2	*Admiral Bright	Red	1		*Admiral Whitfield	Red		1	*Captain Whitley	Red
] [
CADTAI	Character	nned	CAP	ΓΛΙΙ	Character N of the Justice. Adds 1 to Collatera	ı	1	CADTA	Character	te that
ship are	N of the Ardor. All ships fighting ma e power -2. (Immune to Weary.)	iiiicu	Dam	ag	e destiny draws.			ship ta	N of the Faith. While aboard a friga kes not more than one damage per	fight.
			FIGH	T: I	Remove (2) to draw one battle dest	iny.				
(C) 2011 Nick	*Weapon Specialist Hooper	Red	(C) 2011	П	Defiance	Red	1 1	(C) 2011 Nic	Defiance	Red
_			F	Ц			1			l
	Character				Effect		┨		Effect	
FIGHT: destiny	Overload manned ship to draw one	battle	FIGH plan	T: I	Make a starship power +2 (or +4 if or station location).	at a		FIGHT: planet	Make a starship power $+2$ (or $+4$ if or station location).	f at a
Power	+1									
(C) 2011 Nick	Pruehs.		(C) 2011	П				(C) 2011 Nici		
0	Defiance	Red			Evasion Maneuver	Red		0	Evasion Maneuver	Red
Effect FIGHT: Make a starship power +2 (or +4 if at a			FIGH	Effect FIGHT: Make an enemy starship power -3.			Effect FIGHT: Make an enemy starship power -3.			
planet	or station location).			1	and an arrang searching power so				The state of the s	
(C) 2011 Nick	Pruehs.		(C) 2011	Nick	Pruehs.) i	(C) 2011 Nic	k Pruehs.	

0	Evasion Maneuver	Red	0	Fire At Will	Red	0	Fire At Will	Red
				•				
	F(C1			F.C. at			F. ()	
FIGHT:	Effect Make an enemy starship power -3.		FIGH	Effect : Make a starship power +2 (or +4 if	a Red	FIGHT:	Effect Make a starship power +2 (or +4 if	a Red
			Wing	starship).		wing s	starship).	
(C) 2011 Nice	Fire At Will	Red	2	Hide And Seek	Red	(C) 2011 Nic	Hide And Seek	Red
					1100			-1.00
FIGHT:	Effect Make a starship power +2 (or +4 if	a Red	Play :	Effect starship from your draw deck.		Play a	Effect starship from your draw deck.	
Wing s	tarship).	a nea	l'idy t	i starship from your draw deck.		l'idy d	starship from your draw deck.	
(C) 2011 Nici			(C) 2011 N			(C) 2011 Nic		
0	Raise The Stakes	Red	0	Raise The Stakes	Red	0	Raise The Stakes	Red
	Effect			Effect			Effect	
FIGHT:	Overload a starship to make it pow	er +4.	FIGH	: Overload a starship to make it pow	er +4.	FIGHT:	Overload a starship to make it pow	er +4.
(C) 2011 Nick	Pruehs.		(C) 2011 N	ick Pruehs.		(C) 2011 Nic	k Pruehs.	

2	*Superiority	Red	2	*Superiority	Red	1	Armor Plating	Red		
				•						
MΔINI·	Effect Plays on table (for free if Admiral W	hitfield in	ΜΔΙΝ	Effect I: Plays on table (for free if Admiral V	Vhitfield in	Equipment Equipped ship may can't be overpowered unless ist				
play). I	Power bonuses provided by captain ed by one. Add 1 to each battle de	s are	play	Power bonuses provided by captair eased by one. Add 1 to each battle de	ns are	power is tripled.				
drawn	by Admiral Whitfield.	,	draw	n by Admiral Whitfield.						
(C) 2011 Nick		Desi		Nick Pruehs.	D	(C) 2011 N				
1	Armor Plating	Red	1	Long-Range Torpedos	Red	1	Long-Range Torpedos	Red		
Equipp	Equipment ed ship may can't be overpowered	unless ist	FIGH	Equipment FIGHT: If equipped ship is a battleship, discard this			Equipment FIGHT: If equipped ship is a battleship, discard this			
power	ed ship may can't be overpowered is tripled.		equi	pment to discard an enemy ship.		equip	ment to discard an enemy ship.			
(C) 2011 Nick	Plasma Rays	Red		Plasma Rays	Red	(C) 2011 N	*Faith	Red		
2	Plasilia Rays	Neu	2	Plasifia Rays	Neu	2	raitii	Neu		
FIGHT:	Equipment Overload equipped ship to make it	power +1.	FIGH	Equipment FIGHT: Overload equipped ship to make it power +1.			Starship - Frigate FIGHT: Once per turn, play Evasion Maneuver from			
	The same of the same of			Target and to make it		your o	draw deck.			
Powe	+2		Pow			Powe		2		
(C) 2011 Nick			463 2011	Nick Pruehs.		(C) 2011 Ni				

2	*Faith	Red	4	*Justice	Red		4	*Justice	Red	
Starship - Frigate			Starship - Battleship			Starship - Battleship				
FIGHT: your di	Once per turn, play Evasion Maneu raw deck.	ver from		P (1). Power +x, where x is the thre ship the Justice is fighting.	eat of the			P (1). Power +x, where x is the x ship the Justice is fighting.	hreat of the	
	alo			alc				alcit		
Powe	- '	2	Power (C) 2011 Nick	9 1 7	5		Powe	- ,	5	