

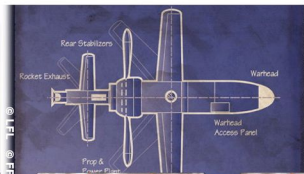
AERIAL HARPOON

3

ATTACK: Attack 1 ship in your forward firing arc. If this attack hits, the defender suffers 1 damage and receives 1 snare token, and you receive 1 stall token. Then cancel all dice results.

1-3

3



AERIAL HARPOON

3

ATTACK: Attack 1 ship in your forward firing arc. If this attack hits, the defender suffers 1 damage and receives 1 snare token, and you receive 1 stall token. Then cancel all dice results.

1-3

3



AUTOCANNON

4

ATTACK: Attack 1 ship in your forward firing arc, changing all of your critical damage dice results to damage dice results.

2-3

7



AUTOCANNON

4

ATTACK: Attack 1 ship in your forward firing arc, changing all of your critical damage dice results to damage dice results.

2-3

7



FLAK CANNON

3

ATTACK: Attack 1 small ship in your forward firing arc. If this attack hits, assign 1 stress token to the defender and all other ships at Range 1 of it.

2-3

5



FLAK CANNON

3

ATTACK: Attack 1 small ship in your forward firing arc. If this attack hits, assign 1 stress token to the defender and all other ships at Range 1 of it.

2-3

5



GATLING CANNON

4

ATTACK: Attack 1 ship in your forward firing arc. You cannot modify your attack dice.

2-3

4



GATLING CANNON

4

ATTACK: Attack 1 ship in your forward firing arc. You cannot modify your attack dice.

2-3

4



MAGAZINE SWITCHER

Your upgrade bar gains 1 ammo slot.

0



MAGAZINE SWITCHER

Your upgrade bar gains 1 ammo slot.

0



MANGLER CANNON

3

ATTACK: Attack 1 ship in your forward firing arc. When attacking, you may change 1 of your damage dice results to a critical damage dice result.

1-3

5



MANGLER CANNON

3

ATTACK: Attack 1 ship in your forward firing arc. When attacking, you may change 1 of your damage dice results to a critical damage dice result.

1-3

5



ROCKET LAUNCHER

You may equip up to 2 missile upgrades to this upgrade, paying their usual cost.

1



ROCKET LAUNCHER

You may equip up to 2 missile upgrades to this upgrade, paying their usual cost.

1



TANK GUN

4

ATTACK: Remove a tracking token from this upgrade to attack 1 ship in your forward firing arc. If this attack hits, assign 1 faceup Damage card to the defender. Then cancel all dice results.

2-3

Action: Place a tracking token on this upgrade.

6



TANK GUN

4

ATTACK: Remove a tracking token from this upgrade to attack 1 ship in your forward firing arc. If this attack hits, assign 1 faceup Damage card to the defender. Then cancel all dice results.

2-3

Action: Place a tracking token on this upgrade.

6



TESLA PROJECTOR

1

ATTACK: Place a range ruler flat, extending away from your ship, flush with any edge, then roll 1 attack die. On a focus, damage, or critical damage dice result, all ships overlapped by the range ruler suffer 1 damage and receive 1 stall token. Then roll 2 attack dice and you suffer any damage and critical damage rolled.

1-3

Action: Place 1 tracking token on this upgrade.

8



TESLA PROJECTOR

1

ATTACK: Place a range ruler flat, extending away from your ship, flush with any edge, then roll 1 attack die. On a focus, damage, or critical damage dice result, all ships overlapped by the range ruler suffer 1 damage and receive 1 stall token. Then roll 2 attack dice and you suffer any damage and critical damage rolled.

1-3

Action: Place 1 tracking token on this upgrade.

8

