

**Drives to Maximum**

*At crucial moments in battle, Admirals may have to order ships to burn hard – well past safety regulations – in order to win the day.*

Choose **ONE** Squadron, increase the Movement Values of all models in the Squadron by 3".

Your Fleet Admiral may take a Command Check. If the Check is passed, you may apply this TAC to a second Squadron in your Fleet.

**1**

RETRIEVAL COST

**Burn Thrusters**

*"Helmsman, hard to port. Bring the Arcbolt round for another salvo."*

Choose **ONE** Squadron. Reduce the Turn Limits of all models in the Squadron by 1", to a minimum of 0".

**1**

RETRIEVAL COST

**Focused Repair**

*"Repair protocols complete. All systems green."*

Remove one Critical Hit, Targeted Strike or Boarding Assault Effect from a model in your Fleet. This cannot remove Hull Damage or Crew Point loss.

After using this Card, your Fleet Admiral may take a Command Check. If the Check is passed, this TAC is immediately retrieved, without needing to pay the Retrieval Cost.

**1**

RETRIEVAL COST

**Intel Gathered**

*Analysis by CIC Officers has allowed you to catch the enemy off guard.*

Add **TWO** to your Fleet Tactics Bonus for your Initiative roll this Turn.

**1**

RETRIEVAL COST

**Perfect Timing**

*"Multiple craft dropping out of Fold Space Sir... It's the Dauntless – and she's brought friends!"*

You may Re-Roll one of your reserve rolls (passed or failed) this Turn.

**1**

RETRIEVAL COST

**Regroup**

*"Reform under Alpha Squadron's Lead!"*

Two Squadrons in your Fleet which are currently within Coherency of one another may be reformed into a single Squadron. All models in the new Squadron must share the same Name, and the new Squadron cannot contain more models than its maximum Squadron Size.


Lower your Battle Log by 1 if the original Squadrons were Tier 3 Squadrons, or by 2 if they were Tier 2 Squadrons. Tier 1 Squadrons CANNOT be Regrouped.

**1**

RETRIEVAL COST

**ALLIANCE OF KURAK**

*"Multiple target locks detected. Divert all available reactor power to Shields."*



**Power to Shields**

Choose **ONE** Squadron in your Fleet. Increase the Shield Ratings of all models in the Squadron by 1. Any models in the Squadron that move further than **HALF** their Movement Value gain a Hazard Marker.

This Card has no effect on models with a Shield Rating of 0 or a Cloaking Field.

**1**

RETRIEVAL COST

**ALLIANCE OF KURAK**

*The extensive Waypoint network established by the Satellite Charter makes the dangerous process of delivering reinforcements to an ongoing battle via Fold Space a more reliable tactic for the members of the Alliance of Kurak.*



**Charter Legacy**

This Turn, you may Re-Roll any roll on the Shunt Entry Table. The second result **MUST** be accepted.

**1**

RETRIEVAL COST

**ZENIAN LEAGUE**

*Every pilot accepts the knowledge that, one day, they will be ordered to push through the heaviest flak and deliver their payload, no matter the cost.*




**Stay On Target!**

This Turn, whenever one of your SRS Tokens performs an Attack Run, they may elect to ignore any Driven Off results from Point Defence Attacks or Dogfights. Once the Attack Run is complete they must Return to Base, and the Token automatically loses one Wing.

**1** RETRIEVAL COST

**ZENIAN LEAGUE**

*United by a desire for gain rather than long standing alliances, morale amongst a Zenian Fleet is best kept high through clear signs of victory.*




**Alliance of Convenience**

This Turn, each time you increase your Battle Log, you may remove a Disorder Marker from a Squadron in your Fleet.

**1** RETRIEVAL COST

**AQUAN PRIME**

*The aquatic species of the Sebrutan make for natural pilots – their instinctive grasp of three-dimensional movement setting them leagues apart from even the best humanity can offer.*




**Evasive Manoeuvres**

This Turn, each time a Wing from one of your SRS Tokens would be Destroyed by a Point Defence Attack or Dogfight, roll a D6. On a roll of 4, 5 or 6, the Destroyed result is counted as a Hit instead.

**2** RETRIEVAL COST

**AQUAN PRIME**

*"No response from the Main Drives Captain and that Hydra is positioning in our aft quarter... we're sitting ducks."*




**Systems Sniper**

This Turn, any Attacks you make which benefit from the **Precision Strike** Coherence Effect ignore the -1 'to hit' modifier for making a Targeted Strike.

**3** RETRIEVAL COST

**DINDRENZI FEDERATION**

*"The crews of the Federation Navy claim they are the best trained and the best motivated in the sector and with RSN delegates in every Fleet to deal out promotion and punishment; they're not wrong!"*




**Eye of Rense**

**ALL** Command Checks made by models in your Fleet are automatically passed this Turn.

**2** RETRIEVAL COST

**DINDRENZI FEDERATION**

*In the heat of battle, it can become difficult for a Captain to bring their devastating Type IX Railguns to bear on a worthwhile target. At such times, Captains may borrow processing power from the targeting computers which guide these weapons to boost the accuracy of the turret batteries that line their vessel's flanks.*




**Reroute Targeting Calculators**

Choose **ONE** model in your Fleet. That model receives a +1 'to hit' modifier on all Ranged Attacks it makes. It **CANNOT** declare any Attacks with its Kinetic Weapons.

**2** RETRIEVAL COST

**THE DIRECTORATE**

*The Cyberwarfare programs used by Directorate Vessels are the most advanced in the galaxy – fully capable of forcing their way through a target's firewalls and causing havoc in their systems.*




**Firewall Breach**

Choose one Capital Class model in an opposing Fleet within 16" of your Admiral's Vessel. Roll a **D3** on one of the Targeted Strike Damage Tables and apply the result to the chosen model. If you choose to lower your Battle Log by **ONE** before rolling, you may roll a **D6** instead.

**2** RETRIEVAL COST

**THE DIRECTORATE**

*By networking the AI assisted targeting computers of multiple vessels, shots of unbelievable precision can be achieved, even across immense distances.*



**Pinpoint Calculations**


This Turn, whenever one of your Squadrons attempts a Targeted Strike they may take a Command Check. If the Check is passed, they ignore the -1 'to hit' penalty for making the Targeted Strike.

**2** RETRIEVAL COST

**FSD Calculators Networked**

**THE RELTHOZA**

*Linking shunt data across vessels in a Fleet allows Relthoza vessels to make short 'jumps' across a battlefield.*



During the Secondary Movement Segment of its activation, move one model, or Squadron of models, with the Systems Network **MAR** to within Command Distance of the Admiral's Vessel, maintaining their current orientation. When placed, the Squadron must roll on the Shunt Entry Table. This card cannot affect models with the No FSD **MAR**.


**3**

RETRIEVAL COST

**Repair Drones**

**THE RELTHOZA**

*Clouds of nanite repair drones re-bond scorched plates, reconstruct fried circuitry and restore all but the worst battle damage in moments.*



Roll a **D6** for each SRS Token currently Embarked on a Carrier in your Fleet and compare to the following:

**1:** No Effect  
**2-5:** Restore **ONE** Wing to the Token  
**6:** Restore **TWO** Wings to the Token

This cannot increase the number of Wings in the Token beyond its initial number.


**1**

RETRIEVAL COST

**Thermal Controls**

**SORYLIAN COLLECTIVE**

*Sorylian physiology makes them highly sensitive to changes in heat – raising the environmental controls for short periods of time greatly increases natural aggression and reaction times.*



This Turn, all your Assault Point Dice for Boarding Assaults you initiate receive a +1 'to hit' modifier.


**1**

RETRIEVAL COST

**Peerless Engineers**

**SORYLIAN COLLECTIVE**

*Renowned throughout the sector for their expertise, teams of highly trained engineers can be relied upon to keep Sorylian vessels fully operational, even when under heavy fire.*



This Turn, you may Re-Roll any failed **Damage Repair Tests**.


**1**

RETRIEVAL COST

**Temporary Solution**

**TERRAN ALLIANCE**

*"I don't care how you do it Adams. We need full thruster control – NOW!"*



Choose one Squadron in your fleet. Each model within it may choose to ignore the effects of all Critical Hit Markers and the Attack Dice reduction for Hull Damage, for this Turn only. However, at the end of the activation of any model which does so, the model gains a Hazard Marker.


**2**

RETRIEVAL COST

**Cyclic Shielding**

**TERRAN ALLIANCE**

*By cycling the frequency of their vessel's Shielding to match the pattern of incoming fire, Terran Officers have become adept at disrupting the enemy's attacks to lessen the impact of coordinated salvos.*



Choose **ONE** Squadron in your Fleet with active Shield Systems. For the remainder of this Turn, no Ranged Attacks against a model in that Squadron benefit from a Coherence Effect.

**2**

RETRIEVAL COST

