

2	*Admiral Bright	Red
<div></div>		
Character		
CAPTAIN of the Ardor. All ships fighting manned ship are power -2.		
<small>(C) 2011 Nick Prueths.</small>		
1	*Captain Huber	Red
<div></div>		
Character		
CAPTAIN of the Truth. Each time the Truth wins a fight, discard an attacking ship with power less than 10.		
<small>(C) 2011 Nick Prueths.</small>		
0	Defiance	Red
<div></div>		
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
<div></div>		
Character		
CAPTAIN of the Justice. FIGHT: Remove (2) to draw one battle destiny.		
<small>(C) 2011 Nick Prueths.</small>		
1	*Captain Whitley	Red
<div></div>		
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
<div></div>		
Effect		
FIGHT: Make a starship power +2 (or +4 if at a planet or station location).		
<small>(C) 2011 Nick Prueths.</small>		

1	*Captain Downs	Red
<div></div>		
Character		
CAPTAIN of the Unity. FIGHT: Once per turn, play Fire At Will from your draw deck.		
<small>(C) 2011 Nick Prueths.</small>		
1	*Weapon Specialist Hooper	Red
<div></div>		
Character		
FIGHT: Overload manned ship to draw one battle destiny.		
<small>(C) 2011 Nick Prueths.</small>		
Power		+1
<small>(C) 2011 Nick Prueths.</small>		
0	Defiance	Red
<div></div>		
Effect		
FIGHT: Make a starship power +2 (or +4 if at a planet or station location).		
<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).		
(C) 2011 Nick Prueths.		
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	Evasion Maneuver	Red
Effect		
FIGHT: Make an enemy starship power -3.		
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Effect		
FIGHT: Make an enemy starship power -3.		
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0	Fire At Will	Red
Effect		
FIGHT: Make a starship power +2 (or +4 if a Red Wing starship).		
(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		
MAIN: Plays on table.		
MAIN: Once per turn, add (2) to 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. Ships in your fleet are power +1.		
(C) 2011 Nick Prueths.		

2	*Hide And Seek	Red
Effect		
MAIN: Plays on table.		
MAIN: Once per turn, add (2) to 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. Ships in your fleet are power +1.		
(C) 2011 Nick Prueths.		

0	Raise The Stakes	Red
Effect		
FIGHT: Overload a starship to make it power +4.		
(C) 2011 Nick Prueths.		
0	Raise The Stakes	Red
Effect		
FIGHT: Overload a starship to make it power +4.		
(C) 2011 Nick Prueths.		
1	Armor Plating	Red
Equipment		
Equipping ship may can't be overpowered unless ist power is tripled.		
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1	Armor Plating	Red
Equipment		
Equipping ship may can't be overpowered unless ist power is tripled.		
(C) 2011 Nick Prueths.		
2	Plasma Rays	Red
Equipment		
FIGHT: Overload equipping ship to make it power +1.		
Power +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 Prueths.		

1	Long-Range Torpedos	Red
Equipment		
FIGHT: If equipping ship is a battleship, discard this equipment to discard an enemy ship.		
(C) 2011 Nick Prueths.		
2	Plasma Rays	Red
Equipment		
FIGHT: Overload equipping ship to make it power +1.		
Power +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 Prueths.		

1	Long-Range Torpedos	Red
Equipment		
FIGHT: If equipping ship is a battleship, discard this equipment to discard an enemy ship.		
(C) 2011 Nick Prueths.		
4	*Ardor	Red
Starship - Battleship		
FLAGSHIP. UPKEEP (1). Power +x, where x is the threat of the Ardor's location.		
Power 9		Capacity 6
(C) 2011 Nick Prueths.		
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 Prueths.		

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.		
3	*Unity	Red
Starship - Cruiser		
Power +2 while your fleet consists of three or more ships.		
Power	8	Capacity 3
(C) 2011 Nick Pruett.		

2	*Truth	Red
Starship - Destroyer		
Power +2 while at a space location.		
Power	7	Capacity 2
(C) 2011 Nick Pruett.		
3	*Unity	Red
Starship - Cruiser		
Power +2 while your fleet consists of three or more ships.		
Power	8	Capacity 3
(C) 2011 Nick Pruett.		

2	*Truth	Red
Starship - Destroyer		
Power +2 while at a space location.		
Power	7	Capacity 2
(C) 2011 Nick Pruett.		