

 **Light Missile**

1 DMG

*Terran Racial Benefit:
X-Ray Laser*
Warhead: If this attack hits, draw one card from the draw pile. If it is a missile or beam card, apply that damage immediately to the target ship, otherwise discard.


Missile 1

 **Medium Missile**

3 DMG

*Terran Racial Benefit:
X-Ray Laser*
Warhead: If this attack hits, draw one card from the draw pile. If it is a missile or beam card, apply that damage immediately to the target ship, otherwise discard.

Missile 2

 **Heavy Missile**

6 DMG

*Terran Racial Benefit:
X-Ray Laser*
Warhead: If this attack hits, draw one card from the draw pile. If it is a missile or beam card, apply that damage immediately to the target ship, otherwise discard.

Missile 3

 **Light Beam**

1 DMG

*Terran Racial Benefit:
Targeting Lasers:* Additional attacks cannot be blocked by Countermeasures.

Beam 1

 **Medium Beam**

2 DMG

*Terran Racial Benefit:
Targeting Lasers:* Additional attacks cannot be blocked by Countermeasures.

Beam 2

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1 DMG

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Missile 2

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1 DMG

*Terran Racial Benefit:
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Beam 1

 **Light Beam**

1 DMG

*Terran Racial Benefit:
Targeting Lasers:* Additional attacks cannot be blocked by Countermeasures.


Beam 1

 **Heavy Beam**

4 DMG

*Terran Racial Benefit:
Targeting Lasers:
Additional attacks cannot be blocked by Countermeasures.*

Beam 3

 **Light Missile**

1 DMG

*Pirate Racial Benefit:
Boarding Missiles:
This missile attack also counts as a boarding attempt. If the attack succeeds, one Pirate marine attempts to capture target ship,*

Missile 1

 **Medium Missile**

3 DMG

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6 DMG

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Missile 3

 **Light Beam**

1 DMG

*Pirate Racial Benefit:
Graviton Beam: If attack hits, damaged ship has -1 speed (min 1).*


Beam 1

 **Medium Beam**

2 DMG

*Terran Racial Benefit:
Targeting Lasers:
Additional attacks cannot be blocked by Countermeasures.*


Beam 2

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4 DMG

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Graviton Beam: If attack hits, damaged ship has -1 speed (min 1).

Beam 3

 **Light Missile**

1 DMG

Dev/Null Racial Benefit:
EMP Warhead: On a successful hit, roll 1d6. On a 4+, target ship cannot attack next turn but may defend as normal.


Missile 1

 **Medium Missile**

3 DMG

Dev/Null Racial Benefit:
EMP Warhead: On a successful hit, roll 1d6. On a 4+, target ship cannot attack next turn but may defend as normal.

Missile 2

 **Heavy Missile**

6 DMG

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EMP Warhead: On a successful hit, roll 1d6. On a 4+, target ship cannot attack next turn but may defend as normal.

Missile 2

 **Light Beam**

1 DMG

Dev/Null Racial Benefit:
Anti-matter Steam:
Shields cannot defend against this attack.
Max Shields work as normal.

Beam 1

 **Medium Beam**

2 DMG

Dev/Null Racial Benefit:
Anti-matter Steam:
Shields cannot defend against this attack.
Max Shields work as normal.


Beam 2

 **Heavy Beam**

4 DMG

Dev/Null Racial Benefit:
Anti-matter Steam:
Shields cannot defend against this attack.
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Beam 3

 **Light Missile**

1 DMG

Empire Racial Benefit:
Decoy Missile: Play all missiles this attack phase face-down.
Targeted ship must declare defensive actions without looking at the attacking cards.

Missile 1

 **Medium Missile**

3 DMG

Empire Racial Benefit:
Decoy Missile: Play all missiles this attack phase face-down.
Targeted ship must declare defensive actions without looking at the attacking cards.

Missile 2

 **Light Beam**

1 DMG

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Missile 1

Heavy Missile

6 DMG

Empire Racial Benefit:
Decoy Missile: Play all missiles this attack phase face-down. Targeted ship must declare defensive actions without looking at the attacking cards.

Missile 3

Light Beam

1 DMG

Empire Racial Benefit:
Pulse Lasers: This attack counts as two attacks and must be defended by two Shield cards or one Max Shields.

Beam 1

Medium Beam

2 DMG

Empire Racial Benefit:
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Beam 2

Heavy Beam

4 DMG

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Beam 3

Shields

Defensive

Defends against one missile or beam attack.

"Shields up!"

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3 DMG

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Shields

Defensive

Defends against one missile or beam attack.

"Shields up!"

Max Shields

Defensive

Defends against two attacks (missile and/or beam only).

"All power to Shields!"

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Defends against one missile or beam attack.

"Shields up!"

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Countermeasures

Defensive

Defends against one missile attack.

"Deploy countermeasures and take evasive action..."

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Damage Control

Repair one card of damage on target allied ship.

"Can we fix it? Yes, we can!"

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Repair one card of damage on target allied ship.

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Exceptional Damage Control

Repair two cards of damage on target allied ship.

"Additional damage control parties to the following decks..."

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"Additional damage control parties to the following decks..."

Velocity Boost

Target allied ship may be activated with any speed die.

"All ahead flank speed"

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Space Marines

Space Marines can be used to attempt a boarding or defend against a boarding attempt.

"Semper Fi!"

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Shock Marines
Special

SPECIAL
Shock Marines can only be used to attempt a boarding. Shock Marines counts as three marines and enemy ship may not respond with a self-destruct.

"For those about to die, we salute you."

Emergency Evasive
Special

SPECIAL DEFENSIVE
Target allied ship defends against all attacks this firing phase.

"Fire all boosters! Emergency evasive!"

Spinal Mount Beam
Special

SPECIAL 10 DMG
Targeted enemy ship cannot use defenses against this attack.

"All capacitors to the spinal mount!"

Beam 4

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Critical Hit
Special

SPECIAL
Target enemy ship. If this ship does not successfully defend against all attacks this firing phase, it is destroyed.

"It's a small access port, about 2 meters across..."

Legendary Engineer
Special

SPECIAL
Repair all damage on target allied ship.

"The difficult we do immediately, the impossible takes a minute."

Missile Swarm
Special

SPECIAL 10 DMG
Targeted enemy ship cannot use defenses against this attack.

"Missiles away!"

Missile 4

 **Light Beam**

1 DMG

*Pirate Racial Benefit:
Graviton Beam: If
attack hits, damaged
ship has -1 speed
(min 1).*

Beam 1

 **Light Beam**

1 DMG

*Empire Racial Benefit:
Pulse Lasers: This
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Beam 1

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Beam 1

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