



3

**Military contract**

Flip one of your military units from its reduced side to its full side.



[m01] Military deck



3

**Colonial militia**

Place in a settlement (or higher) you control, even if besieged, an available escort fleet counter on its full side.



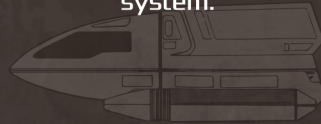
[m02] Military deck



3

**Company of mercenaries**

Place an outpost and one of your available fleets on its full side in a colony-controlled system.



[m03] Military deck



3

**Headquarters**

You have 4 AP for movements and attacks.



[m04] Military deck



3

**Headquarters**

You have 4 AP for movements and attacks.



[m05] Military deck



3

**Blitz attack**

You have 1 AP to make an attack. Only line fleet units can join, but the defender will not be able to intercept from other systems.

*SOLITARY: The independent attacked does not add a counter per connected system.*

[m06] Military deck



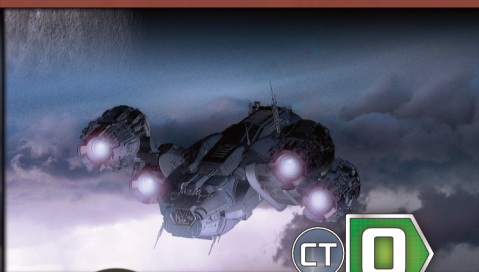
3

**Great Offensive**

You have 1 AP to make an attack. Units from both sides receive a +1 Factor to fire.



[m07] Military deck



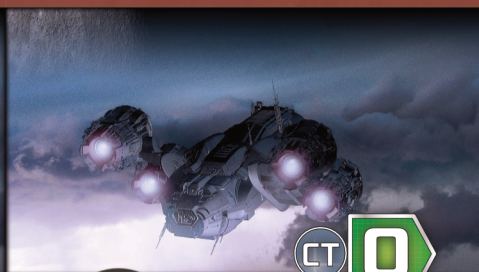
3

**Doctrine**

You can add to your hand a military card from the discards of previous impulses.



[m08] Military deck



3

**Corsairs**

You may remove one of your escort fleet counters to lower the naval power of the power of your choice by 3.

*SOLITARY: Eliminate a fleet from the reserve of the independent of your choice..*

[m09] Military deck