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**FLECHETTE CANNON****3****ATTACK:** Attack 1 ship.**2D6**  
**1-3**

If this attack hits, the defender suffers 1 damage and, if the defender is not stressed, it also receives 1 stress token. Then cancel all dice results.



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**ION CANNON****3****ATTACK:** Attack 1 ship.**2D6**  
**1-3**

If this attack hits, the defender suffers 1 damage and receives 1 ion token. Then cancel all dice results.



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**ION CANNON****3****ATTACK:** Attack 1 ship.**2D6**  
**1-3**

If this attack hits, the defender suffers 1 damage and receives 1 ion token. Then cancel all dice results.



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**ION CANNON****3****ATTACK:** Attack 1 ship.**2D6**  
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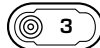
If this attack hits, the defender suffers 1 damage and receives 1 ion token. Then cancel all dice results.



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**ION CANNON****3****ATTACK:** Attack 1 ship.**2D6**  
**1-3**

If this attack hits, the defender suffers 1 damage and receives 1 ion token. Then cancel all dice results.



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**AUTOBLASTER****3****ATTACK:** Attack 1 ship.**2D6**  
**1**

Your \* results cannot be canceled by defense dice.

The defender may cancel \* results before \* results.



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**"MANGLER" CANNON****3****ATTACK:** Attack 1 ship.**2D6**  
**1-3**

When attacking, you may change 1 of your \* results to a \* result.



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**"MANGLER" CANNON****3****ATTACK:** Attack 1 ship.**2D6**  
**1-3**

When attacking, you may change 1 of your \* results to a \* result.



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**"MANGLER" CANNON****3****ATTACK:** Attack 1 ship.**2D6**  
**1-3**

When attacking, you may change 1 of your \* results to a \* result.



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**AUTOBLASTER****3****ATTACK:** Attack 1 ship.**2D6**  
**1**

Your \* results cannot be canceled by defense dice.

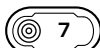
The defender may cancel \* results before \* results.



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**HEAVY LASER CANNON****4****ATTACK:** Attack 1 ship.**2D6**  
**2-3**

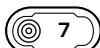
Immediately after rolling your attack dice, you must change all of your \* results to \* results.



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**HEAVY LASER CANNON****4****ATTACK:** Attack 1 ship.**2D6**  
**2-3**

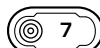
Immediately after rolling your attack dice, you must change all of your \* results to \* results.



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**HEAVY LASER CANNON****4****ATTACK:** Attack 1 ship.**2D6**  
**2-3**

Immediately after rolling your attack dice, you must change all of your \* results to \* results.



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**AUTOBLASTER****3****ATTACK:** Attack 1 ship.**2D6**  
**1**

Your \* results cannot be canceled by defense dice.

The defender may cancel \* results before \* results.

