

MILITARY	ATK	DEF	QTY	TACTICS	OPERATION	PHASE	EFFECT	QTY
Interceptor	1	2	2	BLK 1; RES	Blitz	DEP	Choose 1 opponent's Tactics to not activate this round, passives included	2
Bomber	2	1	2	AST 2; RES	Distress Call	DEP	Draw the top card from the Ships deck, adding to your fleet; maintain fleet maximums	2
Fighter	2	2	2	FLK 2; RES	ECM	DEP	No other players may use Operations against you directly for the rest of this round	2
Gunboat	3	2	2	AST 3; RES	Harmonic Modulation	DEP	Deploy up to all Ships in hand at no cost. Ignore Blockades. Fleet maximums apply.	2
Corvette	2	3	2	MOD 1	Ion Beam	DEP	Disable 1 enemy Ship for the round, passives included	2
Frigate	3	3	2	SQU 3	Minefield	DEP	Scrap 1 enemy's Ships with DEF equal or less than your Deployment die	2
Interdictor	3	4	1	BLK 2	Subversion	DEP	Prevent 1 opponent from playing any Operations after the Deployment phase	2
Destroyer	4	3	2	FLK 4	Brutality	SAL	Add the base Attack value of 1 Ship twice to the Salvo score	2
Cruiser	4	4	1	SQU 4	EMP	SAL	Reduce 1 opponent's Salvo or Raid by your higher die roll	2
Galleon	4	5	1	LOG 4; MOD 2	Evasive Maneuvers	SAL	Reduce incoming Salvo or Raid Damage by your higher die roll	2
Gunship	5	4	1	AST 5	Hacked	SAL	Force an opponent to reroll Salvo dice or change 1 of the opponent's dice to your choice	2
Battleship	5	5	1	SQU 5	Hypervigilance	SAL	Cannot be Raided. Salvo may still be applied	2
Carrier	5	6	1	LOG 5; BAY	Nukes	SAL	Increase your Salvo damage by your higher die roll	2
Dreadnaught	6	5	1	FLK 6	Freelancer	SAL	Draw 1 Ship and add its attack to your Salvo or add 1 to Raid. Ignore Tactics. Cannot be Scrapped.	2
Baseship	6	6	1	LOG 6; BAY	Sabotage	SAL	Scrap 1 enemy Ship with DEF or lower of your higher die	2
	92	90	22	TOTAL	Sneak Attack	SAL	All Ships in fleet Raid for 2 points instead of 1	2
					Versatility	SAL	Reroll both of your dice or change 1 die to your choice	2
MERCENARY	ATK	DEF	QTY	TACTICS	Black Market	CON	Draw 1 extra each of Ships and Operations	2
Scout	1	1	2	LOG 1; RES	Brace for Impact	CON	A Ship to be scrapped is kept in fleet	2
Vandal	3	1	2	AST 3; RES	Pilfer	CON	Steal 1 opponent's Scrap with DEF equal to your lower die roll or less	2
Raider	4	2	2	AMB 2; RES	Scavenge	CON	Place 1 Ship from the discard pile into your fleet or Scrap pile. Maintain maximums.	2
Marauder	5	4	1	FLK 5; AMB 4	Rehash	CON	Put 2 cards from the Operations discard pile into your hand; maintain max cards in hand	2
Interloper	2	3	2	BLK 1	Self-destruct	CON	1 of your Ships is discarded and does DEF damage to any opponent's fleet	2
Scrapheap	3	4	1	LOG 3; BAY	Tractor Beam	CON	1 Ship from any fleet to be scrapped is placed in your hand instead; maintain Ship limit in hand	2
Behemoth	6	5	1	AST 6	Adaptation	ANY	Copy any Operation in the discard pile applicable to the current phase	2
Bastion	5	6	1	LOG 5; BAY	Reciprocate	ANY	Copy an opponent's Operation; reference your own dice when applicable	2
	52	43	12	34	Undermine	ANY	Cancel any Operation card in play	2
								54
CYBORG	ATK	DEF	QTY	TACTICS				
Saboteur	1	2	2	SUB1; RES				
Scrambler	2	2	2	SUB 2; RES	Ship Tactics		EFFECT	
Enforcer	4	3	2	FLK 4; SUB 3	Assault	AST	Add this Ship's Attack value twice to Salvo.	
Vanguard	3	4	1	LOG 3; SUB 4	Bays	BAY	Deploy 1 free Reserves Ship in deployment from hand, ignoring blockades.	
Interjector	4	5	1	BLK 2	Blockade	BLK	Lower 1 opponent's Deployment value by blockade total & lower incoming raid damage.	
Leviathan	5	5	1	SUB 5	Flak	FLK	Allows player to scrap opponent Reserves Ships that are protected by Bays.	
Flagship	4	6	1	SUB 6; BAY	Logistics	LOG	Draw 1 card or activate all of 1 Ship's tactics.	
	36	42	10	44	Modulation	MOD	Add Mod value to your Deployment value & change 1 dice in Salvo up to the Mod value.	
					Reserves	RES	Cannot be Scrapped when at least one Ship with Bays is in fleet.	
RANGERS	ATK	DEF	QTY	TACTICS	Squadron	SQU	Add highest Squadron value to your Salvo.	
Patrol	1	2	2	MOD 1; RES	Ambush	AMB	Add highest Ambush value to your Raid damage.	
Sentry	2	2	2	RLY 1; RES	Subterfuge	SUB	Subtract from 1 opponent's Salvo by highest Subterfuge value.	
Escort	2	3	2	SQU 2; RLY 2	Rally	RLY	Increase maximum defense allowed in fleet by total Rally amount.	
Guardian	3	4	1	FLK 3; RLY 2				

Sentinel	4	5	1	AST 4; MOD 2					
Warden	5	6	1	LOG 5; RLY 3					
Overseer	6	6	1	RLY 3, BAY					
	34	43	10	54					