Arborec-(8-9(x2)-1-5)

Ground Forces in this system are also treated as structures; PRODUCTION 5; SUSTAIN DAMAGE

Argent Flight (8-5(x2)-2-4)

When you spend resources to produce this unit, you may remove any number of destroyers from the game board. For each unit removed, reduced the resources spent by 2; ANTIFIGHTER BARRAGE 4(X4); SUSTAIN DAMAGE

Barony of Letnev (8-5(x2)-2-3)

"Direct Hit" cards are no longer effective against this type of ship. At the start of each space combat round, repair this ship; BOMBARDMENT 5(X3); SUSTAIN DAMAGE

Clan of Saar (8-9(x2)-1-3)

Units produced in this system may be placed in adjacent systems with no other player’s ships; SUSTAIN DAMAGE

Embers of Muaat (?-?-?-?)

This unit copies the stats and abilities of your warsun unit

Emirates of Hacan (8-7(x2)-1-3)

You may damage this unit at any time during the action phase, then perform a transaction with a player who has a unit is in this system or an adjacent system; SUSTAIN DAMAGE

Empyrean (8-5(x2)-1-3)

After assigning hits, you may repair any number of your units with SUSTAIN DAMAGE. For each unit repaired, pay 1 trade good; SUSTAIN DAMAGE

Federation of Sol (8-5(x2)-1-∞)

At the end of the status phase, move 1 ground force from this system onto any planet you control; SUSTAIN DAMAGE

Ghosts of Creuss (8-5(x2)-2-3)

This ship’s system contains one of every wormhole. During movement, this ship may move before or after your other ships; SUSTAIN DAMAGE

L1Z1X (8-5(x2)-?-5)

This unit is treated as a dreadnought and gains the movement value of your dreadnought unit. During space combat, hits produced by this ship and by your dreadnoughts in this system must be assigned to non-fighter ships if able; SUSTAIN DAMAGE

Mahact (8-5(x2)-1-3)

During combat against an opponent whose command token is not in your fleet pool, apply +2 to the results of this unit’s combat rolls. During combat against an opponent whose command token is in your fleet pool, apply +2 to the results of your other unit’s combat rolls in this system; SUSTAIN DAMAGE

Mentak (8-7(x2)-?-3)

This unit is treated as a cruiser and gains the movement value of your cruiser unit. Other players’ ships in this system cannot use SUSTAIN DAMAGE; SUSTAIN DAMAGE

Naalu (8-7(x2)-1-6)

At the start of a space combat, you may remove a fighter, then produce this unit. During invasion in this system, you may commit fighters to planets as if they were ground forces. After you gain control of the planet, return those units to the space area; SUSTAIN DAMAGE

Naaz-Rokha (8-9(x2)-1-4)

Your mechs in this system roll 1 additional die during combat. Apply +X to the results of your mechs’ combat rolls where X is the number of relics currently in your possession.

Nekro Virus (8-9(x2)-1-3)

At the start of a space combat, choose any number of your ground forces in this system to participate in that combat as if they were ships. During space combat, you may assign hits produced by this ship and by your ground forces to your opponent’s ground forces in the space area of the active system; SUSTAIN DAMAGE

Nomad (8-7(x2)-1-3)

You may treat this unit as if it were adjacent to systems that contain one or more of your mechs. During movement, this ship may move after your other ships; ANTI-FIGHTER BARRAGE 8(X3); SUSTAIN DAMAGE

Sardakk (8-6(x2)-1-3)

Apply +1 to the result of each of your other unit’s combat rolls in this system and adjacent systems. Ground forces in the space area of this system are treated as being on a planet; SUSTAIN DAMAGE

Titans of Ul (8-7(x2)-1-3)

DEPLOY: After you activate a system that contains 1 or move of your PDS, you may replace of those PDS with this unit. Sleeper tokens in this system are not removed with the use of your AWAKEN faction ability; SUSTAIN DAMAGE

Jol-Nar (8-6(x2)-1-3)

When making combat rolls in this system, each result of 10, before applying modifiers, produce 2 additional hits; SUSTAIN DAMAGE

Vuil-Raith Cabal (8-5(x2)-1-3)

Capture all other non-structure units that are destroyed in this unit’s system including your own. Opponent’s fighters and infantry captured in this way have their plastic units captured, rather than the tokens; BOMBARDMENT 5; SUSTIAN DAMAGE

Winnu (8-9-1-3)

When this unit makes a combat roll, it rolls an additional number of dice equal to the number of dice your opponent is rolling; SUSTAIN DAMAGE

Xxcha (8-7(x2)-1-3)

You may use this unit’s SPACE CANNON against ships that are in adjacent systems. When making space cannon rolls in which this unit is participating, you may spend 1 strategy token, then space cannon dice rolled produce a hit regardless of the number showing.

Yin (8-9(x2)-?-3)

This unit is treated as a destroyer and has the movement value of your destroyer unit. When this ship is destroyed, destroy all ships in this system; SUSTAIN DAMAGE

Yssaril (8-9(x2)-1-3)

When another player activates this system, no other players may play action cards till the end of the active player’s tactical action; SUSTAIN DAMAGE