

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.

"Thier cloaked ships, those cursed spectres of the night, doomed this mission from the outset."

-Excerpt from the opening statement of Commodore Northrop at his Court Martial.

ESPIONAGE

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EFFECT

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"This one sees much, knows much, and acts."

ESPIONAGE

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TARGET

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EFFECT

You may negate the effects of this enemy Command Card.

"We lie in wait, our enemies are numerous, but we are many."

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.

"I don't understand, how did they even know we were here, this mission is classified?"

-data recovered from the wreckage of the UCMS

Oberth

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.

"Captain, they've outmanoeuvred us! Turning at full lock! Brace for impact!"

-Last words of Conning Officer Sanchez, UCMS Brightheart.

TAKING THE INITIATIVE

PLAY

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TARGET

One friendly group.

EFFECT

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"These ones will break your pathetic ship in two and scour it for every viable host."

-Scourge Cutter Corpsegrinder to UCMS Sitak.

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.

"This world is ours, our grip on it is iron, you will not retake it."

-Unidentified Scourge Warrior.

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.

"Resistance cells indicate the Enemy has twisted the pre-war MTR system to their own ends. Expect ground force reinforcements within an hour of planetfall."

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.

*"No matter how much we threw at it,
that damned ship just refused to die!"*

*-Captain Winsor on the famous naval duel
between the battleships UCMS Vendetta and
Lichheart.*

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.

*"These ones will re-route auxilliary systems.
These ones will seal hull breaches in sector R.
These ones will restore power to primary Oculus
Beams."*

EXPERT REPAIR CREWS

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During the Damage Control Phase.

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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.

"I couldn't believe what our scopes were showing, we blew that tentacle clean off, and now it was reattaching itself?" -Gunnery Officer Vasquez after the destruction of the UCMS New Brisbane.

EXPERT REPAIR CREWS

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TARGET

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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.

"We will give them their moment of respite, when repairs are complete we will tear the throat from thier pathetic vessel."

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.

*"They are as predictable as
Wolfrum storms - always deadly
but forever shifting in their wrath."*

-Vice Admiral Jarren, Niccolum Naval College,

2670

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.

"This one is assuming control, this one has seen weakness in the enemy, this one will exploit it."

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.

*"Decimated by fighter screen,
munitions failed to penetrate PD.
Strike failed. Returning to carrier."*

*-Last words of Wing Commander Koenig,
Hammer Squadron.*

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.

"Rerouting life support from non-essential sections to Point Defence"

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.

"All linked ones focus on Point Defence, let none of our foe through. Our survival is imperative."

DISSIPATE ENERGY

PLAY

During the Cleanup Stage of the Planning Phase.

TARGET

One Friendly ship.

EFFECT

Remove all Energy Spikes from this ship.

"One minute she was there, an easy target for my gunnery crew. The next, she vanished from our sensors."

DISSIPATE ENERGY

PLAY

During the Cleanup Stage of the Planning Phase.

TARGET

One Friendly ship.

EFFECT

Remove all Energy Spikes from this ship.

"Initiate excess energy purge, return to standard operating signature. This vessel must remain in the shadows."

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.

"Having our comms cut mid-engagement was chilling, not to mention ruinous."

-Executive Officer Williams, UCMS Byzantium

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.

"We've lost weapons lock sir!"

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.

"Shed scales, scatter their sensors. Prepare to purge excess energy"

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.

"I thought we got them, turns out it was a cloud of junk and they just went invisible again."

-Gunnery Officer aboard the UCMS Persistence.

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 from Low to High Orbit.

"They're underneath us! I can't get a lock! Brace for impact!"

CIC flight recorder audio recovered from the wreck of the UCMS Reliance.

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 from Low to High Orbit.

"One must be mindful of their surroundings, every direction in space is a viable vector of attack."

-Malevolence, shortly before crippling the UCMS Reliance.

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.

"POWER FAILURE. POWER FAILURE. Weapons OFFLINE"

"Shut it Computer! I know!"

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.

"These ones have seen much and many of your vessel. These ones know just where to strike"

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).

*"Enemy ship still closing Sir... core venting...
wait..."*

*-Last words of Officer of Signals Takai, UCMS
Greenfields.*

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).

"This one no longer hears the others, all systems failing. Releasing reactor safety systems. The enemy will burn."

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.

“With unerring skill, the Enemy obliterated our engine banks, leaving us helpless and adrift amid the carnage.”
-Captain Williams, UCMS Redoubt, 2671

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.

"Our prey has become predictable, good. It will make their end all the more swift."

FOR THE SPECIES

PLAY

On the activation of one friendly battlegroup.

TARGET

One ship in this battlegroup.

EFFECT

The targeted ship may Ram this turn, even if it has more than two hull points remaining.

"It's coming straight for us, full speed! Thermal runaway in target drives detected! Sir, it's..."

*-Last transmission of the UCMS Deliverance,
2672.*

FOR THE SPECIES

PLAY

On the activation of one friendly battlegroup.

TARGET

One ship in this battlegroup.

EFFECT

The targeted ship may Ram this turn, even if it has more than two hull points remaining.

"These ones are in agreement, all organic hosts are to evacuate. Our vessel may have fallen, but so will theirs." -Intel gathered from the wreck of the Knifeheart.

ENGINEERED ANARCHY

PLAY

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

TARGET

One opponent's Strategy Deck.

EFFECT

The opponent must immediately shuffle their Strategy Deck. They may not look at the order of their Strategy Cards after shuffling, or for the rest of the turn.

"They came from everywhere, the crew panicked, the Admiral's orders were garbled. It was chaos."

*-Testimony of Communications Officer Gale
after the First Battle of Ferrum, 2671.*

AUGMENTATIONS

PLAY

During the Cleanup stage of the Planning Phase.

TARGET

One Sector or Space Station.

EFFECT

This Sector gains the Orbital Gun weapon profile - though does not change its sector type. If a Space Station is the target of this card, it gains an additional Laser Armament in addition to any it may already have.

"That which they capture, they corrupt."

AUGMENTATIONS

PLAY

During the Cleanup stage of the Planning Phase.

TARGET

One Sector or Space Station.

EFFECT

This Sector gains the Orbital Gun weapon profile - though does not change its sector type. If a Space Station is the target of this card, it gains an additional Laser Armament in addition to any it may already have.

"This one assimilated its host there, this one knows it is well guarded."

KILLING FINESSE

PLAY

During the Cleanup Stage of the Planning Phase.

TARGET

One friendly ship.

EFFECT

All friendly ships may make one turn when on the Weapons Free order this turn.

"They ran rings around my picket formation before we could engage, all while unleashing massed firepower. Once all the screams had died down, I reckoned we only had three ships left."

-Vice Admiral Abbas, UCMS Crown of Steel, 2620

ABANDON ALL HOPE

PLAY

During the Cleanup Stage of the Planning Phase.

TARGET

One opponent.

EFFECT

The targeted opponent must discard D3 Command Cards at random.

"The sight of those things stalking through the void is enough to turn your blood cold"

-Unnamed Admiral, name wiped from service records.

ABANDON ALL HOPE

PLAY

During the Cleanup Stage of the Planning Phase.

TARGET

One opponent.

EFFECT

The targeted opponent must discard D3 Command Cards at random.

"We will make them fear us, it will fracture them, make them easy prey."

ASSIMILATED BIOFORMS

PLAY

During the Cleanup Stage of the Planning Phase.

TARGET

One Cluster with Scourge Ground Assets in it.

EFFECT

All friendly Infantry and Armour tokens in this Cluster gain +1 attack this turn.

"In the second wave came horrors and abominations. Winged monstrosities, serpents... huge walking... things. I pity the infantry, poor bastards." -Heavylift IIB Pilot 1st class Lopez of the Eden Prime landings, 2670.

ASSIMILATED BIOFORMS

PLAY

During the Cleanup Stage of the Planning Phase.

TARGET

One Cluster with Scourge Ground Assets in it.

EFFECT

All friendly Infantry and Armour tokens in this Cluster gain +1 attack this turn.

"They will swiftly discover we are even less gracious hosts on solid ground."

ASSIMILATED BIOFORMS

PLAY

During the Cleanup Stage of the Planning Phase.

TARGET

One Cluster with Scourge Ground Assets in it.

EFFECT

All friendly Infantry and Armour tokens in this Cluster gain +1 attack this turn.

"In looking for hosts for our progeny, we have made some... questionable decisions. However, they are no less us, and will fight tooth, claw, and appendage."

SILENT KILLER

PLAY

When activating one friendly Battlegroup.

TARGET

One ship in this Battlegroup.

EFFECT

This ship gains the Stealth special rule for the remainder of this turn.

"It was there a moment ago Sir... I could have sworn there was a contact..."

SILENT KILLER

PLAY

When activating one friendly Battlegroup.

TARGET

One ship in this Battlegroup.

EFFECT

This ship gains the Stealth special rule for the remainder of this turn.

“They fail to see what is right in front of them. It will be their undoing.”

LEVIATHAN OF THE VOID

PLAY

During the Cleanup Stage of the Planning Phase.

TARGET

One friendly ship.

EFFECT

This ship gains the Beast special rule for the remainder of the game.

"With the greatest respect, Sirs, this was no ordinary adversary. It was like a thing possessed, some ferocious beast from the darkest depths."

-Captain Tang, ONI enquiry #11681 on the loss of Taskforce Siren, Battlefleet Olympus, 2671.

LEVIATHAN OF THE VOID

PLAY

During the Cleanup Stage of the Planning Phase.

TARGET

One friendly ship.

EFFECT

This ship gains the Beast special rule for the remainder of the game.

*"BURN IT, DESTROY IT, THESE ONES WILL
SCOUR THEM FROM THE DARKNESS OF
SPACE"*

EVASIVE MANOEUVRES

PLAY

When an enemy Group has declared its targets for shooting attacks.

TARGET

One friendly ship that is targeted by the attacks.

EFFECT

Any weapons firing at this ship from the enemy Group suffers +1 to their Lock value.

"Slippery little SOB..."

EVASIVE MANOEUVRES

PLAY

When an enemy Group has declared its targets for shooting attacks.

TARGET

One friendly ship that is targeted by the attacks.

EFFECT

Any weapons firing at this ship from the enemy Group suffers +1 to their Lock value.

"We move. Slow are the enemies weapons. They will miss."

EVASIVE MANOEUVRES

PLAY

When an enemy Group has declared its targets for shooting attacks.

TARGET

One friendly ship that is targeted by the attacks.

EFFECT

Any weapons firing at this ship from the enemy Group suffers +1 to their Lock value.

"Organic Hosts, brace for high acceleration."

RELENTLESS ADVANCE

PLAY

When activating a friendly Battlegroup.

TARGET

One Group in this Battlegroup.

EFFECT

All ships in this Group able to move up to their full Thrust value, double their base Thrust value this turn. This Group may not use the "Max Thrust" Special Order this turn. These ships may not fire Close Action weapons or launch any Launch Assets this turn.

"There's no way they could have closed to firing range yet..."

-Last words, Captain Quinn, UCMS Homehearth

RELENTLESS ADVANCE

PLAY

When activating a friendly Battlegroup.

TARGET

One Group in this Battlegroup.

EFFECT

All ships in this Group able to move up to their full Thrust value, double their base Thrust value this turn. This Group may not use the "Max Thrust" Special Order this turn. These ships may not fire Close Action weapons or launch any Launch Assets this turn.

*"These ones will not let them escape, or react.
These ones will strike at their heart so that we
may all drink upon it until nothing is left"*

AGGRESSION

PLAY

On the activation of a friendly ship.

TARGET

Friendly ship.

EFFECT

Until the end of the turn, this ship may re-roll failed rolls to hit when firing at ships or Space Stations within Scan range. This card does not apply to Launch Assets or Close Action weapons.

"You wouldn't think a ship could look mean. But somehow they manage it.."

-Jon Lin - Official War Imager, Office of Morale and Media, 2670.

AGGRESSION

PLAY

On the activation of a friendly ship.

TARGET

Friendly ship.

EFFECT

Until the end of the turn, this ship may re-roll failed rolls to hit when firing at ships or Space Stations within Scan range. This card does not apply to Launch Assets or Close Action weapons.

"One can win a battle before it even begins. All it takes is posture, and a glint in our Oculi."

POINT BLANK DEATH

PLAY

When rolling for the number of attacks on a Close Action weapon.

TARGET

One friendly ship.

EFFECT

The first dice rolled to determine the number of attacks on a Close Action weapon on this ship automatically scores the highest possible value - e.g. if a weapon had D3 attacks, it would count as 3, if it had D6, it would be a 6, if it has 2D6 or more, one of the dice counts as a 6 and the player would roll the other(s). Any additional modifiers are then applied.

"Any equivalent Scourge vessel has superior firepower at close quarters. Standard practice should thus be to maintain distance and engage from long range."

-UCM Naval Combat Manual, Gunnery First Principles, Chapter 1.

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"They seek to keep their distance. This is unwise, they should never have attacked in the first place."

POINT BLANK DEATH

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When rolling for the number of attacks on a Close Action weapon.

TARGET

One friendly ship.

EFFECT

The first dice rolled to determine the number of attacks on a Close Action weapon on this ship automatically scores the highest possible value - e.g. if a weapon had D3 attacks, it would count as 3, if it had D6, it would be a 6, if it has 2D6 or more, one of the dice counts as a 6 and the player would roll the other(s). Any additional modifiers are then applied.

*"Armour will avail you nought if
you are too slow to run. Sensors will
not help if you are too blind to see."
-The Bloody Knave to Hoplite's Helm*

