

# BIG GAME HUNTER

## Priority

Largest  
Most Damaged  
Smallest  
Closest  
Flak Squadrons

## Effect

Add 2 black dice to  
each attack pool.

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# SCATTER SHOT

## Priority

Closest  
Most Damaged  
Smallest  
Flak Squadrons

## Effect

Two Platforms with ships at the closest range exchange their red dice for black dice.

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# PUNISHER

## Priority

Most Damaged  
Smallest  
Closest  
Flak Squadrons

## Effect

If a crit is rolled,  
after applying  
damage if the hull  
zone still has shields  
reduce shields in  
that zone to 0.

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# CITADEL

## Priority

Ships at the farthest range.

## Effect

All Platforms recover 4 shields.

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## EMERGENCY REPAIRS

### Priority

Most Damaged  
Smallest  
Closest  
Flak Squadrons

### Effect

All Platforms discard  
4 damage cards.

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# PICKET

## Priority

Smallest  
Closest  
Most Damaged  
Flak Squadrons

## Effect

All Platforms cover 4  
shields.

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## REINFORCE

### Priority

Closest Range  
Most Damaged  
Smallest  
Closest  
Flak Squadrons

### Effect

All Platforms gain 4  
shields.

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# **BULLY**

## Priority

Smallest  
Closest  
Most Damaged  
Flak Squadrons

## Effect

Add 2 red dice to the  
attack pool.

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# COLLECTOR

## Priority

Most Upgrades  
Most Damaged  
Smallest  
Closest  
Flak Squadrons

## Effect

Add 1 dice that is  
already in the attack  
pool in the following  
order: red, blue,  
black.

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# BULWARK

## Priority

Largest  
Most Damaged  
Smallest  
Closest  
Flak Squadrons

## Effect

All Platforms recover  
4 shields.

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## MAINTENANCE DROIDS

### Priority

Most Upgrades  
Most Damaged  
Smallest  
Closest  
Flak Squadrons

### Effect

All Platforms discard  
4 damage cards.

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## SNIPER

### Priority

Ships at the farthest range.

### Effect

One Platform with the farthest away ships may fire three times. The other three Platforms do not fire.

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