

# LOCAL RESISTANCE

## PLAY

When any Ground assets are successfully deployed to a Sector by Dropship or Bulk Lander (i.e. not destroyed before landing).

## TARGET

The Sector that the Ground Assets have been deployed into.

## EFFECT

Add 4 additional Friendly Infantry tokens or 2 Armour token to this Sector (you choose which).  
If this Card is prevented from resolving by an Espionage Card then the Opponent that played it gains 2 Infantry tokens in this Sector instead.

*"The Locals? Incredible fighters - rugged, tough, and with a wealth of experience. You just have to hope they're happy to see you..."*

# FIGHTER ACES

## PLAY

At the beginning of the Launch Asset Phase.

## TARGET

All Friendly Fighters launched this turn.

## EFFECT

Fighters launched this turn are not removed when the PD bonus they conferred is used. Instead, they remain in play and continue to confer their bonus until the Launch Fighters step next turn.

*"Say what you like about them,  
those crazies can fly!"*  
- Captain Dean, UCMS Midway

# FIGHTER ACES

## **PLAY**

At the beginning of the Launch Asset Phase.

## **TARGET**

All Friendly Fighters launched this turn.

## **EFFECT**

Fighters launched this turn are not removed when the PD bonus they conferred is used. Instead, they remain in play and continue to confer their bonus until the Launch Fighters step next turn.

*"We've got another run in us yet, folks! Take a breath and then get back in the fight!"*

# NEXT-GEN ARMOUR PLATING

## **PLAY**

During the Cleanup Stage of the Planning Phase.

## **TARGET**

One friendly ship.

## **EFFECT**

This ship may re-roll failed Armour saves this turn.  
This Card has no effect on critical hits or any damage that does not allow Armour saves.

*"Wow, that refit sure was worth it!"*

# NEXT-GEN ARMOUR PLATING

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During the Cleanup Stage of the Planning Phase.

## TARGET

One friendly ship.

## EFFECT

This ship may re-roll failed Armour saves this turn.  
This Card has no effect on critical hits or any damage that does not allow Armour saves.

*"I can think of a hundred places I'd rather have downtime than a shipyard, but that new hull sure is shiny."*

# NAVAL INTELLIGENCE

## PLAY

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

## TARGET

One Opponent's Strategy Deck and your Strategy Deck.

## EFFECT

You may look at the order that the player's Strategy Deck is placed in (face up so that you can see what is in each Battlegroup). Once done, you may re-stack your Strategy Deck in a new order.

*"Not the contradiction in terms it once was..."*

# INFILTRATE AND SABOTAGE

## PLAY

During the Cleanup Stage of the Planning Phase.

## TARGET

Any one Cluster or Space Station (you may target Clusters or Space Stations where you have Friendly Ground Assets deployed).

## EFFECT

Each Sector in this Cluster takes D3 damage with no Armour saves allowed. Space Stations take D6 damage instead, with no Armour saves allowed. Roll for collateral damage as if the Sector had been damaged by a shooting attack.

*"MF-R 1 to base. Mission successful and targets neutralised - calling for extraction."*

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During the Cleanup Stage of the Planning Phase.

## TARGET

Any one Cluster or Space Station (you may target Clusters or Space Stations where you have Friendly Ground Assets deployed).

## EFFECT

Each Sector in this Cluster takes D3 damage with no Armour saves allowed. Space Stations take D6 damage instead, with no Armour saves allowed. Roll for collateral damage as if the Sector had been damaged by a shooting attack.

*"Admiral, we suffered heavily casualties, but Taskforce Europa is extracted. Ready to blow charges on your signal."*



# SHIPS OF THE RECONQUEST

## **PLAY**

During the Cleanup Stage of the Planning Phase.

## **TARGET**

One friendly Battlegroup.

## **EFFECT**

When scoring this turn, claiming ships of Tonnage M, H or S in this Battlegroup count their Tonnage value as 5 higher than normal.

*"This fleet is designed for conquest,  
from the keel up."*

*- Supreme Admiral Halsey, 2668*

# SHIPS OF THE RECONQUEST

## PLAY

During the Cleanup Stage of the Planning Phase.

## TARGET

One friendly Battlegroup.

## EFFECT

When scoring this turn, claiming ships of Tonnage M, H or S in this Battlegroup count their Tonnage value as 5 higher than normal.

*"There's nothing I like more than seeing the full might of Aurum."*

# COLONIAL LEGIONS

## PLAY

At the start of the Ground Combat Phase.

## TARGET

Any Cluster or Space Station.

## EFFECT

Any Infantry and Armour tokens in this Cluster or Space Station may re-roll any Armour saves taken this turn while in this Cluster or Space Station.

*"They're called Legions for a reason..."*

*- Supreme Marshal Zachiev, 2670*

# COLONIAL LEGIONS

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At the start of the Ground Combat Phase.

## **TARGET**

Any Cluster or Space Station.

## **EFFECT**

Any Infantry and Armour tokens in this Cluster or Space Station may re-roll any Armour saves taken this turn while in this Cluster or Space Station.

*"The Green Angels are here!"*

# COLONIAL LEGIONS

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At the start of the Ground Combat Phase.

## TARGET

Any Cluster or Space Station.

## EFFECT

Any Infantry and Armour tokens in this Cluster or Space Station may re-roll any Armour saves taken this turn while in this Cluster or Space Station.

*"40,000 troops landed in day one. Casualties currently at 24%. We're on track to meet estimates.*

# FORMATION DEFENCE

## PLAY

During the Cleanup Stage of the Planning Phase.

## TARGET

All ships in one Friendly Group.

## EFFECT

Until their next activation, all ships in this Group that do not already have Aegis gain the 'Aegis (3)' special rule.

*"Overlapping fields of defence fire create an impenetrable mesh - nothing gets through."*

# FORMATION DEFENCE

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During the Cleanup Stage of the Planning Phase.

## TARGET

All ships in one Friendly Group.

## EFFECT

Until their next activation, all ships in this Group that do not already have Aegis gain the 'Aegis (3)' special rule.

*"Scramble jets, counter-measure pattern. Don't let anything through - the Capital ship needs our support."*

# ATMOSPHERIC BOMBING RUN

## PLAY

When Launching Bombers in the Launch Asset Phase.

## TARGET

One Friendly ship in Low Orbit.

## EFFECT

Bombers launched from this ship gain the 'Atmospheric' and 'Air-to-Air' special rules until the end of the turn. Their target(s) must be within Thrust range (they may not double Thrust).

*"We carry a small compliment of Dominion Heavy Bombers for atmospheric strikes - tactical flexibility and capability are key to victory."*

*- Commander Prior, Flight Deck, UCMS Carpe Noctum*



# ATMOSPHERIC BOMBING RUN

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*"Ma'am the Anvils have scored a break in the defence HALO. Shall I launch bombers?"*

# MASS DRIVER VOLLEY

## PLAY

On the activation of one Friendly Battlegroup.

## TARGET

All ships in this Battlegroup.

## EFFECT

All of these ship's weapons with 'Mass Driver' in the name gain +1 to their Attack value for this turn.

*"Ready a full turret barrage, maximum ROF, full power. Unleash hell on my mark... FIRE!"*

# MASS DRIVER VOLLEY

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All ships in this Battlegroup.

## EFFECT

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*"Targets lined up, all power redirected. Ready to tear them up!"*

# MASS DRIVER VOLLEY

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On the activation of one Friendly Battlegroup.

## TARGET

All ships in this Battlegroup.

## EFFECT

All of these ship's weapons with 'Mass Driver' in the name gain +1 to their Attack value for this turn.

*"Gunnery Sergeant Ky, we bestow this medal to you for - if you'll allow me to paraphrase - sticking more lead to the jellies than we've ever seen!"*

# OVERCHARGE LASERS

## PLAY

On the activation of one Friendly Battlegroup.

## TARGET

One Friendly ship.

## EFFECT

This ship may fire a single weapon with the Burnthrough special rule twice this turn. This counts as only firing 1 weapon. This ship may not fire any weapons next turn.

*"Damn the failsafes - I want that ship killed Simmons! They burn, we overheat, we win. Keep that power coming!"*

*- Gunner Lieutenant Hendricks, UCMS Aurora, 2671*

# OVERCHARGE LASERS

## PLAY

On the activation of one Friendly Battlegroup.

## TARGET

One Friendly ship.

## EFFECT

This ship may fire a single weapon with the Burnthrough special rule twice this turn. This counts as only firing 1 weapon. This ship may not fire any weapons next turn.

+++POWER DRAIN AT 90%+++

*"Fire now, before the oxygen cuts out too!"*

# SUPERIOR NUMBERS

## PLAY

Cleanup Stage of the Planning Phase.

## TARGET

One friendly Battlegroup.

## EFFECT

You gain either 1 Rio Cruiser or 3 Toulon Frigates. They become part of the targeted Battlegroup. They do not join any existing Groups, but make a new Group in this Battlegroup. Do not add their Strategy Rating to the overall Strategy Rating of the Battlegroup. This Group gains the Outlier Special Rule. This Group starts the turn In Readiness.

*"We have created the ultimate military-industrial society. With it, we will reap vengeance, and re-conquer our homelands.  
- President Bellaque, 2668*

# GUNNERY MASTERS

## PLAY

On the activation of a friendly Battlegroup.

## TARGET

One friendly Group.

## EFFECT

Ships in this Group may fire one more weapon system than normal (when not on the Weapons Free special order). Ships that do so gain a Minor Spike.

*"Coordinate fire from multiple turrets while at full manoeuvre and inverted? Aye Sir."*

*- Gunnery Lieutenant Tanis, UCMS Constance, 2672.*



# GUNNERY MASTERS

## PLAY

On the activation of a friendly Battlegroup.

## TARGET

One friendly Group.

## EFFECT

Ships in this Group may fire one more weapon system than normal (when not on the Weapons Free special order). Ships that do so gain a Minor Spike.

*"I'm adjusting aim for gravitational curve. It's only a fraction, ma'am, but damn the textbook, just trust me on this."*

# 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.

*"Where have my plans gone?"*

# 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 Abandonists aren't the only ones with spies. Let's see how they get on now!"*

# 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.

*"Just goes to show that even Shaltari can fall into a trap, provided it's set properly."*

# 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.

*"These plans have the Kalium seal on them.  
Please don't tell me you did something  
extremely stupid, Munroe."*

# 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.

*Admiral, this is Captain Hokido. Permission to engage targets of opportunity?"*

# 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.

*"To hell with formation, we get one shot at this!"*

# 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.

*"Load the men into the Hyper-Rail. Command's got more targets for us the next city over."*



# 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.

*"It's a good think those Resistance cells were friendly - we'd have never cleared out the subway in time."*

# 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.

*"Target aft, quadrant 4. Adjust 0.5 X, 2.0 Y, -1.0 Z.  
Fire!"*

# RE-CALIBRATED TARGETING

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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.

+++CALIBRATION COMPLETE+++

+++UPGRADES TO TARGETING SYSTEM ARE  
AVAILABLE. WOULD YOU LIKE TO RUN AN  
UPDATE NOW?+++

# 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.

*“Teams 5 and 9 to Deck 17, prow section. Hull breach! Hull breach!”*

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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.

*"I didn't survive the Olympus landings to get blown up in this empty system, now pass me that sealer!"*

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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.

*"217 encounters and counting."*

*"What?"*

*"Oh, just chalking another one up."*

# 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.

+++WARNING HULL BREACH+++

*"Yeah yeah I know! I don't come to work in an atmo suit for the convenience!"*

# 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 is your Admiral speaking - Battlegroup  
Sword: Disregard sealed orders an engage  
enemy formation on left flank. All speed and  
good hunting!"*



# 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.

*"Sword & Shield, do you read me? Disregard all previous orders - I have a special task for you."*

# 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.

*"Amplify forward firepower!"*

# 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.

*"Starboard side, double laser frequency, you have new arrivals heading your way."*

# 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.

*"Jury-rigging the lasers together isn't going to earn us any respect from the engineers back home, but at least we'll make it back again!"*

# DISSIPATE ENERGY

## PLAY

During the Cleanup Stage of the Planning Phase.

## TARGET

One Friendly ship.

## EFFECT

Remove all Energy Spikes from this ship.

*"Flush coolant, jettison ventral heat sink! Enemy battleship has weapons lock!"*

# DISSIPATE ENERGY

## PLAY

During the Cleanup Stage of the Planning Phase.

## TARGET

One Friendly ship.

## EFFECT

Remove all Energy Spikes from this ship.

*"Emergency vent in progress, Captain. Give it a minute and we'll be dark again."*

# 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.

*"Sir, Enemy signal modulation encoded!"*

*"Good. Let's see how they like static..."*

# 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.

*"Fire all flares and sensor shadows - let's see 'em get a lock through that!"*



# 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.

*"You know the mining samples we picked up?  
Flush them, that'll send their sensors haywire."*

# 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.

*"Yes, lance-corporal, I do in fact know what I'm doing. Launch flares to the fore - we might take a little paint damage, but it'll scramble any locks."*

# 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.

*"Passing above target in 5. Prepare to execute 90 degree roll to starboard and open fire. Time to rain the pain."*

# 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.

*"Coordinate laser guidance with ground forces, that'll give us a crystal clear angle."*

# 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.

*"Target ship's drives offline! Great shot kid! Now, time to close for the coup de grace."*

# 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.

*“Those Shaltari ships may be colourful, but all those dots just show you exactly where to aim for the most damage.”*

# 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).

*"It's been an honour serving with you. For mankind, we'll make our end mean something!"*

*- Captain Cain - UCMS Viceroy,  
Fortitude Star recipient.*

# 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).

*"If you wanted to live forever, you shouldn't have enlisted in the first place! For the Colonies!"*



