

	Admiral Bright	Blue
Character		
CAPTAIN of the Ardor. Unique enemy starships are power -1.		
(C) 2015 Nick Pruhs 130		
	Captain Whitley	Blue
Character		
CAPTAIN of the Faith. Flagships don't take more than one damage per fight.		
(C) 2015 Nick Pruhs 130		
1	Defiance	Blue
Effect		
FIGHT: Make a starship power +2 (or +4 if at a planet or station location).		
(C) 2015 Nick Pruhs 130		

	Admiral Whitfield	Blue
Character		
CAPTAIN of the Justice. Power bonuses provided by your Fight effects are increased by 1.		
(C) 2015 Nick Pruhs 130		
	Weapon Specialist Hooper	Blue
Character		
FIGHT: Overload manned starship to draw one battle destiny.		
(C) 2015 Nick Pruhs 130		
1	Defiance	Blue
Effect		
FIGHT: Make a starship power +2 (or +4 if at a planet or station location).		
(C) 2015 Nick Pruhs 130		

	Captain Huber	Blue
Character		
CAPTAIN of the Truth. Adds 1 to Collateral Damage destiny draws. FIGHT: Once per turn, add (3) to draw one battle destiny.		
(C) 2015 Nick Pruhs 130		
1	Defiance	Blue
Effect		
FIGHT: Make a starship power +2 (or +4 if at a planet or station location).		
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1	Defiance	Blue
Effect		
FIGHT: Make a starship power +2 (or +4 if at a planet or station location).		
(C) 2015 Nick Pruhs 130		

1	Evasion Maneuver	Blue
Effect		
FIGHT: Make an enemy starship power -3.		
(C) 2015 Nick Pruhs 130		
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Effect		
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(C) 2015 Nick Pruhs 130		
1	Fire At Will	Blue
Effect		
FIGHT: Make a starship power +2 (or +4 is a Red Wing starship).		
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(C) 2015 Nick Pruhs 130		
1	Raise The Stakes	Blue
Effect		
FIGHT: Overload a starship to make it power +4.		
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Effect		
FIGHT: Overload a starship to make it power +4.		
(C) 2015 Nick Pruhs 130		
1	Target Eliminated	Blue
Effect		
FIGHT: Make a starship power +1. If that starship's power exceeds the enemy power, draw a card.		
(C) 2015 Nick Pruhs 130		
1	Target Eliminated	Blue
Effect		
FIGHT: Make a starship power +1. If that starship's power exceeds the enemy power, draw a card.		
(C) 2015 Nick Pruhs 130		

1	Raise The Stakes	Blue
Effect		
FIGHT: Overload a starship to make it power +4.		
(C) 2015 Nick Pruhs 130		
1	Target Eliminated	Blue
Effect		
FIGHT: Make a starship power +1. If that starship's power exceeds the enemy power, draw a card.		
(C) 2015 Nick Pruhs 130		
	TRB Ardor	Blue
Starship - Battleship		
FLAGSHIP. UPKEEP (1). Power +x, where x is the num		
Power 8		
(C) 2011 Nick Pruhs 130		

1	Raise The Stakes	Blue
Effect		
FIGHT: Overload a starship to make it power +4.		
(C) 2015 Nick Pruhs 130		
1	Target Eliminated	Blue
Effect		
FIGHT: Make a starship power +1. If that starship's power exceeds the enemy power, draw a card.		
(C) 2015 Nick Pruhs 130		
	TRB Faith	Blue
Starship - Battleship		
FLAGSHIP. Play Evasion Maneuver or Fire At Will for free.		
Power 8		
(C) 2011 Nick Pruhs 130		

	TRB Justice	Blue
Starship - Battleship		
FLAGSHIP. UPKEEP (1). Power +x, where x is the threat of the enemy ship the Justice is fighting.		
Power 8		
(C) 2011 Nick Proeths. 130		

	TRB Truth	Blue
Starship - Battleship		
FLAGSHIP. Power +2 while at a space location.		
Power 8		
(C) 2011 Nick Proeths. 130		

