



2

## Minefield

*Before deciding tactics.*

-1 Factor to the attacker's fire (minimum F1).



[m19] Military deck

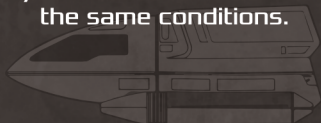


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## Admiral

*After a combat.*

The roll is redone and both players re-roll their dice under the same conditions.



[m20] Military deck



2

## Special operations

*When an attack is announced.*

The defender's unit of your choice is deactivated.



[m21] Military deck



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## Commandos

*After deciding tactics in a planetary combat.*

You add 2 hits to your dice roll.



[m22] Military deck

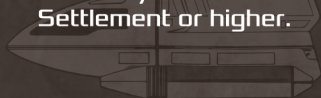


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## Weapons of extermination

*Before deciding tactics.*

+1 Factor to the attacker's fire in planetary combat. You lose 1 VP if you use it in Settlement or higher.



[m23] Military deck



2

## Outflanking

*Before deciding tactics.*

-1 Factor to both sides covering in space combat (minimum F1).



[m24] Military deck

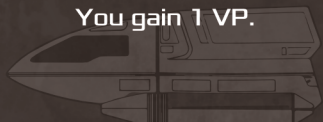


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## Rhapsody

*After a victorious space combat where you had fewer counters than the opponent.*

You gain 1 VP.



[m25] Military deck



2

## Ambush

*Defender after deciding tactics in a combat.*

+1 Factor for defenders fire.



[m26] Military deck



2

## Counterattack

*Before deciding tactics.*

You can make a previous combat between the active units of the attacked system, against the counters coming from a single system of your choice. The survivors will join the combat normally.

[m27] Military deck