2	*Admiral Bright	Red	1	*Admiral Whitfield	Red	1	*Captain Downs	Red		
CAPTAII	Character N of the Ardor. All ships fighting ma	anned	CAPTA	Character Character Character CAPTAIN of the Justice. CAPTAIN of the Unity.						
ship are	e power -2.			Remove (2) to draw one battle des	tiny.	FIGHT: Once per turn, play Fire At Will from your draw deck.				
						draw c	деск.			
(C) 2011 Nick		Ι	(C) 2011 Ni			(C) 2011 Nic				
1	*Captain Huber	Red	1	*Captain Whitley	Red	1	*Weapon Specialist Hooper	Red		
						Character				
CAPTAII	Character N of the Truth. Each time the Truth	wins a	CAPTA	Character IN of the Faith. While aboard a friga	te, that	FIGHT:	Overload manned ship to draw on	e battle		
fight, d than 10	scard an attacking ship with powe l.	r less	ship ta	kes not more than one damage per	fight.	destin	y.			
						Powe	r +1			
(C) 2011 Nick			(C) 2011 Ni			(C) 2011 Nic	k Pruehs.			
0	Defiance	Red	0	Defiance	Red	0	Defiance	Red		
	Effect			Effect			Effect			
	Make a starship power +2 (or +4 i	f at a		Make a starship power +2 (or +4 if	f at a		Make a starship power +2 (or +4 i	f at a		
pianet (or station location).		pianet	or station location).		pianet	or station location).			
(C) 2011 Nick	Pruehs.		(C) 2011 Ni	ik Pruehs.		(C) 2011 Nic	:k Pruehs.			

0	Defiance	Red	0	Evasion Maneuver	Red		0	Evasion Maneuver	Red
	Effect			Effect		L		Effect	
FIGHT: planet	Make a starship power +2 (or +4 if or station location).	at a	FIGHT	: Make an enemy starship power -3.		FI	GHT: I	Make an enemy starship power -3.	
(C) 2011 Nick	Pruehs. Evasion Maneuver	Red	(C) 2011 N	Evasion Maneuver	Red		2011 Nick	Fire At Will	Red
0	Lvasion Maneuvei	Red		Lvasion Maneuvei	Neu	F	U	THE AC WIII	Neu
FIGHT:	Effect Make an enemy starship power -3.		FIGHT	Effect : Make an enemy starship power -3.		FI	GHT: I	Effect Make a starship power +2 (or +4 if	a Red
	race an enemy starsing point. S.			. Hake an enemy stars up power s.		w	ing st	arship).	a nea
(C) 2011 Nick	Pruehs.		(C) 2011 N	ck Pruehs.		(C)	2011 Nick	Pruehs.	
0	Fire At Will	Red	0	Fire At Will	Red	L	0	Fire At Will	Red
	Effect			Effect		F		Effect	
FIGHT: Wing s	Make a starship power +2 (or +4 if tarship).	a Red	FIGHT Wing	: Make a starship power +2 (or +4 if starship).	f a Red	FI W	GHT: I	Make a starship power +2 (or +4 if arship).	a Red
(C) 2011 Nick	Pruehs.		(C) 2011 N	ck Pruehs.		(C)	2011 Nick	Pruehs.	

2	*Hide And Seek	Red		2	*Hide And Seek	Red		0	Raise The Stakes	Red		
MAIN. F	Effect Plays on table.		DA /	INI. I	Effect Plays on table.			Effect FIGHT: Overload a starship to make it power +4.				
	Once per turn, add (2) to play a sta aw deck.	rship from			Once per turn, add (2) to play a star aw deck.	ship from		IGH1.	Overload a starship to make it pow	ei +4.		
your dr	aw deck.		yo	ur dr	aw deck.							
(C) 2011 Nick	Raise The Stakes	Red		O11 Nick	Raise The Stakes	Red	(C)	0 2011 Nick	Raise The Stakes	Red		
			H				F					
	Effect				Effect		-		Effect			
FIGHT:	Overload a starship to make it pow	er +4.	FIC	GHT:	Overload a starship to make it power	er +4.	FI	IGHT:	Overload a starship to make it pow	er +4.		
(C) 2011 Nick		Dard		011 Nick		Dad	(C)) 2011 Nick		Dard		
2	*Superiority	Red	Ŀ	2_	*Superiority	Red		1	Armor Plating	Red		
			L		7.5							
Effect MAIN: Plays on table. Ships in your fleet are power +1.			MA	AIN: F	Effect Plays on table. Ships in your fleet ar	e power	Ε	quipp	Equipment ing ship may can't be overpowered is tripled.	unless ist		
+1.	. ,		+1		. ,		p	ower	is tripled.			
(C) 2011 Nick	Pruehs.		(C) 2	011 Nick	Pruehs.		(C)) 2011 Nick	Pruehs.			

1	Armor Plating	Red	1	Long-Range Torpedos	Red	1	Long-Range Torpedos	Red
							-	
	Faviance			Faviranash			Facilities	
Equippi	Equipment ng ship may can't be overpowered	unless ist	FIGHT	Equipment If equipping ship is a battleship, disment to discard an enemy ship.	scard this	FIGHT	Equipment If equipping ship is a battleship, disment to discard an enemy ship.	scard this
power	s tripled.		equip	ment to discard an enemy ship.		equipi	henc to discard an enemy ship.	
(C) 2011 Nick	Plasma Rays	Red	2	Plasma Rays	Red	(C) 2011 Nic	*Ardor	Red
	,			,		 		
FIGUE	Equipment		510117	Equipment		51.400	Starship - Battleship	To the
+1.	Overload equipping ship to make it	power	+1.	: Overload equipping ship to make it	power	threat	SHIP. UPKEEP (1). Power +x, where x of the Ardor's location.	is the
Dowor			Dowe	or + 2		Down	r 9 Capacity	6
Power	+2 Pruehs.		(C) 2011 N	er +2		(C) 2011 Ni	ck Pruehs.	6
2	*Faith	Red	2	*Faith	Red	4	*Justice	Red
	Starship - Frigate			Starship - Frigate			Starship - Battleship	
FIGHT: vour dr	Once per turn, play Evasion Maneu aw deck.	ver from	FIGHT	: Once per turn, play Evasion Maneu draw deck.	ver from		P (1). Power +x, where x is the thre y ship the Justice is fighting.	at of the
, - 4. 41			, 54, 6				,p , , , , , , , , , , , , , , , , ,	
Power		2	Powe		2	Powe		5
(C) 2011 Nick	Pruens.		(C) 2011 N	ick Pruens.		(C) 2011 Ni	EX Pruens.	

4	*Justice	Red	2	*Truth		Red	2	*Truth		Red
				•		•		•		•
	Starship - Battleship				- Destroyer				hip - Destroyer	
UPKEE enemy	(P) (1). Power +x, where x is the thre y ship the Justice is fighting.	at of the	Powe	er +2 while at a spac	e location.		Powe	r +2 while at a	space location.	
					T				<u> </u>	
Powe		5	Pow (C) 2011	er Nick Pruehs.	7 Capacity	2	(C) 2011 P	er lick Pruehs.	7 Capacity	2
3	*Unity	Red	3	*Unity		Red				
						l				
	Starship - Cruiser			Starship	- Cruiser					
Power	+2 while your fleet consists of three	e or more	Powe ships	r +2 while your fleet		e or more				
sinps.			Silip.	•						
Powe	r 8 Capacity	3	Pow		8 Capacity	3				
(C) 2011 Nic	k Pruehs.		(C) 2011	Nick Pruehs.						