

0TP

LIGHT SPEED



Movement costs half TP this order.



LIGHT MECH

1U**0TP**

LIGHT SPEED



Movement costs half TP this order.



LIGHT MECH

1U**0TP**

LIGHT SPEED



Movement costs half TP this order.



LIGHT MECH

1U**0TP**

SWIFT JUMP



Move up or down one level of terrain or cross one hex of rough terrain this order, once revealed, may play a second same card or jump jet card from your hand.



SWIFT

0U**0TP**

SWIFT JUMP



Move up or down one level of terrain or cross one hex of rough terrain this order, once revealed, may play a second same card or jump jet card from your hand.



SWIFT

0U**2TP**

SWIFT RECOUP



Add a card from your discard pile to your hand.



SWIFT

1U**2TP**

SWIFT RECOUP



Add a card from your discard pile to your hand.



SWIFT

1U**2TP**

PETREL SNIPE



Negate up to 2 miss chances this round.



PETREL

1U**2TP**

PETREL SNIPE



Negate up to 2 miss chances this round.



PETREL

1U