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

“Helmsman, hard to port. Bring the Arctalk round for another salvo.”

“Repair protocols complete. All systems green.”

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

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.

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.

Removal of this card allows you to re-roll any roll on the Shunt Entry Table. The second result MUST be accepted.

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

“Multiple craft dropping out of Fold Space. Sir... it’s the Dauntless — and she’s brought friends!”

“Reform under Alpha Squadron’s Lead!”

“Multiple target locks detected. Divert all available reactor power to Shields.”

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.

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.

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.
**THE RELTHOZA**

Linking shunt data across vessels in a Fleet allows Relthoza vessels to make ship-to-ship repairs 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 Admarl’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.

**REPAIR DRONES**

Roll a D6 for each SRS Token currently embarked on a Carrier in your Fleet and compare to the following:
1: No Effect
2-3: Restore ONE Wing to the Token
4: Restore TWO Wings to the Token
5-6: Restore THREE Wings to the Token

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

**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.

**CYCLIC SHIELDING**

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 attacks.

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.

**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.

**THERMAL CONTROLS**

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.

**PEERLESS ENGINEERS**