCE TM & © 2005 DECIPHER INC.

0 Harried and Harassed 5

General Hmeyk once referred to a Maverick attack as "being pecked to death by pigeons."

INTERRUPT (Lost)

Until end of turn, as an additional cost for your opponent to play a unit, he or she pays 1 energy.

ILLUS. BY CHRIS DEN TM & © 2004 DECIPHER INC.

4 **Hastecurrent Pursuer** **4**

Hastecurrents sent to support Reaper Craft above Ganymede chased off Hellcat ships contracted to defend the Moverick mine.

SHIP (CAPACITY 1) • ANANT • FIGHTER

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

This ship costs 1 less energy to play at a sector for each of your opponent's inverters at locations related to that sector.

ILLUS. BY JOE BOLDEN TM & © 2005 DECIPHER INC. 11.6.9

2 **Hawk's Wing** **3**

Many "decommissioned" ships have ended up in the Outer Rim through devious means. Starhawk claimed this type II.

SHIP (CAPACITY 1) • ACCORD • FIGHTER

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

Your opponent can't lose cards from his or her hand to a drain here.

ILLUS. BY EDWIN WOOD TM & © 2004 DECIPHER INC. 11.6.10

1 **Headlong Rush** **4**

The Blades fight with everything they have. Even when there's a NôBot on the other side.

INTERRUPT (Lost)

Move your target vehicle at a site to an adjacent site where a battle is taking place.

ILLUS. BY STEPHEN CRONE TM & © 2005 DECIPHER INC. 11.6.11

3 **Heavy Juggernaut** **1**

Fed'Grav originally designed juggernauts in response to losses Earthers suffered at the hands of Gengen NôBots.

VEHICLE • FED'GRAV • UNIT

POWER **7** TACTICS **2** DEFENSE **5**

Size 2 (This vehicle counts twice against a ship's capacity.)

Transport 1 (Each time this vehicle moves, you may move with it one of your characters.)

When this vehicle enters play, dismiss a unit here.

ILLUS. BY PAUL BURKOW TM & © 2004 DECIPHER INC. 11.6.12

0 **Hekaton Flametongue** **2**

Although shorter in range than most shipboard weapons, the Flametongue is lethally effective.

WEAPON (FIGHTER) • RANGED

This ship is power +1 for each related location you control.

- Pay 1 energy = Choose target ship your opponent has in a sector battle here. Damage target if its defense < 0.

ILLUS. BY JIM PATRICK TM & © 2005 DECIPHER INC. 11.6.13

2 **Hellcat Aviatrix** **2**

Down was quick to cut to the point. "Fast, slow, that's not the issue. What you want is to get there without being seen."

CHARACTER • HELLCATS • UNIT

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

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

ILLUS. BY KEVAN YARNER TM & © 2004 DECIPHER INC. 11.6.14

4 **Higen Orochito** **5**

Orochito is a descendent of Higen Shijin, the 21st century philosopher who authored "The Great Journey."

CHARACTER • KIZEN • DEIGAN • UNIT

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

- Lose 2 energy = This character is immune to attrition until end of turn.

When this character is lost from a site, retrieve up to three cards.

ILLUS. BY ERIC LOFFRON TM & © 2004 DECIPHER INC. 11.6.15

1 **Honorable Death** **5**

"Tigers die and leave their skins; people die and leave their names." - Traditional

ASSET

Each time one of your fighters is lost from a battle, you may stack it on this asset.

Dismiss this asset = Make your total power at target sector +2 until end of turn for each fighter stacked on this asset.

ILLUS. BY CHRISTIAN SCHWAGER TM & © 2004 DECIPHER INC. 11.6.16

5 **Horatio Hicks** **3**

Hicks is the leader every Earther wants to be - and everyone else wants to kill. He's seen a lot of action, and it has made him a stoic and composed commander.

CHARACTER • KIZEN • COM • UNIT

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

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

- Pay 3 energy = This character is immune to attrition until end of turn.

ILLUS. BY PETER FERGUSON TM & © 2004 DECIPHER INC. 11.6.17

2 **Hostilities Unleashed** **6**

"Victory belongs to the most persevering." - Napoleon Bonaparte

INTERRUPT (Lost)

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

Perform an attack at no cost at target location where a battle has already taken place this turn.

ILLUS. BY DENNIS CALRO TM & © 2004 DECIPHER INC. 11.6.18

4 **Hounded** **5**

"There... did you hear that? I swear that was a scuttling noise." - Short-lived Gengen guard

INTERRUPT (Lost)

The next time one of your characters moves to a site this turn, destroy target unit at that site if its power < that character's power.

ILLUS. BY BRITT MARTIN TM & © 2004 DECIPHER INC. 11.6.19

4 **Howler's Blades** **2**

The members of Howler's Blade wing do not feel allegiance to Fed'Grav, but rather to Howler. They are always on alert for his call to action.

VEHICLE • KAZUCHI • UNIT

POWER **8** TACTICS **2** DEFENSE **7**

Size 2 (This vehicle counts twice against a ship's capacity.)

Transport 1 (Each time this vehicle moves, you may move with it one of your characters.)

When this vehicle enters play, dismiss a unit here.

ILLUS. BY PAUL TOON TM & © 2004 DECIPHER INC. 11.6.20

1 **Howler's Gambit** **4**

"We can learn even from our enemies." - Ovid

INTERRUPT (Lost)

You may play this interrupt only during your move phase.

At target location where your ships and units have a higher total tactics than your opponent, put each ship and each unit in its owner's hand.

ILLUS. BY ROBERTO LAMPIS TM & © 2005 DECIPHER INC. 11.6.21

2 **Hullripper** **2**

With a raking saw and several shovel-spines, Klutak penetrates natural barriers and vehicle armor alike.

CHARACTER • TAHKA • INVERTER • UNIT

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

- Reveal a location from your hand and put it on top of your used pile = Invert this character.
- Reveal this character = Draw a card from your used pile.
- Revert this character = Draw a card from your used pile.

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

ILLUS. BY JOSHUA PHILLIPS SHAW TM & © 2005 DECIPHER INC. 11.6.22

1 **Hunter Bot** **5**

Quay bots are built for warfare, not servitude.

CHARACTER • BOT • UNIT

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

- Reveal a Quay card from your hand and put it on top of your used pile = Target location gains a support icon until end of turn.

ILLUS. BY JOSHUA PHILLIPS SHAW TM & © 2005 DECIPHER INC. 11.6.23

5 **Ikazuchi** **3**

Ikazuchi, like the tempest storm, flashes lightning, roars thunder, yet leaves hope in its wake.

NÔBOT • IKAZUCHI • BOT • UNIT

POWER **8** TACTICS **2** DEFENSE **8**

Size 3 (This NôBot counts three times against a ship's capacity.)

- Pay 2 energy = Make target other unit here defense +2 until end of turn.

ILLUS. BY CHRISTIAN PEARCE TM & © 2004 DECIPHER INC. 11.6.24

3 Ikazuchi Follower **3**

"In your might and glory I place my hand. Guide my weapon in your service." — Kazu Oko



CHARACTER • IKAZUCHI • WARRIOR • UNIT

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

As long as this character is damaged, it is power +2.

ILLUS. BY PAUL TOBIN TM & © 2005 DECIPHER INC.

3 Ikazuchi Leader **2**

"Both the victor and the vanquished are but drops of dew, but bolts of lightning." — Ikazuchi battle chant



CHARACTER • IKAZUCHI • WARRIOR • UNIT

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

When this character enters play, reveal the top card of your reserve. If it's a Gongen unit, you may play it here. It costs 3 less energy to play.

ILLUS. BY CHRISTIAN PEARCE TM & © 2004 DECIPHER INC.

3 Ikazuchi Technician **3**

Combat-grade techs like Yusa Tamara are able to repair vehicles in dangerous conditions.



CHARACTER • IKAZUCHI • TECH • UNIT

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

When this character is destroyed during a site battle, you may put it on top of its owner's used pile.

ILLUS. BY PAUL TOBIN TM & © 2005 DECIPHER INC.

4 Ikazuchi T.S.U. **1**

Originally built for low altitude reconnaissance, they were refitted with plasma cannon.



VEHICLE • IKAZUCHI • UNIT

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

Size 3 (This vehicle counts three times against a ship's capacity.)
Transport 4 (Each time this vehicle moves, you may move with it up to four of your characters.)
 Each time a site battle begins here, your opponent pays 3 energy.

ILLUS. BY COURTNEY SKINNER TM & © 2005 DECIPHER INC.

2 Inna Guide **2**

The Inna's talents lay primarily in shipbuilding. Some, like Alokian, are also able pilots.



CHARACTER • QURIM • TECH • UNIT

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

Piloting 1 (As long as this character is aboard a ship, that ship is power +1 and tactics +1.)
 As long as this character is at a sector, each ship here without a character who has piloting aboard is tactics -1.

ILLUS. BY SEAN MANNLY TM & © 2005 DECIPHER INC.

1 Inna Hekaton **3**

Inna excel as pilots and navigators. They strike by surprise in agile groups and revel in the chaos of a firefight.



SHIP (CAPACITY 1) • QURIM • FIGHTER

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

When this ship enters play, your opponent pays 1 energy.

ILLUS. BY MATTHIAS SMIGG TM & © 2004 DECIPHER INC.

2 Inca 1 **4**

Inca 1 is a prototype for a new design of Earther fighters. Her schematics call for many internal advancements, while maintaining the same basic external design.



SHIP (CAPACITY 1) • ICOM • FIGHTER

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

Each unit you play aboard this ship that has piloting costs 2 less energy to play.

ILLUS. BY STEPHEN CRONE TM & © 2004 DECIPHER INC.

3 Inca 2 **6**

Like her sister-ship Inca 1, Inca 2 is deceptively similar to older Earther fighters. It's all part of the plan to shield design advancement from the enemy.



SHIP (CAPACITY 1) • ICOM • FIGHTER

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

As long as you have a unit that has piloting aboard this ship, you cause attrition +2 here.

ILLUS. BY STEPHEN CRONE TM & © 2004 DECIPHER INC.

2 Inca Fighter **3**

Type IV's from Inca squadron routinely patrol areas near the rift, alert for any developments.



SHIP (CAPACITY 1) • ICOM • FIGHTER

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

When this ship enters play, you may put target unit here that doesn't have piloting on top of its owner's used pile.

ILLUS. BY STEPHEN CRONE TM & © 2005 DECIPHER INC.

1 Incapacitated **5**

"The only good Quay is a captive Quay." — Purana



ASSET (CHARACTER)

You may play this asset beneath one of your opponent's characters.
 This character is power -1, tactics -1, and defense -1.

ILLUS. BY ERIC LOFGREN TM & © 2004 DECIPHER INC.

3 Independent Transport **3**

The priorities of the Mavericks are simple: function over form. Unless, of course, you're talking about personal appearance.



SHIP (CAPACITY 3) • CAPITAL

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

Pay 2 energy = Your side of this ship's location gains a support icon until end of turn.

ILLUS. BY SIMON TAYLOR TM & © 2004 DECIPHER INC.

0 Indiscriminate Strike **6**

Target discretion is not a skill prized by the Shi.



ASSET (KIZEN)

You can't play more than one of this asset beneath the same kizen.
 This kizen is power +2.
 Each time a unit is targeted by an activated ability of a weapon beneath this kizen, make that unit power -3 and defense -3 until end of turn.

ILLUS. BY JOHN MCDERMOTT TM & © 2004 DECIPHER INC.

0 Indomitable Will **6**

"The strength of a pure spirit can empower the body to fight on after death." — Higen Shijin, The Great Journey



ASSET (KIZEN)

You can't play more than one copy of this asset beneath the same kizen.
 As long as this kizen is at a site, each time you drain here and you have no other units here, you may retrieve a card.

ILLUS. BY MARK EVANS TM & © 2005 DECIPHER INC.

3 Infantry Officer **3**

The mantra of officers such as Royme Leclerc: "Those who don't follow orders are traitors to the cause."



CHARACTER • CGC • WARRIOR • UNIT

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

As long as this character is at a site where you have a character that has tactics > 2, this character is power +2.

ILLUS. BY PAMELANA H TM & © 2004 DECIPHER INC.

3 Infantry Support Vehicle **2**

Earther forces have developed many mobile weapons platforms. They are used during ground battles as well as assaults on fixed enemy positions.



VEHICLE • FEDGRAV • UNIT

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

Size 2 (This vehicle counts twice against a ship's capacity.)
Transport 1 (Each time this vehicle moves, you may move with it one of your characters.)
 Pay 2 energy = If this vehicle is at a site adjacent to a site battle, move it to the location of that battle.

ILLUS. BY PAUL BURROW TM & © 2004 DECIPHER INC.

3 Informational Advantage **2**

Well placed CSyn operatives make it their business to know what other Earther corporations are planning.



ASSET (CHARACTER INFILTRATOR)

Each time your opponent uses a support icon here, he or she loses 1 energy.

ILLUS. BY ERIC DESCHAMPS TM & © 2005 DECIPHER INC.

0 • **Inquiry** **1**

"There's got to be something down here. Why else would so many Gongs have died to defend it?" — Flameout Jackson

ASSET • EVIDENCE

Each time your total battle destiny is exactly 3 at the end of the battle destiny step, you may draw a card from your reserve for each of your evidence assets.

- Pay 0 energy = Put this asset on top of your reserve.

ILLUS. BY KIERAN YANNER TM & © 2005 DECIPHER INC. 11.1.13

0 **Intimidation** **3**

"We will despoil their mine and claim their trognium and have sport with them as well!" — Katuka

ORDER (Used)

Your opponent pays 2 energy for each Takha unit you have at target battleground.

ILLUS. BY ERIC DESCHAMPS TM & © 2005 DECIPHER INC. 11.1.13

0 • **Introversion** **5**

Siri duels the Crown class for solo combat.

INTERRUPT (Used)

You may play this interrupt only during a site battle where you have a kizen and no other units.

Make your battle destiny in that battle +0.

ILLUS. BY RENE CHARLES TM & © 2004 DECIPHER INC. 11.1.13

5 • **Irama-Uishal** **1**

An experienced explorer, Irama is confident enough to investigate other cultures in their own environments.

CHARACTER • KIZEN • CROWN • VISHAL • UNIT

POWER **3** TACTICS **3** DEFENSE **7**

As long as this character is at a location where you have no support icons, this character is immune to attrition.

ILLUS. BY SEAN MURRAY TM & © 2004 DECIPHER INC. 11.1.13

4 • **Ivan McCarr** **4**

McCarr mastered his craft as a Gongen agent. The Coordination and Intelligence Syndicate proved that his loyalty could be bought.

CHARACTER • CISVN • INFILTRATOR • UNIT

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

As an additional cost for your opponent to use a support icon here, he or she pays 1 energy.

ILLUS. BY MARTIN SINTOS TM & © 2004 DECIPHER INC. 11.1.13

7 • **Jack Willgress** **5**

Only once was Willgress caught without his weapon. As he waited for his wounds to heal, he swore there wouldn't be a next time.

CHARACTER • KIZEN • KNAVES • UNIT

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

- Lose a card at random from your hand = This character is immune to attrition until end of turn.
- Each time a power step ends here, if your total power is 21, destroy each of your opponent's units here.

ILLUS. BY CHRIS BORN TM & © 2004 DECIPHER INC. 11.1.13

5 • **James Howler** **3**

A third generation military leader, Howler is surprised by nothing in battle. Death does not scare him — the thought of not fulfilling his destiny does.

CHARACTER • KIZEN • CGC • UNIT

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

- Pay 3 energy = This character is immune to attrition until end of turn.
- You cause attrition +1 in each site battle here for each of your vehicles here.

ILLUS. BY PETER FROSTMAN TM & © 2004 DECIPHER INC. 11.1.13

0 **Jet Pack Attack** **6**

Used brilliantly by Kamo Masako in defense of Tokumi City. The neural interface on the trustack allows for immediate and surprising results.

INTERRUPT (Used)

Move target character you have at a site adjacent to a site battle to the location of that battle.

ILLUS. BY DREW BAKER TM & © 2004 DECIPHER INC. 11.1.13

3 • **Jikoku** **1**

"Like the great sun of the East, Jikoku will bring light and hope..." — Tenryu naming ceremony, 2382

SHIP (CAPACITY 6) • TENNO • CAPITAL

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

Transport 4 (Each time this ship moves, you may move with it up to four of your fighters.)

- Put a ship from your hand on top of your used pile = Make this ship immune to attrition until end of turn.

ILLUS. BY CHRISTIAN SCHWAGER TM & © 2004 DECIPHER INC. 11.1.13

1 **Jikoku Fighter** **1**

Gongen fighters are designed to create an overlapping field of electronic noise when flying in close formation, disrupting enemy targeting systems.

SHIP (CAPACITY 1) • TENNO • FIGHTER

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

As long as you have at least two other Gongen fighters here, this ship is defense +2.

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER INC. 11.1.13

2 **Jikoku Interceptor** **5**

Enhanced AI onboard these ships allows them to perform an elaborate defensive stratagem.

SHIP (CAPACITY 0) • TENNO • FIGHTER

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

This ship is defense +1 for each of your other ships here.

ILLUS. BY THOMAS DENMARK TM & © 2005 DECIPHER INC. 11.1.13

3 • **Joker Danniko** **2**

Armed and dangerous, Joker is someone to keep an eye on while you're having a drink at the Nest.

CHARACTER • KIZEN • CARTEL • UNIT

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

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

As long as this character has a weapon beneath her, she is immune to attrition and each of your drains here is +1.

ILLUS. BY KIERAN YANNER TM & © 2005 DECIPHER INC. 11.1.13

2 • **Jossel Swin** **5**

A former squad leader, Swin was demoted when his hatred of the Mavericks manifested in extreme violence. Since the rift opened, his sanity has been in constant flux.

CHARACTER • KIZEN • CISVN • UNIT

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

- Pay 3 energy = This character is immune to attrition until end of turn.
- Each time you would reveal a card for battle destiny in a battle here, you may pay 3 energy. If you do, reveal three cards from the top of your reserve, choose one of them to add to your battle destiny instead, then put them on top of your used pile in any order.

ILLUS. BY KIERAN YANNER TM & © 2004 DECIPHER INC. 11.1.13

2 • **Jovian Standoff** **7**

Sitting at the table with the Gambler often brings either a great blessing or a terrible price. Sometimes it's hard to tell one from the other.

ASSET (UNIT)

Dismiss this asset = If this unit is at a site, make target pending drain here +3.

When you reveal this card for battle destiny, lose 3 energy.

ILLUS. BY KIERAN YANNER TM & © 2005 DECIPHER INC. 11.1.13

3 **Juggernaut Tender** **4**

Earther transports have the capability to rapidly deploy large numbers of juggernauts to hot zones.

SHIP (CAPACITY 8) • ICOM • CAPITAL

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

Each movement targeting a unit aboard this ship costs 1 less energy to perform.

- Pay 3 energy = Move target vehicle from aboard this ship to a related site.

ILLUS. BY JEFF CARLISLE TM & © 2004 DECIPHER INC. 11.1.13

0 **Junshi** **5**

More disturbing to CGC forces than the arrival of the NôBot was its response when the city it defended fell, killing thousands of Earthers.

INTERRUPT (Lost)

You can't play this interrupt unless you have a kizen at a location.

Destroy target asset.

ILLUS. BY CHRISTIAN PEARCE TM & © 2004 DECIPHER INC. 11.1.13

Jupiter/Approach Route 0

LOCATION (SECTOR) • PLANET

Encampment (Stack this card beneath target location where you have an energy icon, unit, or ship. This card is no longer a location or sector and target gains this card's energy and support icons that are on your side. You may stack only one encampment here.)

ILLUS. BY NICK STAMPOULLOS TM & © 2005 DECIPHER INC. 7.0.159

4 • **Jylan Rathe** 1

"It's vital these GCG fools continue to trust us. Our every move must be well timed."

CHARACTER • CISYIN • INFILTRATOR • UNIT

POWER 3 TACTICS 2 DEFENSE 4

• Damage your kizen here or your other infiltrator here ≈ Damage target opponent's unit here. You may only use this ability during a site battle here.

ILLUS. BY KEIRAN TANNER TM & © 2005 DECIPHER INC. 7.0.161

3 **Komoku Fighter** 2

The A.I. on Gongen provides and maintains the tactical matrix used by Tenno forces.

SHIP (CAPACITY 1) • TENNO • FIGHTER

POWER 2 TACTICS 2 DEFENSE 4

When this ship enters play, you may download a card titled "Komoku Fighter." (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.)

ILLUS. BY ROB BURKS TM & © 2004 DECIPHER INC. 7.0.162

1 • **Kano Masako** 6

The fifth daughter of Kano Tamju. Her innate balance makes her deadly and elusive.

CHARACTER • KIZEN • IKAZUCHI • UNIT

POWER 1 TACTICS 1 DEFENSE 3

This character can't be damaged.

• Put a card from your hand on top of your used pile ≈ Activate 1 energy.

ILLUS. BY ERIC LOEGREN TM & © 2004 DECIPHER INC. 7.0.163

5 • **Karaktika** 4

Karaktika was sent by Sitka to attack the Gongen mining facility on Ganymede.

SHIP (CAPACITY 4) • TAHKA • CAPITAL

POWER 5 TACTICS 3 DEFENSE 7

Characters aboard this ship don't count against its capacity.

• Lose 1 energy ≈ Your opponent dismisses a ship here. You may use this ability only during your move phase when you have no more than one card in your used pile.

ILLUS. BY JIM PATRICK TM & © 2005 DECIPHER INC. 7.0.164

1 **Katal Dalaka** 4

True Quay warriors favor the satisfaction of making their killing blow with horns, talon, or teeth. Weapons are for the weak or outnumbered.

WEAPON (CHARACTER) • MELEE

• Pay 1 energy ≈ Choose target unit your opponent has in a site battle here. If target's defense < D, damage it and your opponent chooses to pay or lose 2 energy.

ILLUS. BY BRITT MARTIN TM & © 2004 DECIPHER INC. 7.0.165

1 **Katal Inciter** 3

It is said that a Quay warrior is vulnerable while recovering from kundanaka. So far, no one has been able to prove this claim.

CHARACTER • KATAL • PREDATOR • UNIT

POWER 2 TACTICS 1 DEFENSE 3

Each time you win a battle here, you may put the top card of your used pile in your hand.

ILLUS. BY JAMES RYMAN TM & © 2004 DECIPHER INC. 7.0.166

6 **Katal Life Ship** 2

As the immense exterior of the life ship expands, the interior reforms simultaneously to allow added transport quarters.

SHIP (CAPACITY 4) • KATAL • CAPITAL

POWER 4 TACTICS 3 DEFENSE 6

Characters aboard this ship don't count against its capacity.

When this ship enters play at a sector where there are no other ships, you may put target unit at a related site in its owner's hand.

ILLUS. BY ROB BURKS TM & © 2004 DECIPHER INC. 7.0.167

2 • **Katuka** 2

"Do not doubt their leader will tell us what we want to know. I will ensure it."

CHARACTER • TAHKA • PREDATOR • UNIT

POWER 2 TACTICS 2 DEFENSE 5

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

Each of your opponent's damaged units here is tactics -2.

ILLUS. BY SEDONG THONGYILAY TM & © 2005 DECIPHER INC. 7.0.168

0 • **Kayaldi** 6

A merciless assassin, Kayaldi's surreptitious nature enables her to use unnoticed recesses to gain one deadly opportunity after another.

CHARACTER • TAHKA • PREDATOR • UNIT

POWER 0 TACTICS 3 DEFENSE 2

• Lose 2 energy ≈ The next time this character moves to a site where your opponent has a character this turn, reveal the top two cards of your used pile. If those cards are both units, you may destroy target character here.

ILLUS. BY RANDY ASPLING TM & © 2004 DECIPHER INC. 7.0.169

3 • **Kayu Gekkane** 3

Gekkane realized that only decisive action could protect the Ganymede base against the rampaging Quay.

CHARACTER • DEIGAN • WARRIOR • UNIT

POWER 3 TACTICS 2 DEFENSE 5

As long as this character is at a site and your opponent has fewer than three units here, he or she can't reveal a card for battle destiny in a battle here.

ILLUS. BY APRIL LEE TM & © 2005 DECIPHER INC. 7.0.170

2 **Key Keeper** 2

Spineless hold no surprises for veteran clavigers tasked with reclaiming them.

CHARACTER • ANANT • WARRIOR • UNIT

POWER 3 TACTICS 2 DEFENSE 4

As long as you have a card stacked on your stockpile asset, this character is immune to attrition.

ILLUS. BY WESLEY BURST TM & © 2005 DECIPHER INC. 7.0.171

5 • **Killer Cait Grimalkin** 2

After all the cards are dealt, Killer Cait on your wing is better than pocket rockets.

CHARACTER • HELLCATS • TECH • UNIT

POWER 3 TACTICS 5 DEFENSE 4

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

• Pay 4 energy ≈ If this character is at a sector, your opponent can't reveal cards for battle destiny during battles at target other sector until end of turn.

ILLUS. BY KEIRAN TANNER TM & © 2005 DECIPHER INC. 7.0.172

2 **Kizen Sentinel** 2

Travellers among the Tilak family are often tasked with guarding the most sacred Shi locations.

CHARACTER • KIZEN • TILAK • WARRIOR • UNIT

POWER 2 TACTICS 2 DEFENSE 2

As long as you have another kizen here, this character is power +2.

ILLUS. BY JEREMY MURPHY TM & © 2004 DECIPHER INC. 7.0.173

1 **Kneecapped** 5

Despite his high rank, Chan Whitmer knows that if you want something done right, you've got to do it yourself.

ASSET (UNIT)

You may play this asset only beneath target opponent's unit at a site where you have an infiltrator.

This unit may not move.

Each of your opponent's drains here is -1.

ILLUS. BY PAMELA H TM & © 2005 DECIPHER INC. 7.0.174

3 • **Komoku** 2

"...and in the twilight that blankets the West, Komoku will strike swiftly in stealth against invaders." - Terryu naming ceremony, 2382.

SHIP (CAPACITY 6) • TENNO • CAPITAL

POWER 4 TACTICS 3 DEFENSE 5

Transport 4 (Each time this ship moves, you may move with it up to four of your fighters.)

When this ship enters play, for each related site where you have a unit, this ship costs 1 less energy to play.

ILLUS. BY CHRISTIAN SCHWAGER TM & © 2004 DECIPHER INC. 7.0.175

3 *Komoku* Fighter **2**

The A.I. on Gongan provides and maintains the tactical matrix used by Tenno forces.

SHIP (CAPACITY 1) • TENNO • FIGHTER

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

When this ship enters play, you may download a card titled "Komoku Fighter."
(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.)

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER INC.

4 *Komoku* Interceptor **3**

Since the War of Independence, a new fighter design has been produced.

SHIP (CAPACITY 0) • TENNO • FIGHTER

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

Each of your other ships here that has "Komoku" in its title is immune to attrition.

ILLUS. BY THOMAS DENMARK TM & © 2005 DECIPHER INC.

3 *Kucha* **3**

Renowned in Makal legends, the *Kucha* are martial shamans who can call upon bottomless reserves of strength.

CHARACTER • MAKAL • PREDATOR • UNIT

POWER **0** TACTICS **2** DEFENSE **4**

This character is power +X, where X is the power of the highest-power character here.

ILLUS. BY SEAN MURRAY TM & © 2004 DECIPHER INC.

4 *Kujiko* Torako **5**

"Understand, I still want to kill you. My duty requires I sublimate my desire." - A Matter of Life or Death

CHARACTER • KIZEN • SHIKAMI • UNIT

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

• Lose 2 energy = This character is immune to attrition until end of turn.
When this character enters play, you may play a unit here that costs 2 energy or less. That unit costs no energy to play.

ILLUS. BY KIERAN YANDER TM & © 2004 DECIPHER INC.

4 *Kulak* **4**

A leader of the Makal tribe, Kulak was honored for his role in the Algor Rebellion.

CHARACTER • KIZEN • MAKAL • UNIT

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

• Put two cards from your hand on top of your used pile in any order = This character is immune to attrition until end of turn.
• Lose 4 energy = The next time one of your other units is lost from a battle here this turn, put it in its owner's hand.

ILLUS. BY MARTIUS SINIOS TM & © 2004 DECIPHER INC.

2 *Lahrik* **2**

"We walk through walls. The twogles have nowhere to hide."

CHARACTER • TAHKA • INVERTER • UNIT

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

Each time an opponent's unit is lost at this location, you may invert this character.
• Revert this character = Your opponent loses 1 energy.

ILLUS. BY PHILIPPS SPIET GOEBNER TM & © 2005 DECIPHER INC.

Last Chance/Outer Rim Station **0**

LOCATION (SECTOR) • STATION

Pay 5 energy = Invert your target inverter ship here. You may use this ability only during your draw phase. Any player may use this ability.

ILLUS. BY NICK STATHOPOULOS TM & © 2005 DECIPHER INC.

2 Last Stand **2**

"We must defend the lifeblood of our NôBot champions."

INTERRUPT (LOST)

Reduce your casualties by 5 for each of your support icons at target location where a battle is taking place.

ILLUS. BY STEVE ELIUS TM & © 2005 DECIPHER INC.

3 *Lauded* Flyer **1**

Helicat ships are either the fastest in the Belt or waiting for parts. It's often the latter.

CHARACTER • HELICATS • UNIT

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

Piloting 2 (As long as this character is aboard a ship, that ship is power +2 and tactics +2.)
Each time you win a sector battle here, activate up to 3 energy.

ILLUS. BY IS ROSE TM & © 2004 DECIPHER INC.

3 *Level II* Guru **4**

Jannett Yens is a Level II battle coordinator. She used to carry a rifle - now she tells others where to fire them.

CHARACTER • CISYV • TECH • UNIT

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

You cause attrition +1 in each site battle here for each of your units here that has tactics > 2.

ILLUS. BY APRIL LEE TM & © 2004 DECIPHER INC.

0 *Life* Leech **5**

"I accepted his surrender. Posthumously." - Kulak

INTERRUPT (LOST)

As an additional cost to play this interrupt, put your other target character in a battle at the same location as your kizen on the top of your used pile.
Damage target character at that location.

ILLUS. BY SEAN MURRAY TM & © 2005 DECIPHER INC.

1 *Lifeseeker* **3**

When a patriarch is missing or captured, Asendar and its crew are called upon.

CHARACTER • TILAK • TECH • UNIT

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

• Pay 5 energy = Put target other damaged unit here in its owner's hand.

ILLUS. BY DREW BAKER TM & © 2005 DECIPHER INC.

3 *Little* Nelly **3**

Cogs never stop wrenching on their machines, the fastest in the Sol System.

VEHICLE • COGS • UNIT

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

Size 2, Transport 2
This vehicle is power +1 for each energy icon on your side of this location.

ILLUS. BY ATHENA HODGSON TM & © 2005 DECIPHER INC.

1 *Kneecapped* **5**

Despite his high rank, Chan Whitmer knows that if you want something done right, you've got to do it yourself.

ASSET (UNIT)

You may play this asset only beneath target opponent's unit at a site where you have an infiltrator.
This unit may not move.
Each of your opponent's drains here is -1.

ILLUS. BY PAMELINA H TM & © 2005 DECIPHER INC.

1 *Longbow* Missile 27-B **4**

Type IV fighters are equipped with multiple missile ports. Longbows are the standard loadout.

WEAPON (SHIP) • RANGED

You cause attrition +1 here.
• Pay 1 energy = Choose target ship your opponent has in a sector battle here. Damage target if its defense < D + the number of fighters you have here.

ILLUS. BY V SHANE TM & © 2005 DECIPHER INC.

1 *Long* Odds **3**

When the threat level goes red, that's when you begin to feel alive.

INTERRUPT (LOST)

Reveal the bottom card of your reserve, note its destiny and put it on top of your used pile. Reveal the top X cards of your opponent's used pile, where X is that destiny. Put target revealed card in its owner's lost pile, and put the other cards on top of your opponent's used pile in any order.

ILLUS. BY ATHENA HODGSON TM & © 2005 DECIPHER INC.

1 Long Way Down **5**

"Just hold on!"

ASSET (LOCATION)

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

Each player can't move his or her ships and units to or from this location except during that player's move phase.

ILLUS. BY SEDORE THONGYUAT TM & © 2004 DECIPHER INC.

2 Loremaster **4**

Though they live on a new world, the people of Gongen value their past.

CHARACTER • CHUO • WARRIOR • UNIT

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

When this character is lost from a location, you may put target other card from your lost pile on the bottom of your active pile.

ILLUS. BY PAUL BURRIV TM & © 2004 DECIPHER INC.

3 Luhus Commander **4**

Rauksatoka earned his command by replacing his fallen chief and leading the troops to capture a Seyalshi transport.

CHARACTER • LUHUS • PREDATOR • UNIT

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

You cause attrition +1 in each site battle here for each of your inverted units here.

ILLUS. BY JAMES RYMAN TM & © 2004 DECIPHER INC.

2 Luhus Dalaka **4**

Secondary spurs expand when a Quay becomes enraged inflicting grievous wounds.

WEAPON (CHARACTER) • MELEE

• Pay 0 energy ≈ You may pay **0** energy. If you do, damage target unit your opponent has in a site battle here that has defense < 5.

ILLUS. BY BRITT MARTIN TM & © 2004 DECIPHER INC.

2 Luhus Mauler **2**

Maulers evolved from excavators and have additional appendages. After kundandaka, they emit deadly levels of radiation and heat.

CHARACTER • LUHUS • INVERTER • UNIT

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

Pay 5 energy ≈ Invert this unit.

When you invert this character during a battle here, you may damage target unit here.

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

ILLUS. BY TREVOR CLAYTON TM & © 2004 DECIPHER INC.

0 Luhus Spearhead **2**

Wahkat uses the searing potency of his kundandaka to terrify his enemies.

CHARACTER • LUHUS • INVERTER • UNIT

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

Pay 2 energy ≈ Invert this character. You may use this ability only when this character is at the same location as target character who has quickdraw.

Quickdraw **1**

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

ILLUS. BY SEAN MANALLY TM & © 2004 DECIPHER INC.

7 •Luhustika **2**

Luhustika carried Ahnak through the rift to her conquest of the Earthier station for her tribe.

SHIP (CAPACITY 4) • LUHUS • CAPITAL

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

Characters aboard this ship don't count against its capacity.

Each of your drains at a related location is +1.

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER INC.

3 Luna Garrison Fighter **3**

Luna Garrison pilots operate the first generation of Type IV fighters.

SHIP (CAPACITY 1) • ICOM • FIGHTER

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

As long as this ship is at a sector that has "Luna" in its title, this ship is power +2, tactics +1, and defense +2.

ILLUS. BY STEPHEN ORLINE TM & © 2004 DECIPHER INC.

•Luna/Military Outpost **0**

LOCATION (SECTOR) • MOON

Each time a player's capital enters play here, that player may play a fighter here. That fighter costs no energy to play.

ILLUS. BY NICK STATHOPOULOS TM & © 2004 DECIPHER INC.

1 M44 Heavy Plasma Gun **2**

A CGC weapon designed in 2248. Thousands were surplus and found their way to the Rim when Earthier grunts were outfitted with E.L.I.C.S.

WEAPON (CHARACTER) • RANGED

• Pay 1 energy ≈ Choose target unit your opponent has in a site battle here. Damage target if its defense < **0**.

• Pay 3 energy ≈ Choose target damaged unit your opponent has in a site battle here. Destroy target if its defense < **0**.

ILLUS. BY ZAC LITTLE TM & © 2004 DECIPHER INC.

1 Makal Claw Beast **3**

The ferocity of Yopakat does not end with the death blow. The Makal tribe's frenzy is enduring and feeds upon itself.

CHARACTER • MAKAL • PREDATOR • UNIT

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

Each time you win a battle here, you may pay 1 energy. If you do, search your used pile for a card, put that card in your hand, then shuffle your used pile.

ILLUS. BY FORSTEN NORSTRAND TM & © 2004 DECIPHER INC.

1 Makal Dalaka **2**

"Empty your sidearm, rookie! If they get any closer, our number is up." — Last words of Sergeant Dill Schuman

WEAPON (CHARACTER) • MELEE

• Pay 2 energy ≈ Choose target unit your opponent has in a site battle here. If target's defense < **0**, damage it and your opponent chooses to pay or lose energy equal to its energy cost.

ILLUS. BY BRITT MARTIN TM & © 2004 DECIPHER INC.

1 Makal Shrieker **6**

A male Quay can generate a primal howl, a sound that terrifies all who oppose him.

CHARACTER • MAKAL • PREDATOR • UNIT

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

Pay 3 energy ≈ Make this unit power +2 until end of turn.

ILLUS. BY MATTHIAS SINTOG TM & © 2004 DECIPHER INC.

6 •Makatika **2**

The largest ship in the Quay fleet was the first to enter the Solar System.

SHIP (CAPACITY 4) • MAKAL • CAPITAL

POWER **4** TACTICS **3** DEFENSE **8**

Characters aboard this ship don't count against its capacity.

Each unit your opponent plays at a related site costs 1 more energy to play.

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER INC.

2 Mark of the Kami **0**

When the people of Gongen make an area of space a priority, they do not relent.

ASSET (SECTOR)

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

As an additional cost for a player to drain here, his or her ships here must have at least 8 total power.

ILLUS. BY WESLEY BURR TM & © 2004 DECIPHER INC.

2 Martial Interrogation **2**

When the Shi do take prisoners, they gather intelligence to undermine their enemy's infrastructure.

INTERRUPT (USED)

Put target pending ship or pending unit in its owner's hand, unless its owner pays 2 energy.

ILLUS. BY DREW BAKER TM & © 2004 DECIPHER INC.

2 **Maverick Bot** **6**

In the Outer Rim, bots are unusual and eclectic. Many are programmed for social functionality due to the often lonesome nature of living in space.

CHARACTER • BOT • UNIT

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

Put this character on top of its owner's used pile = Your side of target location gains a support icon until end of turn. You may use this ability only during your deploy phase.

ILLUS. BY JOSHUA THEANES SHAW TM & © 2004 DECIPHER INC. 1 E 233

1 **Max Retros** **4**

Pulling 4Gs of reverse thrust in a hog like the Pugged Empty is no picnic.

INTERRUPT (Lost)

As an additional cost to play this interrupt, revert your inverter ship or your inverter unit at the location of target pending attack. Cancel that attack.

ILLUS. BY MIKE BRUNYMA TM & © 2005 DECIPHER INC. 1 E 211

1 **Mechanic's Grip** **5**

"It's not cheating if it holds together."

ORDER (Used)

Reveal the bottom card of your reserve, note its destiny, and put it on top of your used pile. If its destiny = **D**, you may play a card. If you do, that card costs 6 less energy to play.

ILLUS. BY MICHELLE SPALDING TM & © 2004 DECIPHER INC. 1 E 165

0 **Meditation** **5**

*"Her hands rested on her thighs as if she was in the middle of some garden, contemplating a warm afternoon."
— A Matter of Life or Death*

ASSET (Kizen)

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

- Pay 1 energy = Reveal the top card of your reserve. Then you may reveal a card from your hand that has the same destiny as that card. If you do, exchange those cards.

ILLUS. BY KIERAN YANNER TM & © 2004 DECIPHER INC. 1 E 133

2 **Mercurial** **2**

A kizen in motion begs the question, are they that fast or is everyone else that slow?

ASSET (Kizen)

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

- Pay 4 energy = Put target unit you have here on top of its owner's reserve.

ILLUS. BY JOE BOLDEN TM & © 2004 DECIPHER INC. 1 E 107

Mercury/Untapped Planet **3**

LOCATION (Sector) • PLANET

As long as a player has exactly two ships here, that player's total power here is +4.

ILLUS. BY ROB ALBRANDER TM & © 2004 DECIPHER INC. 1 E 130

3 **Metamorphose** **1**

When it is time, the chosen ones will bask in the glow of the rift.

ASSET (Character)

This character is tactics +2, a kizen, and immune to attrition.

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER INC. 1 E 143

3 **Minefield** **2**

Gongen itself seemed to strike at the invaders.

ASSET (Site)

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

Each time a player's unit enters play here, destroy it if its defense < his or her opponent's **D**.

ILLUS. BY ATHENA HULLSTON TM & © 2004 DECIPHER INC. 1 E 132

1 **Misty Miller** **6**

Blotches of color appeared on her skin, blending into the hues of the walls around her until it took an effort for him to focus on her shape.

CHARACTER • NEST • ROGUE • UNIT

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

- Pay 4 energy = If this character is at a site, cancel target pending attack that is targeting this site unless your opponent pays 3 energy.

ILLUS. BY PETER FERGIJON TM & © 2004 DECIPHER INC. 1 E 157

4 **Modded Type IV** **4**

The last thing an Earther pilot wants to see is a May hotshot flying the same hardware. Or worse, one with some Outer Rim "improvements."

SHIP (Capacity 1) • KNIVES • FIGHTER

POWER **3** TACTICS **1** DEFENSE **5**

Each time you would reveal a card for battle destiny during a battle here, you may reveal the bottom card of your reserve and use its destiny instead. If you do, put that card on top of your used pile.

ILLUS. BY JOHN KING TM & © 2004 DECIPHER INC. 1 E 137

0 **Modular Transport** **1**

Mavericks use cable ties and engineer's tape the way Earther technicians use band-aids and rivets.

SHIP (Capacity 2) • HELLCATS • INVERTER • FIGHTER

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

Pay 6 energy = Invert this ship.

Each time you attack here, if you have another inverted ship here, activate up to 3 energy.

ILLUS. BY ATHENA HULLSTON TM & © 2004 DECIPHER INC. 1 E 142

3 **Mouthpiece** **3**

"When things get rough in the Rim, Leaf Garzone is relied upon to meet any unanticipated "needs" the Rangers have."

CHARACTER • XELABS • MERCHANT • UNIT

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

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

When this character enters play, you may pay 2 energy. If you do, download a weapon.

ILLUS. BY MICHELLE SPALDING TM & © 2005 DECIPHER INC. 1 E 135

0 **Much Admired** **4**

Acuity in battle is much admired by the kokato units which follow the NoBots. The leaders of such units seem almost unnaturally attuned to the flow of the fight.

ASSET (Kizen)

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

- Pay 2 energy = If your opponent's **D** < this kizen's tactics, your opponent causes attrition -4 here until end of turn.

ILLUS. BY MICHELLE SPALDING TM & © 2004 DECIPHER INC. 1 E 134

0 **Natural Talent** **5**

Using terrain to their advantage, Quay create cover for themselves with their burrowing capabilities. It seems as if they become one with rock and stone.

ASSET (Site)

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

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

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

When your opponent controls this site, dismiss this asset.

ILLUS. BY KIERAN YANNER TM & © 2004 DECIPHER INC. 1 E 136

1 **NoBot Battle Sword** **5**

Their monomolecular edge allow these immense weapons to cut through even the thickest plating.

WEAPON (NoBot) • MELEE

- Pay 6 energy = Damage target unit your opponent has in a site battle here.

ILLUS. BY PAUL TOBIN TM & © 2004 DECIPHER INC. 1 E 138

3 **Himble Jockey** **3**

"What idiot fitted a plasma accelerator in front of the filter? Wait... that was me."

CHARACTER • HELLCATS • UNIT

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

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

- Pay 4 energy = Make a ship this character is aboard power +**D** until end of turn.

ILLUS. BY MICHELLE SPALDING TM & © 2004 DECIPHER INC. 1 E 141

2 **Not Easily Taken** **0**

The Battle of Phobos taught Earth's commanders that more than a token force would be required to hold Gongen.



ASSET (Site)

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

As an additional cost for a player to drain here, he or she must have at least 8 total tactics here.

ILLUS. BY GLEN OSTERBERGER TM & © 2004 DECIPHER INC. 11014

0 **Ominous Presence** **3**

The Shi communicate telepathically. Only a focused mind can withstand their will.



ASSET (Kizen)

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

This kizen is tactics +1.

Pay 2 energy ≈ Take target asset here from beneath one card and give it to target other eligible card.

ILLUS. BY DREW BAKER TM & © 2004 DECIPHER INC. 11015

0 **Optical Delusion** **4**

Those who suggest that Xelabs is working on a light bending technique often end up disappearing themselves.



INTERRUPT (Lost)

You may play this interrupt only during a battle.

Play a Xelabs ship or Xelabs unit to the location of that battle at full cost.

ILLUS. BY JEFF LEE JOHNSON TM & © 2005 DECIPHER INC. 11016

3 **Opulent Transport** **3**

Seyalshi are accustomed to extravagance.



SHIP (CAPACITY 3) • CAPITAL

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

Pay 2 energy ≈ Your side of this ship's location gains a support icon until end of turn.

ILLUS. BY JOE BOLDEN TM & © 2005 DECIPHER INC. 11017

1 **Orbital Bombardment** **4**

The CGC pays a handsome "bullseye bonus" to ICom for accuracy during orbital bombardments.



ASSET (Site)

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

• Lose 2 energy ≈ Choose target unit in a battle here and target related sector. Damage that unit if its defense < 0 + the total tactics of your ships at that sector.

ILLUS. BY CHRISTIAN PEARCE TM & © 2004 DECIPHER INC. 11018

2 **Orbital Coverage** **1**

The ships of ICom act as eyes and ears for CGC's troops on the ground.



ASSET (Sector)

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

Each time you lose a battle at a related site, you may lose 5 energy. If you do, reduce your casualties in that battle to 0.

When your opponent controls this sector, dismiss this asset.

ILLUS. BY STEPHEN CROWE TM & © 2004 DECIPHER INC. 11019

1 **Ordnance Master** **6**

Seyalshi hand-to-hand combat weaponry is unmatched, at least on this side of the rift.



CHARACTER • SUDEVA • WARRIOR • UNIT

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

• Lose 3 energy ≈ If this character has a weapon beneath it, until end of turn, make this character power +3, tactics +3, defense +3, and immune to attrition.

ILLUS. BY DREW BAKER TM & © 2004 DECIPHER INC. 11020

1 **Ore Alembic** **2**

Tragium's importance to rift travel ensures that collection experts like Samantha are well respected.



CHARACTER • ANANT • TECH • UNIT

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

• Lose a stockpile asset from your hand ≈ Reduce your casualties in target battle here or at a related location by 2.

ILLUS. BY JOE BOLDEN TM & © 2005 DECIPHER INC. 11021

3 **Ore Hound** **2**

Before he'd even closed the analyzer door, the sample's density told him it was platinum ore—or better.



CHARACTER • CARTEL • TECH • UNIT

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

As long as this character is at a site, your side of that site gains an energy icon.

ILLUS. BY KIRIAN YAMNER TM & © 2004 DECIPHER INC. 11022

1 **Outmaneuvered** **4**

Hellicats overcome a lack of resources with ingenuity and tenacity.



INTERRUPT (Used)

Cancel target pending interrupt or pending order unless your opponent pays 1 energy.

ILLUS. BY EDWIN WOOD TM & © 2004 DECIPHER INC. 11023

0 **Overburdened** **2**

Even a hot has its breaking point.



INTERRUPT (Used on Lost)

USED: If your opponent has thirteen or more cards in his or her hand, choose all but eight at random and put them on top of his or her used pile.

LOST: You may pay 4 energy. If you do, your opponent reveals his or her hand. Then you choose a title your opponent has revealed two or more copies of, and he or she loses all revealed cards that have that title.

ILLUS. BY JOSHUA THEJAMES SHAW TM & © 2004 DECIPHER INC. 11024

•Pallas/Asteroid Stronghold **0**



LOCATION (Sector) • ASTEROID

When this location enters play during your deploy phase, dismiss it unless you have another support icon in play or reveal a Gongen card from your hand.

ILLUS. BY FRANKIE TS'AI TM & © 2004 DECIPHER INC. 11025

3 **Panacea Provider** **4**

Shi medical technology is far superior to that of their adversaries. It is this which perpetuates the rumors of immortality.



CHARACTER • CROWN • TILAK • TECH • UNIT

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

As long as this character is at a site, your opponent causes attrition -1 here for each support icon on a related location.

ILLUS. BY MARIANNA PLUMHOOD TM & © 2004 DECIPHER INC. 11026

0 **Patch Job** **6**

"Prepare for a visit to a bar in the Outer Rim as you would a battle. Medical training is recommended." — Ranger Manual



INTERRUPT (Lost)

The next time your target unit would be destroyed this turn, prevent that and, if it is damaged, undamage it.

ILLUS. BY PAMELINA H TM & © 2005 DECIPHER INC. 11027

1 **•Pavel Royerk** **1**

Royerk is always the one for the job, no matter the odds.



CHARACTER • CISYN • INFILTRATOR • UNIT

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

The first movement targeting this character each turn costs 1 less energy to perform.

ILLUS. BY KIRIAN YAMNER TM & © 2004 DECIPHER INC. 11028

•Phobos/Disputed Territory **0**



LOCATION (Sector) • MOON

Each time a player drains here, that player may pay 3 energy. If that player does, he or she retrieves a card.

ILLUS. BY NICK STATHOPOULOS TM & © 2005 DECIPHER INC. 11029

1 Piggyback **6**

CSyn gurus plot ways to include more than simple sirens in the streams of combat data they handle for CGC.

SHIP (CAPACITY 3) • CAPITAL

POWER 2 TACTICS 1 DEFENSE 4

INTERRUPT (Used)

You may play this interrupt only if you have a CSyn character at a battleground.

Reveal the top card of target reserve. You may put that card on top of its owner's used pile.

ILLUS. BY LIZ DANFORTH TM & © 2005 DECIPHER INC. 11.11

3 Pilgrims' Transport **3**

"The best and safest thing is to keep a balance in your life, acknowledge the great powers around us and in us."
— Euripides

SHIP (CAPACITY 3) • CAPITAL

POWER 2 TACTICS 1 DEFENSE 4

Pay 2 energy \approx Your side of this ship's location gains a ☐ support icon until end of turn.

ILLUS. BY ERIC WILKESON TM & © 2004 DECIPHER INC. 11.13

0 Plasma Cannon **4**

"A single arrow is easily broken, but not ten in a bundle."
— Zen saying

WEAPON (UNIT) • RANGED

This unit is defense +1.

- Pay 1 energy \approx Choose target unit your opponent has in a site battle either here or at an adjacent site. Reveal the top two cards of your reserve, choose one and note its destiny, then put them on top of your used pile in any order. Damage target if its defense < that destiny.

ILLUS. BY PAUL BURROW TM & © 2004 DECIPHER INC. 11.12

2 Plundering Bandit **6**

One reason May pilots are always tinkering with their ships is to make sure they're faster than local law enforcement.

SHIP (CAPACITY 2) • KNIVES • INVERTER • FIGHTER

POWER 0 TACTICS 1 DEFENSE 4

At the end of each battle you've won here, you may pay 1 energy. If you do, invert this ship.

ILLUS. BY LORIN WOOD TM & © 2004 DECIPHER INC. 11.14

5 Pompeii **1**

Advanced targeting systems on Earthier cruisers make them the equal of their larger battleship cousins.

SHIP (CAPACITY 4) • COM • CAPITAL

POWER 4 TACTICS 3 DEFENSE 6

Each activated ability used during a battle here costs 3 more energy to use.

ILLUS. BY DENNIS GALLERO TM & © 2005 DECIPHER INC. 11.17

2 Portent **3**

"I've got a bad feeling about this, Cronn, let's go..."

INTERRUPT (Lost)

Choose a different location for target pending ship or pending unit to enter play at. If target is a ship, you must choose another sector. If target is a unit, you must choose a site related to where it would have entered play.

ILLUS. BY ERIC DESCHAMPS TM & © 2004 DECIPHER INC. 11.15

1 Porter Bot **5**

"How may I be of service?"

CHARACTER • BOT • UNIT

POWER 1 TACTICS 1 DEFENSE 1

- Reveal a Shi card from your hand and put it on top of your used pile \approx Target location gains a ☐ support icon until end of turn.

ILLUS. BY JOSHUA THEJAMES SHAW TM & © 2005 DECIPHER INC. 11.16

0 Premeditated Reaction **2**

Kizen has refined their senses to a point where they can predict the actions of their enemies.

ASSET (KIZEN)

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

This kizen is defense +1.

Pay 2 energy and dismiss this asset \approx Until end of turn, each time you lose a battle here, your casualties are reduced to 0.

ILLUS. BY CORNET SENNER TM & © 2004 DECIPHER INC. 11.18

1 Price of the Game **5**

"Sometimes you have to ante up."

ASSET

Each time a card is revealed for battle destiny, you may lose 1 energy. If you do, make that card's destiny +1 or -1. You may change no more than one card's destiny using this ability each turn.

ILLUS. BY ALICE DUKE TM & © 2004 DECIPHER INC. 11.19

2 Prolonged Exposure **4**

It's theorized that Trajinnium has many uses... and dangers... to discover.

ASSET

At the start of each player's control phase, that player loses 1 energy unless he or she pays 2 energy.

ILLUS. BY WESLEY BURF TM & © 2005 DECIPHER INC. 11.21

1 Protective Fire **5**

"Defend the Reaper Craft at all costs!" — Ashrahi-Anant

INTERRUPT (Lost)

Make target ship and each unit aboard it immune to attrition until end of turn.

ILLUS. BY JOE BOULDER TM & © 2005 DECIPHER INC. 11.20

3 Purana-Vishal **6**

The Vishal family has provided military expertise for millennia. They are elite warriors among the Seyalshi.

CHARACTER • KIZEN • CROWN • VISHAL • UNIT

POWER 4 TACTICS 3 DEFENSE 5

- Dismiss target other unit you have here \approx This character is immune to attrition until end of turn.
- Dismiss two target other characters you have here \approx Damage target character in a site battle here.

ILLUS. BY KAY ALLEN TM & © 2004 DECIPHER INC. 11.22

0 Pursuit Just Behind **6**

It's almost as if the Shi can see their opponent's thoughts.

ORDER (Lost)

Destroy target infiltrator your opponent has at a sector. Then your opponent loses 3 energy.

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER INC. 11.23

2 Quarrel Energy Burst **1**

Type IV armor specs predate the arrival of the Shi. Quarrels exploit this in battle.

WEAPON (FIGHTER) • RANGED

- Reveal a ship from your hand and put it on top of your used pile \approx Your opponent chooses one of his or her ships in a sector battle here and destroys it, unless he or she reveals a ship from his or her hand and puts it on top of his or her used pile.

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER INC. 11.24

2 Quay Bot **6**

The Quay found more than a few bots when they captured Alnak Station. Those bots have been turning up around the system.

CHARACTER • BOT • UNIT

POWER 1 TACTICS 1 DEFENSE 1

Put this character on top of its owner's used pile \approx Your side of target location gains a ☐ support icon until end of turn. You may use this ability only during your deploy phase.

ILLUS. BY JOSHUA THEJAMES SHAW TM & © 2004 DECIPHER INC. 11.25

4 Quay Navigator **6**

Quantana, like most Quay pilots, uses his ships as he uses his own armored physique — with fierce, reckless abandon.

CHARACTER • QUIRIM • PREDATOR • UNIT

POWER 1 TACTICS 2 DEFENSE 3

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

Each time your opponent drains a related location, you may put this character on top of its owner's used pile. If you do, cancel that drain.

ILLUS. JOHN HOWE, COLOR MATTHEW SVETKEY TM & © 2004 DECIPHER INC. 11.26

1 **Qurim Ahmak** **5**

If the chance arises to turn an enemy to the Quoy cause, a life may be spared.

CHARACTER • QURIM • PREDATOR • UNIT

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

Each time another unit here is lost, if this character is at a site, you may pay 7 energy. If you do, play that unit here to use as yours. It costs nothing to play.

ILLUS. BY KIRAN YANER & MALTIAS SVIGS TM & © 2004 DECIPHER INC.

0 **Qurim Dalaka** **3**

A mild corrosive coats the teeth of the Quoy, dissolving what cannot be shredded and crushed, which isn't much.

WEAPON (CHARACTER) • MELEE

• Pay 1 energy ≈ Choose target unit your opponent has in a site battle here. Damage target if its defense < **D** + the number of other weapons you have here.

ILLUS. BY BRITT MARTIN TM & © 2004 DECIPHER INC.

6 **Qurim Life Ship** **2**

"I observed as the hideous vessel extended barbed tendrils down into the planet's surface and sucked power from its magnetic field." — Further commander.

SHIP (CAPACITY 4) • QURIM • CAPITAL

POWER **5** TACTICS **3** DEFENSE **7**

Characters aboard this ship don't count against its capacity.

ILLUS. BY ROB BURKS TM & © 2004 DECIPHER INC.

2 **Qurim Rager** **3**

"A warrior understands an opponent's weakness, a predator exploits it for a quick death." — Qurim tribe training maxim.

CHARACTER • QURIM • PREDATOR • UNIT

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

As long as this character is at a site, each character here that has piloting is defense -2.

ILLUS. BY ERIC DESCHAMPS TM & © 2004 DECIPHER INC.

0 **Racing Sloop** **5**

Every year, the Dead Planet Chase is held on a weaving, chaotic course created in the Belt. Hellcats have dominated the last eight.

SHIP (CAPACITY 2) • HELLCATS • INVERTER • FIGHTER

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

Each time you reveal a card for battle destiny that has destiny 6 or more, you may pay 3 energy. If you do, invert this ship.

When you invert this ship, you may destroy target other fighter here.

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

ILLUS. BY LORIN WOOD TM & © 2004 DECIPHER INC.

7 **Raider** **2**

The trick to piracy is finding the victims in the first place — but some savvy privateers make it a prosperous living.

SHIP (CAPACITY 4) • KNAVES • CAPITAL

POWER **5** TACTICS **2** DEFENSE **8**

When this ship enters play, you may activate 1 energy for each of your opponent's ships here.

ILLUS. BY JOHN KING TM & © 2004 DECIPHER INC.

2 **Rakat** **4**

"I have advised our chieftain that we should pursue an alliance with the Tahka."

CHARACTER • QURIM • TECH • UNIT

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

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

When this character is destroyed, you may pay 2 energy. If you do, put this character in its owner's hand.

ILLUS. BY JOHN HOWE. COLOR BY KIRAN YANER TM & © 2004 DECIPHER INC.

1 **Rally Cry** **2**

Tribal calls are used in victory, and in need. It is honorable to call for reinforcements, as long as your enemy does not live to talk about it.

ASSET

Pay 3 energy ≈ Reveal the top card of your used pile. If it's a Quoy unit, put it in your hand.

ILLUS. BY MICHAEL PHILIPPI TM & © 2004 DECIPHER INC.

4 **Ranarti-Anant** **5**

A consummate pilot and wayfarer, Ranarti favors exploration over conflict. His skills have brought it tremendous success in both endeavors.

CHARACTER • KIZEN • CROWN • ANANT • UNIT

POWER **1** TACTICS **5** DEFENSE **3**

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

- Dismiss target other unit you have here ≈ This character is immune to attrition until end of turn.
- Pay 2 energy ≈ If this character is aboard a ship, move that ship to a sector battle at another sector.

ILLUS. BY KAT AYLEN TM & © 2004 DECIPHER INC.

2 **Ranger Watchman** **2**

When watching Hallard's back, Vesuvian Ranger Jerlen Kaeo relies on his quick wits as often as his fast hands.

CHARACTER • XELABS • WARRIOR • UNIT

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

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

Each time the attrition step ends here and your opponent has attrition remaining, this character is power +3 until end of turn.

ILLUS. BY MICHELLE SPALDING TM & © 2005 DECIPHER INC.

5 **Rantosh-Anant** **1**

"It was no coincidence that Oligarch-Sudhand chose me to command the Ganymede mission. Our balances now stand equal."

CHARACTER • CROWN • ANANT • UNIT

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

Piloting 2

As long as this character is aboard your ship and your opponent has no ships here, he or she must lose 2 energy to play a ship here.

ILLUS. BY DREW BAKER TM & © 2005 DECIPHER INC.

1 **Rapid Fire** **6**

Medium range plasma cannons are deployed to clear the way for N6B0s as they rush into battle.

ASSET (CHARACTER)

This character is defense +2.

If this character doesn't have quickdraw, this character gains **Quickdraw 1**.

ILLUS. BY PAUL BURROW TM & © 2005 DECIPHER INC.

2 **Ravagers** **2**

They didn't come to capture the trognum or the Gonyer. Destroying either or both would suffice.

CHARACTER • TAHKA • PREDATOR • UNIT

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

As long as you have a card stacked on your stockpile asset and this character is at a site, you cause attrition +3 here.

ILLUS. BY PHILIPS HOPF-GUTENNE TM & © 2005 DECIPHER INC.

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

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

CHARACTER • KIZEN • ACCORD • WARRIOR • UNIT

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

• Lose 3 energy ≈ If this character is at a site, destroy all other units here. You may use this ability only during your control phase.

ILLUS. BY KIRAN YANER TM & © 2005 DECIPHER INC.

0 **Razorjack** **4**

Heavily armed and very fast. One of them won "Best-Looking" at the 2389 Vestia Singleship Rally.

SHIP (CAPACITY 2) • KNAVES • INVERTER • FIGHTER

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

Each time you reveal a card for battle destiny that has destiny 6 or more, you may pay 3 energy. If you do, invert this ship.

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

ILLUS. BY LORIN WOOD TM & © 2004 DECIPHER INC.

2 **Reaper Craft** **4**

Collector ships replenish trognum stores that were exhausted with the opening of the rift.

SHIP (CAPACITY 6) • TILAK • INVERTER • CAPITAL

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

• Lose a stockpile asset from your hand ≈ Invert this ship.

• Revert this ship ≈ Move this ship to another sector.

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

ILLUS. BY JOE BURROW TM & © 2005 DECIPHER INC.

0 • Reaping 6

Stand not between a Quay and his prize.

INTERRUPT (Lost)

You may play this interrupt only during your control phase.
Your opponent loses 1 energy for each battleground location you control.

ILLUS. BY MICHAEL PHILLIPPI TM & © 2004 DECIPHER INC. 1 E 253

3 Reconnoiterer 1

Through the advancement of their rift technology, the Seyoshi are able to refine their reconnaissance skills.

CHARACTER • KIZEN • SUDEVA • WARRIOR • UNIT

POWER 3 TACTICS 3 DEFENSE 4

Scouting (You may play this character at a site that has no energy icons on your side.)
Each time your opponent drains at an adjacent site, you may put this character on top of its owner's used pile. If you do, cancel that drain.

ILLUS. BY CHRIS APPEL TM & © 2004 DECIPHER INC. 1 E 257

2 Recovery 1

It'sa salvage crashed ships to use an undercover missions.

ASSET (INFILTRATOR SHIP)

This ship gains this ability: "As long as each of your ships here is an infiltrator, neither player can attack here."
Pay 3 energy ≈ Put this ship in its owner's hand.

ILLUS. BY JOHN KING TM & © 2004 DECIPHER INC. 1 E 255

0 Refuge 4

Avoiding a bad beat is an important skill beyond the Belt.

INTERRUPT (Used)

Until end of turn, your opponent can't attack at target location where four or more of his or her units have entered play this turn.

ILLUS. BY CHRIS DIEN TM & © 2004 DECIPHER INC. 1 E 254

3 Reliable Quarrel 3

Having journeyed to the farthest reaches of the universe, the Shi have no qualms about traveling so close to the rift.

SHIP (CAPACITY 1) • SUDEVA • FIGHTER

POWER 3 TACTICS 1 DEFENSE 6

You may play this ship at no energy cost at a sector where you have no ships.
This ship can't move if it entered play this turn.

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER INC. 1 E 252

1 Reliquaries 3

"Analysis of the containment vessel reveals atypical magnetic and gravitic residues." — Deigan lab report

ASSET • EVIDENCE

Each time your total battle destiny is exactly 5 at the end of the battle destiny step, you may put a card from your hand beneath your reserve for each of your evidence assets.
• Pay 1 energy ≈ Put this asset on top of your reserve.

ILLUS. BY MICHELLE SPALDING TM & © 2004 DECIPHER INC. 1 E 259

1 Reload 5

"Deadeye" LeCresse slammed another clip into the base of her weapon. This afternoon was not going as she had planned.

INTERRUPT (Used)

Put a card from your hand on the bottom of your reserve.

ILLUS. BY JEFF CARLISLE TM & © 2004 DECIPHER INC. 1 E 261

3 Remote Coordinator 2

Despite his official assignment, Grem Holden's real mission is to identify Kizen and report their movements to Rahe.

CHARACTER • KIZEN • CISYN • UNIT

POWER 2 TACTICS 3 DEFENSE 4

Each time your opponent's kizen of tactics X is destroyed here, you may pay X energy.
If you do, play that kizen here to use as yours.
It costs nothing to play.

ILLUS. BY LIZ DANFORTH TM & © 2005 DECIPHER INC. 1 E 260

3 Resolute Quarrel 3

"Send in two flights of quarrels to make sure the Vinisha can approach safely." — Dhanak-Tilak

SHIP (CAPACITY 1) • TILAK • FIGHTER

POWER 3 TACTICS 1 DEFENSE 6

When this ship enters play, your opponent puts a card from his or her hand on top of his or her used pile.

ILLUS. BY JOE BOLDEN TM & © 2005 DECIPHER INC. 2 E 170

4 Resource Technician 2

Gangren are able to find the building blocks of energy in the most unlikely places.

CHARACTER • CHUO • TECH • UNIT

POWER 2 TACTICS 2 DEFENSE 4

As long as this character is at site that has no support icons on your side, you generate 2 more energy here.

ILLUS. BY KIERAN YANNER TM & © 2004 DECIPHER INC. 1 E 262

4 Restricted Passage 2

"Please present your registration and identification."

ASSET

As an additional cost for a player to play a location that has no support icon, that player loses 2 energy.

ILLUS. BY SEDONE THONGVILAY TM & © 2005 DECIPHER INC. 2 E 143

4 Reu A Shrouds 1

The first several volunteers never reappeared. That night explain the bumps at night.

CHARACTER • XELABS • WARRIOR • UNIT

POWER 5 TACTICS 2 DEFENSE 5

As long as you have a card stacked on your stockpile asset, this character is tactics +2.

ILLUS. BY JEFF LEE JOHNSON TM & © 2005 DECIPHER INC. 1 E 139

2 Revenge 4

"The Shi may reign, but they do not rule. Show them this, and make your point in blood." — Talkan

INTERRUPT (Lost)

Your opponent loses 2 energy from his or her reserve.

ILLUS. BY KIERAN YANNER TM & © 2004 DECIPHER INC. 1 E 263

2 Ripping Beam 1

No starship is able to withstand the intensity of a blast from two quarrels.

INTERRUPT (Lost)

You may play this interrupt only during your move phase.
As an additional cost to play this interrupt, lose 4 energy.
Destroy target ship at a sector where you have a ship that has a weapon beneath it.

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER INC. 1 E 264

2 Rising Dread 4

The Quay's four armored legs allow for a versatile range of motion. Chulak squads are masters of intimidation.

INTERRUPT (Lost)

Your opponent chooses one of his or her units to put in its owner's hand.

ILLUS. BY JEREMY BAUGH TM & © 2004 DECIPHER INC. 1 E 265

0 Rising Morale 6

"Exploit your enemy's weakness and it will give you strength renewed. Each bloody death blow will thicken our blood!" — Cry heard at the Battle of Phobos

INTERRUPT (Lost)

As an additional cost to play this interrupt, you must have at least two fighters at the same sector.
Activate 4 energy.

ILLUS. BY SEAN BARNALL TM & © 2004 DECIPHER INC. 1 E 266

5 • **Rogan Hallard** **3**

As captain of the Shadowsurfer, the last thing Hallard needs on a mission to the Rim is a handful of new recruits. That's why the Rangers provide him with seasoned veterans.



CHARACTER • XELABS • WARRIOR • INVERTER • UNIT

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

Piloting 2

- Invert this character ≈ Undamage your target character in a battle here.

ILLUS. BY MICHELLE SPALDING TM & © 2005 DECIPHER INC.

0 **Rousing Leap** **6**

As Katuka plunged towards the NoBot, her fellow Ishka fought with a newfound fury.



INTERRUPT (Lost)

- As an additional cost to play this interrupt, lose five cards from your hand.
- Put all of the cards from your used pile in your hand.

ILLUS. BY PHILIPPE PAPET GUYENNE TM & © 2005 DECIPHER INC.

3 • **Rugged Empty** **1**

"This model's got lots of compartments. Useful for my boys' small package trade." — The Gambler



SHIP (CAPACITY 0) • CARTEL • INVERTER • FIGHTER

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

- Each time you win a battle here, you may invert this ship.
- Revert this ship ≈ Make target pending claim here +2.

ILLUS. BY MIKE BRUNSON TM & © 2005 DECIPHER INC.

3 **Salvaged Transport** **3**

Survivors often lack the luxury of choice.



SHIP (CAPACITY 3) • CAPITAL

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

- Pay 2 energy ≈ Your side of this ship's location gains a ♣ support icon until end of turn.

ILLUS. BY JOE BOLDEN TM & © 2004 DECIPHER INC.

1 **Selfless Protector** **5**

Shi warriors do not hesitate to defend their corsal.



CHARACTER • DAMIR • WARRIOR • UNIT

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

- You may play this character at no energy cost at a site that has a ♣ support icon on your side.
- This character can't move from a site that has a ♣ support icon on your side.

ILLUS. BY MARIANNE PLUMBOISE TM & © 2004 DECIPHER INC.

0 **Selsyn Maneuver** **3**

Over many years, stability within squadrons has bred an awareness akin to telepathy.



ASSET (WEAPON)

- Each time an ability on the weapon this asset is beneath damages a ship or unit, the owner of that ship or unit loses 1 energy.

ILLUS. BY JOE BOLDEN TM & © 2005 DECIPHER INC.

1 **Serenity** **6**

Placidity of Ohjo encampments is disconcerting to most outsiders, causing them to quake with their own disharmony.



ORDER (Lost)

- Your opponent loses a card at random from his or her hand.

ILLUS. BY FRANCIS TSAI TM & © 2004 DECIPHER INC.

1 **Server Bot** **5**

Mavericks live in bars, and someone — or something — has to serve the drinks.



CHARACTER • BOT • UNIT

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

- Reveal a Maverick card from your hand and put it on top of your used pile ≈ Target location gains a ♣ support icon until end of turn.

ILLUS. BY JOSHUA AHUMES SHAH TM & © 2005 DECIPHER INC.

2 **Set** **1**

Under the table, Scoundrel's foot twitched nervously. Would his three of a kind play?



ASSET

- Pay 0 energy ≈ If there are five or fewer cards stacked on this asset, stack the top card of your reserve face up on this asset.
- Lose three cards stacked on this asset ≈ If those cards each have the same destiny, damage target unit in a battle.

ILLUS. BY CHRIS DIN TM & © 2004 DECIPHER INC.

• **Seyal/Dark Side** **0**



LOCATION (SECTOR) • PLANET

- When this location enters play during your deploy phase, dismiss it unless you have another ♣ support icon in play or reveal a Shi card from your hand.

ILLUS. BY DON FREY TM & © 2004 DECIPHER INC.

• **Seyal/Ultramake's Demesne** **0**



LOCATION (SECTOR) • PORT

- Pay 4 energy ≈ Make your target taken in a battle here immune to attrition until end of turn. Any player may use this ability.

ILLUS. BY DON FREY TM & © 2004 DECIPHER INC.

• **Seyal/Light Side** **0**



LOCATION (SECTOR) • PLANET

- As long as you have a ship here, your side of this location gains a ♣ support icon.

ILLUS. BY DON FREY TM & © 2004 DECIPHER INC.

3 **Seyalshi Upholder** **3**

The Sun provides awesome power and the Shi plan to keep it to themselves.



SHIP (CAPACITY 1) • DAMIR • FIGHTER

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

- As long as your side of all locations have more total ♣ support icons than any other type of support icons, this ship is power +2.

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER INC.

2 • **Seyal/ika** **6**

"It is said the Ika are attempting rift travel using stolen technology. They toy with balance. It will be their end." — Higan Orohito



SHIP (CAPACITY 1) • TAHKA • INFILTRATOR • FIGHTER

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

- Lose 3 energy and put a card from your hand on top of your used pile ≈ Move this ship to target sector.

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER INC.

4 • **Shadowsurfer** **1**

The Shadowsurfer's enhancements aren't available on Yacht Works standard options lists. Its countermeasures package is strictly Xelabs military-grade.



SHIP (CAPACITY 3) • XELABS • CAPITAL

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

- Captain - Rogan Hallard (As long as Rogan Hallard is aboard this ship, this ship and each unit aboard it is immune to attrition.)
- This ship can't be targeted by your opponent.

ILLUS. BY JOSHUA AHUMES SHAH TM & © 2005 DECIPHER INC.

5 **Sharper Than Steel** **2**

A focused mind cuts more deeply than metal alone.



ASSET

- Each time an ability of a weapon damages a ship or unit, you may pay 2 energy. If you do, destroy that ship or unit.

ILLUS. BY PAUL TOBIN TM & © 2004 DECIPHER INC.

2 Sheltered **5**

Originally designed to help settlers survive the harsh Martian landscape, the artificial intelligence has provided the Nōbots to protect citizens.

ORDER (Lost)

As an additional cost to play this order, dismiss a unit at a site.

Play target Gongen unit from your lost pile at that site. It costs 3 less energy to play.

ILLUS. BY CHRISTIAN PEARCE TM & © 2004 DECIPHER INC. 1.1.17

2 Sheria Coreg **4**

"Today we stopped reading the books. Tomorrow we start writing them. The stars are our destiny. Now's the time to earn what's truly ours."

CHARACTER • KIZEN • CGC • WARRIOR • UNIT

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

When this character enters play, you may look at the top card of any reserve. If you do, you may put that card beneath its owner's reserve.

• Pay 1 energy ≈ Put the top card of any reserve beneath that reserve.

ILLUS. BY PHILIPPE HIPPÉ / GUYENNE TM & © 2005 DECIPHER INC. 1.1.17

2 Shi Bot **6**

Earthier scientists have yet to uncover what powers these bots.

CHARACTER • BOT • UNIT

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

Put this character on top of its owner's used pile ≈ Your side of target location gains a support icon until end of turn. You may use this ability only during your deploy phase.

ILLUS. BY JOSHUA THEAMES SHAW TM & © 2004 DECIPHER INC. 1.1.17

0 Shift in Tactics **5**

"Abort Attack Plan Foxtrot. Move to the left of the landing pad — and hit them hard!"

INTERRUPT (Lost)

You may play this interrupt only during a battle, before the battle destiny step.

The next time you would reveal a card for battle destiny, make your battle destiny +X instead, where X is the tactics of target unit you have in this battle.

ILLUS. BY PETER FERGUSON TM & © 2004 DECIPHER INC. 1.1.17

6 Shikami **3**

The vengeful Shikami was the first NōBot to appear and defend the people of Gongen.

NŌBOT • SHIKAMI • BOT • UNIT

POWER **7** TACTICS **3** DEFENSE **6**

Size 3 (This NōBot counts three times against a ship's capacity.)

As long as you have at least two other Gongen units here, this NōBot is power +2.

ILLUS. BY CHRISTIAN PEARCE TM & © 2004 DECIPHER INC. 1.1.17

2 Shikami Follower **2**

The rage of Shikami inspires believers such as Tennaru Han.

CHARACTER • SHIKAMI • WARRIOR • UNIT

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

Dismiss one of your other units here ≈ Make your opponent's battle destiny in a battle here -3.

ILLUS. BY CHRIS APPEL TM & © 2004 DECIPHER INC. 1.1.17

2 Shikami T.S.U. **4**

Terrya Strike Vehicles provide fire support for the kokots units of each NōBot.

VEHICLE • SHIKAMI • UNIT

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

Size 3 (This vehicle counts three times against a ship's capacity.)

Transport 4 (Each time this vehicle moves, you may move with it up to four of your characters.)

• Pay 2 energy ≈ If this vehicle is at a site, make target unit here defense -2 until end of turn.

ILLUS. BY CORYNE SKINNER TM & © 2004 DECIPHER INC. 1.1.17

2 Shikami Warrior **4**

Shikami warriors are the deadliest of sword masters. It is said that they can cut the courage from your soul.

CHARACTER • SHIKAMI • WARRIOR • UNIT

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

When this character enters play at a site where you have a bot, you may retrieve a card.

ILLUS. BY CHRISTIAN PEARCE TM & © 2004 DECIPHER INC. 1.1.17

0 Sidearm **4**

Earthier troops are well-trained in firing small weapons. James Howler is among the best of the Earthier marksmen.

WEAPON (CHARACTER) • RANGED

As long as this character is at a site, you cause attrition +1 here.

• Pay 3 energy ≈ Choose target unit your opponent has in a site battle here. Damage target if its defense < D + this character's tactics.

ILLUS. BY PETER FERGUSON TM & © 2004 DECIPHER INC. 1.1.17

0 Simple Wager **6**

Not everyone gambles for money.

ORDER (Used)

Name a number. Then reveal the top two cards of your opponent's reserve, note their total destiny, and return them in any order. If your number equals that total destiny, until the end of your deploy phase, you may perform movements as if it were your move phase.

ILLUS. BY KIRIAN YANNER TM & © 2004 DECIPHER INC. 1.1.17

2 Sitka **5**

A brilliant strategist, Sitka convinced the tribe leaders to take the life ships through the rift. Even in defeat, she is rarely outmaneuvered.

CHARACTER • KIZEN • TAHKA • UNIT

POWER **0** TACTICS **6** DEFENSE **0**

• Put two cards from your hand on top of your used pile in any order ≈ This character is immune to attrition until end of turn.

Your total power in each site battle here is -4.

When this character is lost from a site, your opponent loses 1 energy for each of his or her units at that site.

ILLUS. BY MATTHIAS STINGG TM & © 2004 DECIPHER INC. 1.1.17

1 Sitkatika Hekaton **4**

Quazy navigators realize the value of hekaton's is little compared to the value of life ships.

SHIP (CAPACITY 1) • QURIM • FIGHTER

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

Pay 4 energy and damage this ship ≈ Damage target ship your opponent has in a battle here.

ILLUS. BY TOBIAS BRINER TM & © 2004 DECIPHER INC. 1.1.17

5 Slider **2**

Defeating an enemy isn't enough. When resources are low, you've also got to be able to bring home the spoils.

VEHICLE • ACCORD • UNIT

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

Size 2 Transport 2

Each time a site battle ends here, if your battle destiny at the end of the power step was exactly 11, your opponent loses all cards from his or her hand.

ILLUS. BY BRYAN HYBORDER TM & © 2004 DECIPHER INC. 1.1.17

2 Stippery **1**

A good infiltrator knows when it's time to find the exit.

ASSET (CHARACTER INFILTRATOR)

As long as this character is at a site, this character gains the ability: "As long as each of your units here is an infiltrator, neither player can attack here."

Pay 3 energy ≈ Put this character in its owner's hand.

ILLUS. BY KIRIAN YANNER TM & © 2004 DECIPHER INC. 1.1.17

0 Snap Switch **6**

"Is that even possible?"

INTERRUPT (Lost)

Until end of turn, switch tactics and defense of target character at same location as your kizen.

(Effects that alter target's tactics alter its defense instead, and vice versa, until end of turn.)

ILLUS. BY KIRIAN YANNER TM & © 2005 DECIPHER INC. 1.1.17

2 Sniffed Out **3**

Death is a small price to pay to remove an intruder from Gongen soil.

ORDER (Lost)

Destroy target infiltrator your opponent has at a site. Then your opponent loses 3 energy.

ILLUS. BY DREW BAKER TM & © 2004 DECIPHER INC. 1.1.17

0 Spassky Quickfire II **5**

A few Mavericks have modified these for autofire – deadly, but runs through charges like you wouldn't believe.

WEAPON (CHARACTER) • RANGED

• Pay 1 energy = Choose target unit your opponent has in a site battle here. Damage target if its defense <math>< D + 1</math>.

ILLUS. BY KIERAN YANNER TM & © 2004 DECIPHER INC. 11.1.03

2 Spineslinger **2**

Slingsers manipulate their carapace to hurl short-ranged valleys of barbed spines. It's like a shotgun blast of razorwire.

CHARACTER • LURUS • PREDATOR • UNIT

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

This character can't move.
Dismiss this character and lose 2 energy = Destroy each unit at this location. You may use this ability only during your control phase.

ILLUS. BY JOHN HOWE. COLOR BY KIERAN YANNER. TM & © 2005 DECIPHER INC. 11.1.03

2 Spirit Theft **2**

Attuned minds of Gengen warriors peer into one's soul. Sometimes they can steal it.

INTERRUPT (Used)

Activate energy equal to target damaged unit's defense.

ILLUS. BY KIERAN YANNER TM & © 2004 DECIPHER INC. 11.1.03

3 Spite **2**

"Even if you pay the price to make a gain, they will try and take it back out of malice." –Kapal, Seyalshi Tactician

INTERRUPT (Lost)

The next time you lose one or more cards to a drain at target location this turn, put target ship or unit at that location in its owner's hand.

ILLUS. BY KIERAN YANNER TM & © 2004 DECIPHER INC. 11.1.03

3 Sprinkle's Deal **3**

Sprinkle took the package from the merchant's wrinkled hand and grinned. "Let's make this one a little more interesting."

INTERRUPT (Lost)

Draw D cards from your reserve.

ILLUS. BY KIERAN YANNER TM & © 2004 DECIPHER INC. 11.1.03

4 Squadron Lead **3**

Shi pilots fly in formation, unless in pursuit of an enemy ship.

SHIP (CAPACITY 1) • VISHAL • FIGHTER

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

As long as you have no other ships here, for each of your opponent's ships here, this fighter is power +1 and defense +1.

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER INC. 11.1.03

4 Starhawk **3**

Mavericks like Nick "Starhawk" Murrin are known for their dexterity in the changing gravities of life in the Outer Rim. It's both practical and advantageous.

CHARACTER • ACCORD • ROGUE • UNIT

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

Each time a card is revealed for battle destiny during a site battle here, you may pay 3 energy. If you do, make that card's destiny +2. You may change no more than one card's destiny using this ability each turn.

ILLUS. BY KIERAN YANNER TM & © 2004 DECIPHER INC. 11.1.03

1 State of Readiness **2**

The members of Earth's cavalry have been trained to operate as one.

INTERRUPT (Used)

You may play this interrupt only during a battle at a site where you have at least four warriors.
Make your battle destiny in that battle + D .

ILLUS. BY ATHINA HODGESTON TM & © 2004 DECIPHER INC. 11.1.03

4 Stinger **3**

Pieces of so many different vehicles have been grafted to this one that no one remembers what it looked like in the beginning.

VEHICLE • HELLCATS • UNIT

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

Size 3 (This vehicle counts three times against a ship's capacity.)
Transport 2 (Each time this vehicle moves, you may move with it up to two of your characters.)

ILLUS. BY BRYAN HEYBODER TM & © 2004 DECIPHER INC. 11.1.03

1 Strength of Arms **5**

One warrior fights like two. Two fight like ten. Ten fight like a hundred.

ASSET

Each time your Deigan unit is destroyed, if there are no cards stacked here, you may stack that unit on this asset.
Lose a card from your hand = Put target card stacked here in your hand. You may use this ability only during your deploy phase.

ILLUS. BY CHRIS TREHNS TM & © 2005 DECIPHER INC. 11.1.03

0 Subjugate **6**

Shi combat maneuvers have been honed over millennia.

INTERRUPT (Lost)

Damage target unit in a site battle where your total tactics are at least twice your opponent's total tactics.

ILLUS. BY JOHN MORRIS TM & © 2004 DECIPHER INC. 11.1.03

1 Sudden Approach **5**

Sometimes surprise is more effective than firepower.

INTERRUPT (Used)

Target pending unit can't move until end of turn.

ILLUS. BY COURTNEY SKINNER TM & © 2004 DECIPHER INC. 11.1.03

3 Sudeva Escort **3**

Rarely will you find a Seyalshi Crown Ship without an escort.

SHIP (CAPACITY 1) • SUDEVA • FIGHTER

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

Each time you attack here, if each player has only one ship here, your opponent loses 1 energy.

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER INC. 11.1.03

2 Sudeva Legionnaire **5**

"Never back a Shi into a corner unless you outnumber it at least 5 to 1. Or you have a way out." –CGC Infantry Manual

CHARACTER • SUDEVA • WARRIOR • UNIT

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

Each time you use an activated ability of a weapon beneath this character, draw up to three cards from your reserve. You may draw no more than three cards using this ability each battle.

ILLUS. BY ALICE BURE TM & © 2004 DECIPHER INC. 11.1.03

3 Sudeva Quarrel **3**

The Shi are protective of their assets, especially those envied by their enemies.

SHIP (CAPACITY 1) • SUDEVA • FIGHTER

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

As long as this ship is at a sector that has "Seyal" in its title, this ship is power +2.

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER INC. 11.1.03

1 Sudeva Warrior **1**

Shi warriors are known for their disdain of other species. They don't often bother to take prisoners of war.

CHARACTER • SUDEVA • WARRIOR • UNIT

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

• Lose 4 energy = If this character is in a site battle, destroy target damaged unit here. You can't use this ability until after the attrition step of a battle.

ILLUS. BY CHRIS APPEL TM & © 2004 DECIPHER INC. 11.1.03

1 Sultry Opportunist **3**

Nicky Strahl laughed and shouted for another drink. "Hand over those dice. We're gonna let it ride."

CHARACTER • NEST • ROGUE • UNIT

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

At the start of each of your control phases, you may pay 2 energy. If you do, and **D** > opponent's **D**, retrieve a card.

ILLUS. BY MICHELLE SPALDING TM & © 2004 DECIPHER INC.

3 Sumadar-Damir **6**

Proned to increasingly long bouts of meditation, Sumadar probes for weaknesses among enemies of the Shi.

CHARACTER • KIZEN • CROWN • DAMIR • UNIT

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

• Dismiss one of your other units here ⇒ This character is immune to attrition until end of turn.
 • Pay 3 energy ⇒ Your opponent causes attrition -2 here until end of turn.

ILLUS. BY LIZ DANFORTH TM & © 2004 DECIPHER INC.

2 Suppressed **1**

A Quazy that smolders with the heat of inner fire is not easily forgotten... assuming one lives to remember.

ASSET

• Pay 2 energy ⇒ Your opponent loses 2 energy. You may use this ability only during your control phase when you control a battleground site and a battleground sector.

ILLUS. BY CHRISTIAN PEARCE TM & © 2005 DECIPHER INC.

5 Survey Cruiser **1**

Cruisers are used by Earthers to keep watch for enemy vehicles, as well as for deployment of special operations forces.

SHIP (CAPACITY 2) • ICOM • CAPITAL

POWER **4** TACTICS **2** DEFENSE **8**

You cause attrition +1 at each related site.

ILLUS. BY JEFF CARLISLE TM & © 2004 DECIPHER INC.

1 Swift Response **6**

The Gongen A.I. wastes little time in responding to threats to its people. Tenna assets are ever at its disposal.

INTERRUPT (Used)

Target pending ship can't move until end of turn.

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER INC.

3 Swiftwave Attacker **1**

A veteran Swiftwave squadron provided protection for Anant capital ships.

SHIP (CAPACITY 1) • ANANT • FIGHTER

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

Captain - Ashmahi-Anant (As long as Ashmahi-Anant is aboard this ship, this ship and each unit aboard it is immune to attrition.)
 Each character aboard this ship who has piloting gains **Piloting 2**.

ILLUS. BY JOE BOULDER TM & © 2005 DECIPHER INC.

1 Sword Wall **4**

Unlike firearms, Iazuchi swords provide defense as well as attack.

INTERRUPT (Lost)

For each asset in play, that asset's owner must choose to either lose 2 energy or dismiss that asset.

ILLUS. BY CHRIS TRENAS TM & © 2005 DECIPHER INC.

0 Synched Up **6**

"Sister Spotweld was Mother Teresa with a wrench and blowtorch." - "Your Life is Already Lost!"

ORDER (Used)

Reveal three target cards from the top of your reserve. Put one of them beneath your active pile and one of them in your lost pile. Put the other card on the top of your reserve.

ILLUS. BY MICHELLE SPALDING TM & © 2005 DECIPHER INC.

2 Syndicate Interference **4**

Van McCarr's services are expensive - but some things are worth the price.

INTERRUPT (Used)

For each of your opponent's units at the site of target pending drain, he or she chooses to pay 1 energy or dismiss that unit.

ILLUS. BY MATTHIAS SINTOS TM & © 2004 DECIPHER INC.

3 Tachikaze **3**

"Like the wind from a katana's stroke, like the lost breath of our enemies." - Tensyu naming ceremony, 2389

SHIP (CAPACITY 6) • TENNY • CAPITAL

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

Transport 4 (Each time this ship moves, you may move with it up to four of your fighters.)
 ••• Pay 1 energy ⇒ Make your target ship here defense +1 until end of turn.

ILLUS. BY CHRISTIAN SCHWAGER TM & © 2005 DECIPHER INC.

4 Tahka Assault Craft **2**

Landing ships deliver dozens of predators planetside to take and hold enemy territory.

SHIP (CAPACITY 3) • TAHKA • CAPITAL

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

When this ship enters play at a sector where you have no support icons, you may search your used pile for a card and put it into your hand. If you do, shuffle your used pile.

ILLUS. BY JOE BOULDER TM & © 2005 DECIPHER INC.

4 Tahka Chuluk Squad **4**

Tahka tribe fighters understand the value of instilling fear in their foes. Chuluk squads are trained for this purpose.

CHARACTER • TAHKA • PREDATOR • UNIT

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

Each time you win a site battle here, you may pay 1 energy. If you do, your opponent loses 1 energy.

ILLUS. BY TREVOR CLAXTON TM & © 2004 DECIPHER INC.

2 Tahka Disruptor **4**

When they enter the field, strength weakens, vision clouds, and tempers rise.

CHARACTER • TAHKA • PREDATOR • UNIT

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

As long as this unit entered play this turn, each unit here is tactics -1 until end of turn.

ILLUS. BY MATTHIAS SINTOS TM & © 2004 DECIPHER INC.

4 Tahka Life Ship **2**

Life ships are propelled by thousands of hekatons.

SHIP (CAPACITY 4) • TAHKA • CAPITAL

POWER **4** TACTICS **3** DEFENSE **7**

Characters aboard this ship don't count against its capacity.
 Put a unit from aboard this ship on top of its owner's used pile ⇒ Make this ship power +1 until end of turn.

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER INC.

3 Tahka Quarrel **6**

Stolen assets are the most prized. What they lack in comfort for their captors, they make up for in satisfaction.

SHIP (CAPACITY 1) • TAHKA • INFILTRATOR • FIGHTER

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

Each time your opponent drains at a related location, you may put this ship on top of its owner's used pile. If you do, cancel that drain.

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER INC.

0 Taihu **2**

Called tai for short, these energy weapons fire plasma bursts at a rapid rate. In great numbers they shred metal like a meteor storm.

WEAPON (FIGHTER) • RANGED

This fighter is defense +2.
 • Pay 3 energy ⇒ Choose target ship your opponent has in a sector battle here. Damage target if its defense < **D** + the number of Gongen ships you have here.

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER INC.

4 **Takumi Shadow Warriors** **1**

Living in darkness, kogemusha cloud their individuality to intensify their might.

CHARACTER • DEIGAN • WARRIOR • UNIT

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

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

This character may have two weapons beneath it.

ILLUS. BY FRANCIS TSAI TM & © 2005 DECIPHER INC. 11.13

4 •**Talkan** **4**

Talkan assumed control of the Qurim tribe by killing the leader during ritual combat. His fury leads him into battle ahead of his troops.

CHARACTER • KIZEN • QURIM • UNIT

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

- Put two cards from your hand on top of your used pile in any order ≈ This character is immune to attrition until end of turn.
- Put target character you have here on top of its owner's used pile ≈ Make this unit power +2 until end of turn.

ILLUS. BY FORSTEN NORSTRAND TM & © 2004 DECIPHER INC. 11.13

7 •**Tamon** **2**

"As the North wind brings the chill of war and death so Tamon will stand sentinel." — Tenryu naming ceremony, 2382

SHIP (CAPACITY 6) • TENNO • CAPITAL

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

Transport 4 (Each time this ship moves, you may move with it up to four of your fighters.)

When this ship enters play, each player dismisses all other capitals here unless he or she dismisses a fighter here.

ILLUS. BY CHRISTIAN SCHWAGER TM & © 2004 DECIPHER INC. 11.13

3 **Tamon Fighter** **3**

Gongen pilots train to "speak" with the onboard programming of their ships. Only when the mind and machine are one can victory be certain.

SHIP (CAPACITY 1) • TENNO • FIGHTER

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

When this ship enters play, you may retrieve a card.

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER INC. 11.13

2 **Tamon Interceptor** **3**

The new Gongen fighters are designed to combat technology from the other side of the rift.

SHIP (CAPACITY 0) • TENNO • FIGHTER

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

When this ship is destroyed, you may put it on top of its owner's used pile.

ILLUS. BY THOMAS DENMARK TM & © 2005 DECIPHER INC. 11.13

1 **Target of Opportunity** **5**

The Maverick mine on Ganymede was just another barbarian outpost waiting to be conquered.

ASSET

Each location where you have an Anant character gains a ♣ support icon.

ILLUS. BY JOE BOULDER TM & © 2005 DECIPHER INC. 11.13

3 **Tataki Commander** **3**

Deigan assault warriors are known for their devotion to leaders like Hamaru Koma. Veterans hold a revered place in Gongen society.

CHARACTER • DEIGAN • WARRIOR • UNIT

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

- Pay 1 energy ≈ Move this character to target adjacent site where a battle is taking place. You may use this ability only during your opponent's turn.

ILLUS. BY PAUL BURROW TM & © 2005 DECIPHER INC. 11.13

3 •**Tavang-Damir** **2**

"...you'd have about the same chance as you would trying to sneak past a Shi encampment." — Maverick axiom

CHARACTER • DAMIR • WARRIOR • UNIT

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

Each of your opponent's drains at a related site is -1.

ILLUS. BY CHRIS APPEL TM & © 2004 DECIPHER INC. 11.13

4 •**Tennaru Hari** **4**

"A fallen comrade at your back only strengthens your looting. A fallen army behind you makes you invincible." — Sido, Gongen Philosopher

CHARACTER • KIZEN • IKAZUCHI • UNIT

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

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

As long as this character has a weapon beneath him, he can't be damaged.

ILLUS. BY APRIL LEE TM & © 2005 DECIPHER INC. 11.13

0 **Terms of the Deal** **3**

"Once you close a deal with the Mavs, it's good business to get the hell out."

ASSET

You may play this asset any time you could play an interrupt.

When you play this asset during a battle that you are losing, reduce your casualties in that battle by 8.

Each time your opponent performs an activation action, he or she may activate 2 more energy.

ILLUS. BY DENNIS CALLED TM & © 2005 DECIPHER INC. 11.13

0 **The Beckoning** **4**

In times of distress, Quay call for aid through minute vibrations of their corosape.

ORDER (USED)

Search your used pile for an inverter, put it in your hand, then shuffle your used pile.

ILLUS. BY ERIC WILKERSON TM & © 2004 DECIPHER INC. 11.13

3 •**The Gambler** **5**

"There isn't any 'luck' involved, boy. I thought you would have worked that out yourself."

CHARACTER • KIZEN • CARTEL • UNIT

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

- Lose a card at random from your hand ≈ This character is immune to attrition until end of turn.
- Pay 2 energy ≈ Put a card from your hand on top of your reserve.

ILLUS. BY KIERAN TANNER TM & © 2004 DECIPHER INC. 11.13

0 •**Themis/Landing Pad**

Pay 2 energy ≈ Move any number of target units you have here to another site. You may use this ability only during your move phase. Your opponent may use this ability during his or her move phase.

LOCATION (SITE) • PORT

As long as you have a ship here, your side of this location gains a ♣ support icon.

ILLUS. BY JEFF PEDERHART TM & © 2004 DECIPHER INC. 11.13

0 •**Themis/Mobile Asteroid**

LOCATION (SECTOR) • ASTEROID

As long as you have a ship here, your side of this location gains a ♣ support icon.

ILLUS. BY JEFF PEDERHART TM & © 2004 DECIPHER INC. 11.13

2 **Thunder-Edge Greatsword** **1**

This two-meter monomolecular blade trades speed for striking power.

WEAPON (CHARACTER) • MELEE

When the character this weapon is beneath is destroyed, you may put this weapon in its owner's hand.

- Pay 1 energy ≈ Choose target unit your opponent has in a site battle here. Damage target if its defense < D + 2.

ILLUS. BY BRADLEY WILLIAMS TM & © 2005 DECIPHER INC. 11.13

5 **Tilak House Guard** **3**

House guards perform duties beyond their ceremonial responsibilities.

CHARACTER • KIZEN • CROWN • TILAK • UNIT

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

When this character enters play, you may draw a card from your reserve.

ILLUS. BY KIERAN TANNER TM & © 2005 DECIPHER INC. 11.13

3 **Tilak Quarrel** **3**

"Always keep one eye on your six. Those blue blobs have a way of sneaking up on you." — Hellocat flyer

SHIP (CAPACITY 1) • TILAK • FIGHTER

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

As long as this ship is at a sector where you have no support icons, this ship is power +2.

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER INC. 11C 212

6 **Tilak-Uinisha** **2**

The flagship of the Tilak fleet was sent to Venus to recover their planted quarrel and its pilot.

SHIP (CAPACITY 6) • TILAK • INVERTER • CAPITAL

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

When your opponent plays a ship here or moves a ship to here, you may invert this ship.

Each time your opponent loses a ship here and has no more ships here, he or she loses 3 energy.

ILLUS. BY JOE BOULDER TM & © 2005 DECIPHER INC. 11R 111

0 **Titan/Having Red's Refuge**

LOCATION (SECTOR) • MOON

Each time target fighter you have at a location would be lost, if there are no fighters here, you may lose 1 energy. If you do, put target here instead.

ILLUS. BY SEAN MURRAY TM & © 2004 DECIPHER INC. 11R 224

1 **Top Pair** **2**

The vast territory of the Rim conceals many strange secrets. The Gambler makes it his business to uncover them and make them his own.

ASSET

Pay 0 energy ≈ If there are five or fewer cards stacked on this asset, stack the top card of your reserve face up on this asset.

• Put two cards stacked on this asset in your lost pile ≈ If those cards each have the same destiny, your opponent can't reveal any cards for battle destiny until end of turn.

ILLUS. BY KIERAN YAMMER TM & © 2004 DECIPHER INC. 11R 237

1 **Torrid Katal** **3**

After kundanaika, his hides become ashen, and their minds burn with rage.

CHARACTER • KATAL • INVERTER • UNIT

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

Pay 2 energy ≈ Invert this unit.

Pay 2 energy ≈ You cause attrition +1 here until end of turn.

ILLUS. BY MATTHIAS SINTIG TM & © 2004 DECIPHER INC. 11R 101

0 **Traginium Cache** **6**

Once the needs of the Nôbas became evident, the Gogans began to covet other traginium sources.

ASSET • STOCKPILE

• Pay 1 energy ≈ If you have two fighters at the same sector and there are fewer than two cards stacked here, your opponent loses 1 energy and stacks that card face down on this asset. You may use this ability only during your deploy phase.

ILLUS. BY CHRISTIAN SCHWAGER TM & © 2005 DECIPHER INC. 11R 134

1 **Traginium Harvest** **3**

Once their traginium stores are replenished, the Shi will regain the use of rift technology.

ASSET • STOCKPILE

Each time an opponent's battle phase ends, if your opponent didn't perform an attack action at every location where both players have a ship or unit and there are fewer than two cards stacked here, your opponent loses 1 energy and stacks that card face down on this asset.

ILLUS. BY JOE BOULDER TM & © 2005 DECIPHER INC. 11R 132

1 **Traginium Heist** **6**

If the Moys can't win it in battle on Ganymede, they can jack it from a transport near to.

INTERRUPT (Used)

You may only play this interrupt if you've won a battle this turn.

Your opponent reveals two cards from his or her hand, then puts them on top of his or her reserve pile in any order.

ILLUS. BY LIZ DANFORTH TM & © 2004 DECIPHER INC. 11R 130

1 **Traginium Hoard** **4**

"It matters not to me what it is for. It only matters that the Shi desire it." — Sitka

ASSET • STOCKPILE

• Pay 1 energy ≈ If you control three or more battlegrounds and there are fewer than two cards stacked here, your opponent loses 1 energy and stacks that card face down on this asset. You may use this ability only during your control phase.

ILLUS. BY PHILIPPE HÉRYT GOTHINE TM & © 2005 DECIPHER INC. 11R 141

0 **Traginium Stash** **5**

"Make money, money by fair means if you can, if not, but any means money." — Horace

ASSET • STOCKPILE

• Pay 1 energy ≈ If your battle destiny is greater than your opponent's battle destiny and there are fewer than two cards stacked here, your opponent loses 1 energy and stacks that card face down on this asset. You may only use this ability during a battle after the battle destiny step.

ILLUS. BY ED COX TM & © 2005 DECIPHER INC. 11R 137

0 **Traginium Surplus** **6**

"Somehow they think whatever we have here is hot."

ASSET • STOCKPILE

• Pay 1 energy ≈ If there is no card stacked here, your opponent loses 1 energy and stacks that card face down on this asset.

ILLUS. BY ROBERTO GUMPIUS TM & © 2005 DECIPHER INC. 11R 133

4 **Transport Ride** **2**

Equipped with the proper gear, techs like Mu Zhihuan are able to move dangerous materials on hazardous planets.

CHARACTER • IKAZUCHI • TECH • UNIT

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

When this character enters play, if you have a card stacked on your stockpile asset, you may take target vehicle from your lost pile into your hand.

ILLUS. BY JOE BOULDER TM & © 2005 DECIPHER INC. 11R 131

1 **Transport Depot** **5**

Grov drives make interplanetary travel easy, though not necessarily cheap.

ASSET (Site)

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

This site is a port.

Pay 1 energy ≈ Move target unit you have here to target site. You may use this ability only during your move phase.

Pay 1 energy ≈ Move target unit you have at a port to here. You may use this ability only during your move phase.

ILLUS. BY JOSHUA THELANIS SHAW TM & © 2004 DECIPHER INC. 11R 211

1 **Transport Vessel** **5**

Seyashi ship design helps to camouflage the ship against the backdrop of space.

SHIP (CAPACITY 4) • CAPITAL

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

Each time one of your units in a battle at a related site would be destroyed, you may pay 4 energy. If you do, put that unit aboard this ship instead. You may move no more than one unit using this ability each turn.

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER INC. 11R 213

0 **Trumped** **5**

Jessup realized too late the folly of trying to double-cross the Gambler's Cartel.

INTERRUPT (Lost)

You can't play this interrupt unless you have a kizen at a location.

Cancel target pending interrupt or pending order.

ILLUS. BY LORIN WOOD TM & © 2004 DECIPHER INC. 11R 107

2 **T.S.U. Command Post** **1**

Heavy shielding allows the transports and ground troops to advance safely into enemy territories.

VEHICLE • SHIKAMI • UNIT

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

Site 3, Transport 4

• Lose 3 energy ≈ If this vehicle is at a site, play up to four units here that each has tactics < 2. Each one costs 2 less energy to play.

ILLUS. BY CORTNEY SENNER TM & © 2004 DECIPHER INC. 11R 214

0 **Tunnels** **4**

After deftly travelling through solid rock, Quay leave tunnels as a mark of their craftsmanship.

ORDER (Used)

Choose any number of target units you have at target site. If the number of those units < 2, move them to a related site.

ILLUS. BY TOBIAS BRUNER TM & © 2004 DECIPHER INC. © 18 127

4 **"Two-Way" Berson** **2**

Conjoined twins? Body modification? The way one head laughs at you tells you you're not going to ask.

CHARACTER • CARTEL • TECH • UNIT

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

Each time you drain here, you may drain using energy icons on your side of the location instead of your opponent's side.

ILLUS. BY KIRIAN YANNER TM & © 2004 DECIPHER INC. © 18 127

3 **Type II Fighter** **4**

Sturdy and reliable, Type II fighters are still a training mainstay for iCom.

SHIP (CAPACITY 1) • FIGHTER

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

As long as this ship is at a sector that has no support icons, this ship is power +2 and defense +2.

ILLUS. BY LORIN WOOD TM & © 2004 DECIPHER INC. © 18 127

2 **"Unbidden Martyr"** **6**

"As a well-spent day brings happy sleep, so life well used brings happy death." — Leonardo da Vinci

ORDER (Lost)

As an additional cost to play this order, remove your target kizen from the game. Retrieve X cards, where X is the energy cost of target. Remove this card from the game.

ILLUS. BY ERIC LOFGRIN TM & © 2005 DECIPHER INC. © 18 133

1 **Undercurrents** **6**

Sometimes capture is not the objective.

INTERRUPT (Lost)

As an additional cost to play this interrupt, lose 2 energy. Make each opponent's drain -1 until end of turn.

ILLUS. BY KIRIAN YANNER TM & © 2005 DECIPHER INC. © 18 133

1 **Untapped Mettle** **3**

For many, only deadly peril exposes true potential.

ASSET (KIZEN)

You can't play more than one of this asset beneath the same kizen. Dismiss this asset ≈ Until end of turn, make this kizen power +3 and you cause attrition +2 here.

ILLUS. BY JOE BOUDIN TM & © 2004 DECIPHER INC. © 18 133

0 **Untold Power of Visions** **6**

The benefits Joesel Swain provides for Earth are without measure — his unbalanced mind has the invaluable gift of foresight.

ASSET (KIZEN)

You can't play more than one of this asset beneath the same kizen. Pay 1 energy ≈ Examine the top two cards of target player's reserve. Return one of them, then put the other on top of that player's used pile.

ILLUS. BY KIRIAN YANNER TM & © 2004 DECIPHER INC. © 18 133

0 **Up the Sleeve** **3**

Loose clothing can hide more than just cards. "Dressed to kill" has a whole new meaning when all the players dress that way.

INTERRUPT (Used)

You may play this interrupt only during a battle, before the battle destiny step. Reveal a card from your hand and put that card on top of your reserve.

ILLUS. BY CHRIS DEN TM & © 2004 DECIPHER INC. © 18 133

2 **"IU-1R739"** **2**

Though designed for heavy lifting, porters like 739 can easily be refitted for less peaceful uses. Bots in the Outer Rim serve many functions.

CHARACTER • CARTEL • BOT • UNIT

POWER **0** TACTICS **3** DEFENSE **2**

As long as this character is at a site, your opponent's total power at each related location is -4.

ILLUS. BY CHRISTIAN SCHWAGER TM & © 2004 DECIPHER INC. © 18 133

3 **Vanguard Trooper** **4**

CGC vanguard troopers are trained from birth to love both the money they make and the company for which they fight.

CHARACTER • CGC • WARRIOR • UNIT

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

Pay 0 energy ≈ Play a unit at a related site. That unit costs 1 less energy to play. You may use this ability only during your deploy phase.

ILLUS. BY ROBERTO CAMPUS TM & © 2004 DECIPHER INC. © 18 133

4 **"Watarua-Sudeva"** **4**

The Crown Ships are able to sustain life for an extended period of time, but every Shi feels Seyal's pull.

SHIP (CAPACITY 3) • SUDEVA • CAPITAL

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

This ship and each unit aboard it is immune to attrition.

ILLUS. BY ROB BURKS TM & © 2004 DECIPHER INC. © 18 133

3 **Venus Garrison Fighter** **3**

Most Earth colonies contract with iCom for protection, but XelLabs uses this custom garrison fighter to protect their classified work on Venus.

SHIP (CAPACITY 1) • XELLABS • FIGHTER

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

As long as this ship is at a sector that has "Venus" in its title, this ship is power +2, tactics +1, and defense +2.

ILLUS. BY STEPHEN CRONE TM & © 2004 DECIPHER INC. © 18 133

0 **Venus/Aulala Mons Correctional Facility**

You can't drain here. As long as you control this location, as an additional cost for your opponent to play a ship or unit, he or she pays 1 energy.

LOCATION (SITE)

ILLUS. BY NICK STATHOPOULOS TM & © 2004 DECIPHER INC. © 18 133

0 **Venus/Research Base**

When this location enters play during your deploy phase, dismiss it unless you have another support icon in play or reveal an Earther card from your hand.

LOCATION (SECTOR) • PLANET

ILLUS. BY NICK STATHOPOULOS TM & © 2004 DECIPHER INC. © 18 133

0 **Venus/Trade Route**

Encampment (Stack this card beneath target location where you have an energy icon, unit, or ship. This card is no longer a location or sector and target gains this card's energy and support icons that are on your side. You may stack only one encampment here.)

LOCATION (SECTOR) • STATION

ILLUS. BY ROSHIA ANJAMES SHAW TM & © 2005 DECIPHER INC. © 18 134

0 **Venus/Yacht Works**

Pay 4 energy ≈ Make your target Earther ship in a battle here power +5. Any player may use this ability.

LOCATION (SECTOR) • STATION

ILLUS. BY STEPHEN CRONE TM & © 2005 DECIPHER INC. © 18 134

• **Uesta/Covered Rock** 0

LOCATION (SECTOR) • ASTEROID

Each drain here is +1.

ILLUS. BY KIRIAN YANER TM & © 2004 DECIPHER INC. 11R 210

0 **Vestiges** 6

The best trophies are those that are the hardest to obtain.

ASSET

Each time you win a battle, you may stack the top card of your reserve face down on this asset.

Put three cards stacked on this asset on top of your used pile in any order – Play a character from your lost pile. It costs 3 less energy to play.

ILLUS. BY SAMUEL ARAYA TM & © 2004 DECIPHER INC. 11R 215

2 **Veteran Pilot** 2

Pilots like Tandra Sulson would sooner give up their lives than move their ships out of battle position. Earthier pilots are known for their tenacity.

CHARACTER • COM • UNIT

POWER 1 TACTICS 2 DEFENSE 3

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

Pay 4 energy – If this character is aboard a fighter, target ship here can't move until end of turn.

ILLUS. BY SEDONE THONGVILAY TM & © 2004 DECIPHER INC. 11R 254

3 **Vidnar** 2

"The nanites kept it alive, as expected. We do not know what the walkers have done to it."

CHARACTER • TILAK • TECH • UNIT

POWER 2 TACTICS 2 DEFENSE 4

• Lose 1 energy – Look at the top X cards of your reserve, where X is the number of your support icons. Choose one of those cards to put in your hand and put the rest on top of your used pile in any order.

ILLUS. BY TERRY ROBINSON TM & © 2005 DECIPHER INC. 11R 114

3 **Vishal Quarrel** 3

Vishal's fighters are maneuverable, even through the most crowded of asteroid fields.

SHIP (CAPACITY 1) • VISHAL • FIGHTER

POWER 3 TACTICS 1 DEFENSE 6

As long as you have no other ships here, this ship is tactics +3 and defense +3.

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER INC. 11R 218

2 **Vishal Scout** 3

Scouts are dispatched throughout the Solar System to gather information for Seyashi commanders.

CHARACTER • VISHAL • MERCHANT • UNIT

POWER 1 TACTICS 2 DEFENSE 2

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

ILLUS. BY KIRIAN YANER TM & © 2004 DECIPHER INC. 11R 219

0 **Vishal Vatarma** 1

Receiving a vatarma from an elder marks the right of passage for a Shi warrior.

WEAPON (CHARACTER) • MELEE • RANGED

• Reveal a card from your hand, note its destiny, and put it on top of your used pile – Choose target unit your opponent has in a site battle here. Damage it unless your opponent reveals a card that has a higher destiny from his or her hand.

ILLUS. BY JOE BOULDEN TM & © 2004 DECIPHER INC. 11R 224

4 **Volt Scrounge** 2

Vital for maintaining energy supply to command bunkers, these specialists will often tap into existing enemy power conduits.

CHARACTER • KATAL • INVERTER • UNIT

POWER 2 TACTICS 4 DEFENSE 6

Put target other character you have here on top of its owner's used pile – Invert this unit.

When you invert this character, your opponent pays 2 energy and you activate up to 2 energy.

POWER 1 DEFENSE 1 TACTICS 1

ILLUS. BY SAMUEL ARAYA TM & © 2004 DECIPHER INC. 11R 225

2 **Vulture** 2

"Hold real still, little ship," she muttered as she worked the grapple. "Hope you signed your donor card..."

SHIP (CAPACITY 2) • ACCORD • INVERTER • FIGHTER

POWER 2 TACTICS 2 DEFENSE 4

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

Pay 2 energy – Invert this ship.

POWER 4 DEFENSE 2 TACTICS 2

ILLUS. BY JOHN KING TM & © 2004 DECIPHER INC. 11R 155

0 **Wagner S70 Plasma Bolter** 3

"You'll shoot your photonic receptor element out!"

WEAPON (CHARACTER) • RANGED

• Pay 1 energy – Choose target unit your opponent has in a site battle here and reveal the bottom card of your reserve. Damage target if its defense < the revealed card's destiny.

ILLUS. BY BRIAN ROOD TM & © 2005 DECIPHER INC. 11R 41

0 **Watch Your Back** 3

The gatus under Rattie's command are trained to sense the presence of fellow kizen.

ORDER (USED)

Play a kizen. It costs 1 less energy to play for each other kizen you have in play.

ILLUS. BY LIZ GARDINER TM & © 2005 DECIPHER INC. 11R 79

0 **Waylaid** 5

Gongen intelligence reports suggest that Shika leads a shadow force of assassins.

INTERRUPT (USED)

Make target character in a site battle power –X and tactics –X, where X equals the tactics of one of your kizen in that battle.

ILLUS. BY ERIC DESCHAMPS TM & © 2004 DECIPHER INC. 11R 111

0 **Well-concealed Charge** 6

The Shi are always finding new and inventive ways to torment their enemies.

ASSET (LOCATION)

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

• Pay 3 energy – Make your total power here +4 until end of turn.

When your opponent controls this location, dismiss this asset.

ILLUS. BY JIMMY ROOPERS TM & © 2004 DECIPHER INC. 11R 222

3 **Widowmaker** 3

Neither the tricky handling nor the nickname scares of 'Cat pilots.'

SHIP (CAPACITY 0) • HELLCATS • INVERTER • FIGHTER

POWER 3 TACTICS 3 DEFENSE 3

Stack target card in your opponent's lost pile face down on your stockpile asset – Invert this ship.

This ship is power +3 for each of your stockpile assets that has one or more cards stacked on it.

POWER 2 DEFENSE 2 TACTICS 2

ILLUS. BY MIKE BRIDGEMAN TM & © 2005 DECIPHER INC. 11R 45

2 **XeLabs Type IV** 3

She's got the scanners and sampling equipment as well as enough firepower for a standup fight.

SHIP (CAPACITY 1) • XELABS • FIGHTER

POWER 2 TACTICS 1 DEFENSE 5

• Lose 3 energy – Put target ship here in its owner's hand. You may use this ability only during your move phase. You can't use this ability the turn this ship comes into play.

ILLUS. BY JOSHUA THILAMIS SHAH TM & © 2005 DECIPHER INC. 11R 17

3 **XeRacer** 3

"Make sure some of the Racers are on station in the Belt. We might need them to throw some light." – Rogan Holland

SHIP (CAPACITY 2) • XELABS • FIGHTER

POWER 3 TACTICS 2 DEFENSE 4

You may play this ship at full cost to a sector where a battle is taking place any time you could play an interrupt. If you do, lose 1 energy.

ILLUS. BY JOSHUA THILAMIS SHAH TM & © 2005 DECIPHER INC. 11R 16

2 Zealous Squad **3**

"The day shall come when our noble cause will become truth. Until then, Earthers must be willing to sacrifice all they have." — James Howley, 2388

CHARACTER • CGC • WARRIOR • UNIT

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

When this character enters play, dismiss a unit here.

ILLUS. BY WESLEY BURT TM & © 2004 DECIPHER INC.

4 Zhang Hotrod **2**

Dismissed from Gongen service due to twitchy handling, salvaged Zhangs were re-engineered by Max techs.

VEHICLE • CARTEL • UNIT

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

Size 2, Transport 2

When you play this vehicle, you may put up to two cards from hand on top of your used pile and draw the same number of cards from your reserve.

ILLUS. BY CHRIS J. ANDERSON TM & © 2005 DECIPHER INC.

0 Z-Level Gurus **6**

The strategic coordinators assigned to help Howley's troops rely on special abilities for what technology cannot provide.

INTERRUPT (Lost)

As an additional cost to play this interrupt, pay X energy.

You cause attrition +X at target location where a battle is taking place.

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4 Zocho **1**

"...from the South Tsunami and flood came to heap destruction on our shores. Zocho will stand to hold back the tides." — Tenryu naming ceremony, 2382

SHIP (CAPACITY 6) • TENNO • CAPITAL

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

Transport 4 (Each time this ship moves, you may move with it up to four of your fighters.)

This ship is power +1 for each of your other ships here.

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1 Zocho Fighter **2**

Zocho's tactical matrix allows the fighters assigned to it to perform an elaborate and deadly dance.

SHIP (CAPACITY 1) • TENNO • FIGHTER

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

As long as you have at least two other Gongen fighters here, this ship is power +1.

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2 Zocho Interceptor **4**

The interceptor model features almost 1G more thrust than previous Gongen designs.

SHIP (CAPACITY 0) • TENNO • FIGHTER

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

This ship is power +1 for each of your opponent's ships here.

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