

# COUNTERMEASURES HACK

## PLAY

When firing at an enemy ship.

## TARGET

One targeted enemy ship.

## EFFECT

The base Point Defence of this ship is reduced to 0 until the end of this shooting action.

++WARNING. WARNING.++  
++COUNTERMEASURES OFFLINE. AEGIS-V  
BATTERIES OFFLINE. BRACE FOR IMPACT.++  
++REBOOTING++

# COUNTERMEASURES HACK

## PLAY

When firing at an enemy ship.

## TARGET

One targeted enemy ship.

## EFFECT

The base Point Defence of this ship is reduced to 0 until the end of this shooting action.

*/ai system targeting enemy vessel/  
/identified aegis pattern defence laser/  
/reversing system network override/  
/matching earth codes to old systems/  
/shutdown complete/*

# ECM FIELD GENERATOR

## PLAY

During the Cleanup stage of the Planning Phase.

## TARGET

One Cluster or Space Station.

## EFFECT

Ignore all Spikes for all friendly ships withing 6" of this Cluster or Space Station for the purposes of enemy shooting this turn.

*"Something down there is really screwing with our targeting systems!"*

# ECM FIELD GENERATOR

## PLAY

During the Cleanup stage of the Planning Phase.

## TARGET

One Cluster or Space Station.

## EFFECT

Ignore all Spikes for all friendly ships withing 6" of this Cluster or Space Station for the purposes of enemy shooting this turn.

*"Powering up... ready to go dark."*

# ASSASSINATION ATTEMPT

## PLAY

At the end of the Set Strategy Deck stage of the Planning Phase.

## TARGET

One opponent's Strategy Deck.

## EFFECT

For the remainder of the turn, the opponent adds 8 to their Strategy Rating when determining activation order.

*"All vessels, this is the Flagship. We have a security breach. Taskforce Command compromised. Act on your own initiative until further notice."*

# WEAPONS HACK

## PLAY

After an opponent allocates attack dice.

## TARGET

One enemy ship.

## EFFECT

For each non-Close Action weapon system that the ship has, roll 1 dice:

1-2: The weapon system must fire at a different target from that chosen. If there are no other eligible targets the weapon system may not fire this turn.

3-4: The weapon system may not fire this turn.

5-6: You may choose a target for this weapon system (which may be enemy or friendly ships), or choose not to fire instead.

*“Sir! Main battery redundant AI control engaged! I’m locked out! It’s targeting the Dauntless, sir!”*

*-Gunnery Captain’s voice log, UCMS Vox Bellum*

# WEAPONS HACK

## PLAY

After an opponent allocates attack dice.

## TARGET

One enemy ship.

## EFFECT

For each non-Close Action weapon system that the ship has, roll 1 dice:

1-2: The weapon system must fire at a different target from that chosen. If there are no other eligible targets the weapon system may not fire this turn.

3-4: The weapon system may not fire this turn.

5-6: You may choose a target for this weapon system (which may be enemy or friendly ships), or choose not to fire instead.

*/chance of direct impact 67.09%/*

*/initiating system hack/*

*/munitions redirected/*

*/chance of direct impact 12.38%/*

# SHIP OF THE LINE

## PLAY

On the activation of a friendly ship.

## TARGET

This friendly battlegroup.

## EFFECT

One weapon system on this ship with "broadside" in its name may fire twice this turn. This counts as firing one weapon system.

*"One cleanly executed manoeuvre later and they were breaking our formation, all while unleashing an unrelenting hail of death."*



# SHIP OF THE LINE

## PLAY

On the activation of a friendly ship.

## TARGET

This friendly battlegroup.

## EFFECT

One weapon system on this ship with "broadside" in its name may fire twice this turn. This counts as firing one weapon system.

*"Standard full broadside manoeuvre. Line up and fire on my mark."*

# COMMAND HACK

## PLAY

When an opponent's Command Card takes effect.

## TARGET

This opponent.

## EFFECT

This opponent may not play any further Command Cards this turn. Note that Espionage may still counter the effect of this card.

*"Be it a subtle word or a crushing blow, we have ways of influencing all those who oppose us."*

# COMMAND HACK

## PLAY

When an opponent's Command Card takes effect.

## TARGET

This opponent.

## EFFECT

This opponent may not play any further Command Cards this turn. Note that Espionage may still counter the effect of this card.

*"Admiral, requesting back up! The Abandonists have us surrounded. Admiral? What the hell is happening to my comms?!"*

# REPAIR DRONE SQUADRON

## PLAY

At the end of the Launch Phase.

## TARGET

One friendly ship.

## EFFECT

Remove any number of friendly fighter tokens from this ship. For each token that is removed you may repair 1 Damage Point on this ship, up to a total of 4 Damage Points.

*"What seemed like an ordinary fighter screen thrown up in desperation began repairing the target. Before we knew it, the Aristotle was back in play, and shortly we weren't."*

# REPAIR DRONE SQUADRON

## PLAY

At the end of the Launch Phase.

## TARGET

One friendly ship.

## EFFECT

Remove any number of friendly fighter tokens from this ship. For each token that is removed you may repair 1 Damage Point on this ship, up to a total of 4 Damage Points.

*/hull breach detected/  
/integrity at 83.88%/  
/releasing repair drones/*

# REPAIR DRONE SQUADRON

## PLAY

At the end of the Launch Phase.

## TARGET

One friendly ship.

## EFFECT

Remove any number of friendly fighter tokens from this ship. For each token that is removed you may repair 1 Damage Point on this ship, up to a total of 4 Damage Points.

*"Plato come in, do you read? Requesting assist. Our drives are suffering malfunction. Send out the drones to assist."*

# DRIVE HACK

## PLAY

When an enemy Battlegroup activates.

## TARGET

One enemy ship in that Battlegroup.

## EFFECT

Roll 1 dice:

1-3: This ship reduces its base Thrust by 50%.

4-6: This ship reduces its base Thrust to 0 for the remainder of the turn. It may still turn and go on special orders.

*"Sir, emergency engine cut-off tripped! Primary and Secondary drive clusters' gone cold sir!"*

*- Bridge recording of Master Steersman Ennis,  
ONI enquiry #11231 on the loss of the UCMS  
Tower Hill, 2671*

# DRIVE HACK

## PLAY

When an enemy Battlegroup activates.

## TARGET

One enemy ship in that Battlegroup.

## EFFECT

Roll 1 dice:

1-3: This ship reduces its base Thrust by 50%.

4-6: This ship reduces its base Thrust to 0 for the remainder of the turn. It may still turn and go on special orders.

*"Activate sub-routine.  
Drop their anchors for them."*



# ELECTRO-MAG DEFLECTORS

## PLAY

During the Cleanup Stage of the Planning Phase.

## TARGET

One friendly ship.

## EFFECT

This ship gains Passive Countermeasures (4+) until the beginning of the next turn and gains a Minor Spike.

*"Sure, we could target the damn ship OK.  
But what use is that when none of our weapons  
do any damage?"*

# ELECTRO-MAG DEFLECTORS

## PLAY

During the Cleanup Stage of the Planning Phase.

## TARGET

One friendly ship.

## EFFECT

This ship gains Passive Countermeasures (4+) until the beginning of the next turn and gains a Minor Spike.

*"Something's stopping our shots getting through! Double down on the generators - blast that bastard out of the sky!"*

# ELITE GROUND FORCES

## PLAY

During the Cleanup Stage of the Planning Phase.

## TARGET

One Cluster or Space Station.

## EFFECT

All friendly Ground Assets in this Cluster or Space Station gain a -1 modifier to their armour value for the remainder of the turn.

*"One must expect all PHR ground forces to exhibit superior equipment, training and survivability to Colonial equivalents. A prudent Commander must therefore rely on superior numbers to carry the issue."*

# ELITE GROUND FORCES

## PLAY

During the Cleanup Stage of the Planning Phase.

## TARGET

One Cluster or Space Station.

## EFFECT

All friendly Ground Assets in this Cluster or Space Station gain a -1 modifier to their armour value for the remainder of the turn.

*"Sarge, you've never seen nothin' like it!  
Their bodies were all metal! Made these weird  
spikes - took out Khatri before we knew what  
was happening!"*

# ELITE GROUND FORCES

## PLAY

During the Cleanup Stage of the Planning Phase.

## TARGET

One Cluster or Space Station.

## EFFECT

All friendly Ground Assets in this Cluster or Space Station gain a -1 modifier to their armour value for the remainder of the turn.

*/deploying immortals/  
/anticipating 1.31% chance of  
effective resistance/*

# MASSED WEAPON BANKS

## PLAY

During the Cleanup Stage of the Planning Phase.

## TARGET

All friendly ships on the table.

## EFFECT

Any weapon system on these ships with "calibre" in their name gain the Fusilade (2) special rule.

*"Your opposition is noble, but ultimately, misplaced. Death awaits you."*

*- Attributed to Grand Director Octavia Rhee,*

*2671*

# NANOMACHINE COLONIES

## **PLAY**

During the Cleanup Stage of the Planning Phase.

## **TARGET**

One friendly ship.

## **EFFECT**

The targeted ship gains the Regenerate (3) special rule for the rest of the game.

*"A twisting and intricate web of pure technology.  
Life through advancement."*

# NANOMACHINE COLONIES

## PLAY

During the Cleanup Stage of the Planning Phase.

## TARGET

One friendly ship.

## EFFECT

The targeted ship gains the Regenerate (3) special rule for the rest of the game.

*/nanomachine cleanse in progress/*



# UNREAL TOUGHNESS

## PLAY

When a ship would roll on the Catastrophic Damage table.

## TARGET

One friendly ship.

## EFFECT

Do not roll on the Catastrophic Damage table. This ship is not destroyed. Instead in continues on 1 Hull Point and is destroyed at the end of the Damage Control Phase.

If this ship takes further damage this turn, it is destroyed - roll on the Catastrophic Damage table as normal.

*"We hammered the apparently crippled Code Eternal with volley after volley. She simply refused to do the decent thing and die."*

*- Gunner Lieutenant Singh,  
UCMS Soldier of Fortune, 2671*

# ESPIONAGE

## PLAY

When an Opponent plays a Command Card.

## TARGET

One Enemy Command Card use.

## EFFECT

You may negate the effects of this enemy Command Card.

*"We know you better than you know yourself."*

*- High Director Gaius Chau*

# ESPIONAGE

## PLAY

When an Opponent plays a Command Card.

## TARGET

One Enemy Command Card use.

## EFFECT

You may negate the effects of this enemy Command Card.

*"The Republic have operatives everywhere."*

# ESPIONAGE

## PLAY

When an Opponent plays a Command Card.

## TARGET

One Enemy Command Card use.

## EFFECT

You may negate the effects of this enemy Command Card.

*"Madam President, if we wanted you dead, you would be so already."*

*- Segment of classified recording, Aurum, 2672*

# ESPIONAGE

## PLAY

When an Opponent plays a Command Card.

## TARGET

One Enemy Command Card use.

## EFFECT

You may negate the effects of this enemy Command Card.

*"Every house, every street, every city. For the past hundred years they've been watching us all!"*

*- Overheard on Promesia*

# TAKING THE INITIATIVE

## **PLAY**

On the activation of an enemy Battlegroup.

## **TARGET**

One friendly group.

## **EFFECT**

You may prematurely activate a single Group in any friendly Battlegroup; The Group may only choose standard orders. This Group must complete its actions before the enemy Battlegroup can continue with its actions.

*"And now, you die."*

# TAKING THE INITIATIVE

## PLAY

On the activation of an enemy Battlegroup.

## TARGET

One friendly group.

## EFFECT

You may prematurely activate a single Group in any friendly Battlegroup; The Group may only choose standard orders. This Group must complete its actions before the enemy Battlegroup can continue with its actions.

*/chances of success estimated at 18.55%/  
/direct assault not recommended/  
"Sometimes you have to take those odds."*

# MASS TRANSIT SYSTEM

## PLAY

During the Cleanup Stage of the Planning Phase.

## TARGET

Any two Sectors in two different Clusters within 24" of each other (may not target Space Stations).

## EFFECT

These Sectors count as Linked for the rest of the game: Ground Asset tokens may move between these linked Sectors as if they were in the same Cluster.

*"Efficient use of enemy infrastructure.  
Denial combined with gains. Excellent  
application, Vizier."*



# MASS TRANSIT SYSTEM

## PLAY

During the Cleanup Stage of the Planning Phase.

## TARGET

Any two Sectors in two different Clusters within 24" of each other (may not target Space Stations).

## EFFECT

These Sectors count as Linked for the rest of the game: Ground Asset tokens may move between these linked Sectors as if they were in the same Cluster.

*/modifications complete/  
/transit network upgrade at full capacity/  
/ready to redeploy sirens/*

# RE-CALIBRATED TARGETING

## PLAY

After rolling to hit during a shooting action.

## TARGET

One friendly ship.

## EFFECT

Choose one weapon system on this ship. This weapon may re-roll missed rolls to hit this turn (may not target close action weapons or Launch Assets). If this card is played on a weapon with the Burnthrough special rule, it only applies to the first roll.

*"Having a large number of guns does not preclude accuracy."*

# RE-CALIBRATED TARGETING

## PLAY

After rolling to hit during a shooting action.

## TARGET

One friendly ship.

## EFFECT

Choose one weapon system on this ship. This weapon may re-roll missed rolls to hit this turn (may not target close action weapons or Launch Assets). If this card is played on a weapon with the Burnthrough special rule, it only applies to the first roll.

*/ai systems assuming direct control of ordnance/  
/automatic tracking enabled/*

# EXPERT REPAIR CREWS

## PLAY

During the Damage Control Phase.

## TARGET

One friendly ship.

## EFFECT

All Crippling damage results on target ship are repaired without rolling. Persistent effects that cannot be repaired (e.g. from Corruptor weapons) are not repaired. In addition, the ship regains 2 hull points up to its starting Hull value.

*"Nanomachines... As if they weren't tough enough already!"*

# EXPERT REPAIR CREWS

## PLAY

During the Damage Control Phase.

## TARGET

One friendly ship.

## EFFECT

All Crippling damage results on target ship are repaired without rolling. Persistent effects that cannot be repaired (e.g. from Corruptor weapons) are not repaired. In addition, the ship regains 2 hull points up to its starting Hull value.

*/automated repair operational/  
/deploying nanomachines/*

# EXPERT REPAIR CREWS

## PLAY

During the Damage Control Phase.

## TARGET

One friendly ship.

## EFFECT

All Crippling damage results on target ship are repaired without rolling. Persistent effects that cannot be repaired (e.g. from Corruptor weapons) are not repaired. In addition, the ship regains 2 hull points up to its starting Hull value.

*/new weapon system encountered/  
/applying artificial learning protocols/  
/optimal repair procedure acquired/*

# EXPERT REPAIR CREWS

## PLAY

During the Damage Control Phase.

## TARGET

One friendly ship.

## EFFECT

All Crippling damage results on target ship are repaired without rolling. Persistent effects that cannot be repaired (e.g. from Corruptor weapons) are not repaired. In addition, the ship regains 2 hull points up to its starting Hull value.

*"The Republic pride themselves on having the best of the best in every position. One of their crew is worth ten of ours. And those smug bastards know it."*

*- Admiral Keen*

# ADMIRAL'S DIRECTIVE

## PLAY

In the Activation Phase after both players have revealed a Strategy Card.

## TARGET

Your revealed Strategy Card.

## EFFECT

The Strategy Rating of your revealed Battlegroup gains a -4 modifier.

*"Plans change with circumstance. An inflexible leader perishes with the waning tide."*



# ADMIRAL'S DIRECTIVE

## PLAY

In the Activation Phase after both players have revealed a Strategy Card.

## TARGET

Your revealed Strategy Card.

## EFFECT

The Strategy Rating of your revealed Battlegroup gains a -4 modifier.

*/high director requesting open comms/*

# INTENSIFY POINT DEFENCE

## PLAY

Before rolling for Point Defence.

## TARGET

One Friendly ship.

## EFFECT

This ship gains a -1 modifier to the roll required for its Point Defence for this roll.

*"We are quite safe, Emissary Cassius. Observe."*

# INTENSIFY POINT DEFENCE

## PLAY

Before rolling for Point Defence.

## TARGET

One Friendly ship.

## EFFECT

This ship gains a -1 modifier to the roll required for its Point Defence for this roll.

*"She might not look like much, Ensign, but that armour isn't just smooth panels. Barely a fighter can get close to one of those whales without being shot down."*

# INTENSIFY POINT DEFENCE

## PLAY

Before rolling for Point Defence.

## TARGET

One Friendly ship.

## EFFECT

This ship gains a -1 modifier to the roll required for its Point Defence for this roll.

*/recalibrate sub-surface laser grid/  
/panels 300-790 direct fire/*

# DISSIPATE ENERGY

## PLAY

During the Cleanup Stage of the Planning Phase.

## TARGET

One Friendly ship.

## EFFECT

Remove all Energy Spikes from this ship.

*"Divert heat from starboard battery to internal well, then absorb. We must not permit return of fire, however crippled the target might be."*

# DISSIPATE ENERGY

## PLAY

During the Cleanup Stage of the Planning Phase.

## TARGET

One Friendly ship.

## EFFECT

Remove all Energy Spikes from this ship.

*/sealing crewed cabins/  
/venting excess heat/*

# JAM COMMS

## PLAY

When an Opponent chooses orders for one Group.

## TARGET

This Enemy Group.

## EFFECT

The targeted Group may not use Special Orders this turn and must go on Standard Orders instead.

*"How does it feel Captain, to be alone in the void? Your fleet can no longer hear your pleas.*

*Do you wish to surrender now?"*

*- Recorded offer of clemency before the destruction of the UCMS Starborn*

# LAUNCH CHAFF

## PLAY

On the activation of an Enemy Battlegroup.

## TARGET

One Friendly ship.

## EFFECT

This ship counts as having a base signature of 0 for the duration of the Enemy activation. Energy Spikes and other effects that alter Signature still apply.

*"Engage thermal damping systems and deploy Warm Drones. Time to disappear."*



# LAUNCH CHAFF

## PLAY

On the activation of an Enemy Battlegroup.

## TARGET

One Friendly ship.

## EFFECT

This ship counts as having a base signature of 0 for the duration of the Enemy activation. Energy Spikes and other effects that alter Signature still apply.

*/holographic drone suite active/*

# LAUNCH CHAFF

## PLAY

On the activation of an Enemy Battlegroup.

## TARGET

One Friendly ship.

## EFFECT

This ship counts as having a base signature of 0 for the duration of the Enemy activation. Energy Spikes and other effects that alter Signature still apply.

*"Where did they go? Systems are scrambled!"*

# ORBITAL TARGETING MATRIX

## PLAY

On the Activation of a Friendly Battlegroup.

## TARGET

One Friendly Group in this Battlegroup.

## EFFECT

For the remainder of the activation, this Group's weapon systems do not suffer any penalties for firing from High to Low Orbit or form Low to High Orbit.

*"We were totally outclassed. I've no shame in admitting it. Raking our belly like that was one hell of manoeuvre."*

*- Barroom AV log used by Office of Morale and Media in disciplinary hearing of Captain Cano, 2672*

# ORBITAL TARGETING MATRIX

## PLAY

On the Activation of a Friendly Battlegroup.

## TARGET

One Friendly Group in this Battlegroup.

## EFFECT

For the remainder of the activation, this Group's weapon systems do not suffer any penalties for firing from High to Low Orbit or form Low to High Orbit.

*/calculating curvature of planet/  
/reallocating system dump/  
/calculation complete/  
/weapons ready/*

# SKILFUL SHOT

## PLAY

Before rolling on the damage location table for a Crippled ship.

## TARGET

One Enemy ship that has been Crippled.

## EFFECT

This roll gains a +2 modifier when rolling on the damage location table for a Crippled ship.

*/accessing target schematic/*

*/beijing class/*

*/key systems and known weak spots analysed*

*/plotting firing solution/*

# SKILFUL SHOT

## PLAY

Before rolling on the damage location table for a Crippled ship.

## TARGET

One Enemy ship that has been Crippled.

## EFFECT

This roll gains a +2 modifier when rolling on the damage location table for a Crippled ship.

*"Sure they're good shots, but half of that is their damn computers!"*

*- Navigator Olsen, off-duty AV log*

# DETONATE DRIVES

## PLAY

When rolling on the Catastrophic Damage table.

## TARGET

One friendly ship.

## EFFECT

This roll automatically counts as a 6 on the Catastrophic Damage table. This may be modified as usual (i.e. ships with a starting Hull value of 10 or more will receive +1).

*"Our mission here is too vital to fail. You may have us encircled, but this shall prove your last folly."*

*- Director Fabius, prior to the destruction of Battlegroup Glaive in the 2nd battle of Shangri-La*

# DETONATE DRIVES

## PLAY

When rolling on the Catastrophic Damage table.

## TARGET

One friendly ship.

## EFFECT

This roll automatically counts as a 6 on the Catastrophic Damage table. This may be modified as usual (i.e. ships with a starting Hull value of 10 or more will receive +1).

*"The Republic never reveals its secrets."*

*/passcode accepted/*

*/awaiting confirmation/*

*"Confirmed."*

*/scorched earth protocol enabled/*



