

2	*Admiral Bright	Red
Character		
CAPTAIN of the Ardor. All ships fighting manned ship are power -2. (Immune to Weary.)		
<small>(C) 2011 Nick Prueths.</small>		
1	*Weapon Specialist Hooper	Red
Character		
FIGHT: Overload manned ship to draw one battle destiny.		
Power +1		
<small>(C) 2011 Nick Prueths.</small>		
0	Defiance	Red
Effect		
FIGHT: Make a starship power +2 (or +4 if at a planet or station location).		
<small>(C) 2011 Nick Prueths.</small>		

1	*Admiral Whitfield	Red
Character		
CAPTAIN of the Justice. Adds 1 to Collateral Damage destiny draws.		
FIGHT: Remove (2) to draw one battle destiny.		
<small>(C) 2011 Nick Prueths.</small>		
0	Defiance	Red
Effect		
FIGHT: Make a starship power +2 (or +4 if at a planet or station location).		
<small>(C) 2011 Nick Prueths.</small>		
0	Evasion Maneuver	Red
Effect		
FIGHT: Make an enemy starship power -3.		
<small>(C) 2011 Nick Prueths.</small>		

1	*Captain Whitley	Red
Character		
CAPTAIN of the Faith. While aboard a frigate, that ship takes not more than one damage per fight.		
<small>(C) 2011 Nick Prueths.</small>		
0	Defiance	Red
Effect		
FIGHT: Make a starship power +2 (or +4 if at a planet or station location).		
<small>(C) 2011 Nick Prueths.</small>		
0	Evasion Maneuver	Red
Effect		
FIGHT: Make an enemy starship power -3.		
<small>(C) 2011 Nick Prueths.</small>		

0	Evasion Maneuver	Red
Effect		
FIGHT: Make an enemy starship power -3.		
(C) 2011 Nick Prueths.		
0	Fire At Will	Red
Effect		
FIGHT: Make a starship power +2 (or +4 if a Red Wing starship).		
(C) 2011 Nick Prueths.		
0	Raise The Stakes	Red
Effect		
FIGHT: Overload a starship to make it power +4.		
(C) 2011 Nick Prueths.		

0	Fire At Will	Red
Effect		
FIGHT: Make a starship power +2 (or +4 if a Red Wing starship).		
(C) 2011 Nick Prueths.		
2	Hide And Seek	Red
Effect		
Play a starship from your draw deck.		
(C) 2011 Nick Prueths.		
0	Raise The Stakes	Red
Effect		
FIGHT: Overload a starship to make it power +4.		
(C) 2011 Nick Prueths.		

0	Fire At Will	Red
Effect		
FIGHT: Make a starship power +2 (or +4 if a Red Wing starship).		
(C) 2011 Nick Prueths.		
2	Hide And Seek	Red
Effect		
Play a starship from your draw deck.		
(C) 2011 Nick Prueths.		
0	Raise The Stakes	Red
Effect		
FIGHT: Overload a starship to make it power +4.		
(C) 2011 Nick Prueths.		

2	*Superiority	Red
Effect		
MAIN: Plays on table (for free if Admiral Whitfield in play). Power bonuses provided by captains are increased by one. Add 1 to each battle destiny drawn by Admiral Whitfield.		
(C) 2011 Nick Prueths.		
1	Armor Plating	Red
Equipment		
Equipped ship may can't be overpowered unless ist power is tripled.		
(C) 2011 Nick Prueths.		
2	Plasma Rays	Red
Equipment		
FIGHT: Overload equipped ship to make it power +1.		
(C) 2011 Nick Prueths.		
Power	+2	
(C) 2011 Nick Prueths.		

2	*Superiority	Red
Effect		
MAIN: Plays on table (for free if Admiral Whitfield in play). Power bonuses provided by captains are increased by one. Add 1 to each battle destiny drawn by Admiral Whitfield.		
(C) 2011 Nick Prueths.		
1	Long-Range Torpedos	Red
Equipment		
FIGHT: If equipped ship is a battleship, discard this equipment to discard an enemy ship.		
(C) 2011 Nick Prueths.		
2	Plasma Rays	Red
Equipment		
FIGHT: Overload equipped ship to make it power +1.		
(C) 2011 Nick Prueths.		
Power	+2	
(C) 2011 Nick Prueths.		

1	Armor Plating	Red
Equipment		
Equipped ship may can't be overpowered unless ist power is tripled.		
(C) 2011 Nick Prueths.		
1	Long-Range Torpedos	Red
Equipment		
FIGHT: If equipped ship is a battleship, discard this equipment to discard an enemy ship.		
(C) 2011 Nick Prueths.		
2	*Faith	Red
Starship - Frigate		
FIGHT: Once per turn, play Evasion Maneuver from your draw deck.		
(C) 2011 Nick Prueths.		
Power	6	Capacity 2
(C) 2011 Nick Prueths.		

2	*Faith	Red
Starship - Frigate		
FIGHT: Once per turn, play Evasion Maneuver from your draw deck.		
Power	6	Capacity 2
(C) 2011 Nick Pruett.		

4	*Justice	Red
Starship - Battleship		
UPKEEP (1). Power +x, where x is the threat of the enemy ship the Justice is fighting.		
Power	9	Capacity 5
(C) 2011 Nick Pruett.		

4	*Justice	Red
Starship - Battleship		
UPKEEP (1). Power +x, where x is the threat of the enemy ship the Justice is fighting.		
Power	9	Capacity 5
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