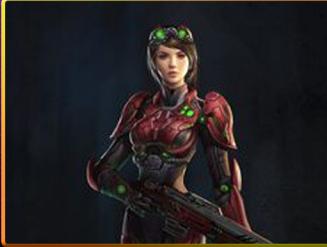
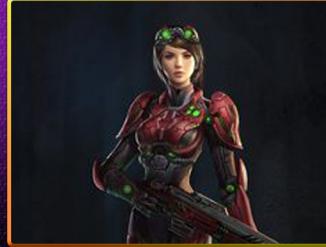
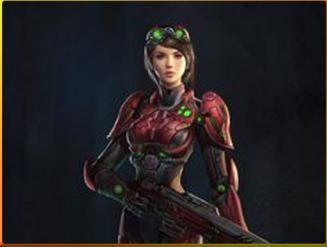


<p>1TP</p> <p>APALIS RECOVERY</p>  <p>Add an armor card from your discard pile to your hand.</p> <p> APALIS  0U</p>	<p>1TP</p> <p>APALIS RECOVERY</p>  <p>Add an armor card from your discard pile to your hand.</p> <p> APALIS  0U</p>	<p>0TP</p> <p>HAAST HEATSINKS</p>  <p>Halve weapon TP costs this round.</p> <p> HAAST  1U</p>
<p>0TP</p> <p>HAAST HEATSINKS</p>  <p>Halve weapon TP costs this round.</p> <p> HAAST  1U</p>	<p>2TP</p> <p>HAAST RESTOCK</p>  <p>Draw two cards.</p> <p> HAAST  0U</p>	<p>2TP</p> <p>HAAST RESTOCK</p>  <p>Draw two cards.</p> <p> HAAST  0U</p>
<p>2TP</p> <p>BLADE MASTER</p>  <p>Energy blade cards played by you this round gain +1 Range.</p> <p> PILOT 01  1U</p>	<p>2TP</p> <p>BLADE MASTER</p>  <p>Energy blade cards played by you this round gain +1 Range.</p> <p> PILOT 01  1U</p>	<p>0TP</p> <p>TACTICAL MANOEUVRE</p>  <p>Move up to 2 hexes freely at the end of the Order.</p> <p> PILOT 01  0U</p>