

1



ROGUE WING
This Fleet doesn't count toward your Fleet limit.



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2



BUCCANEER WING
If this fleet Occupies a Rival or Independent System during Resource Generation, the System generates Resources as if under your Control instead.



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3



SMUGGLER WING
+1 Warp speed. This fleet can move into and through Sectors containing Rival Ships regardless of Peaceful or Hostile status during its Warp move.



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Each turn begins with a Building Phase. When you are finished spending Resources, flip this card over and your Command Phase begins.

STARSHIPS

Build at Orion, Orion Systems with a Slave Girl and at captured Starbases.



PRODUCTION NODE

Build on Production or Open Sites.



RESEARCH NODE

Build on Research or Open Sites.



CULTURE NODE

Build on Culture or Open Sites.



COLONIZE SECTOR

Build on Undeveloped Systems you Occupy.



COMMIT RESEARCH

You may add 1 Resource token to each Advancement Project per turn. You may also upgrade Weapons and Shields.

BUILDING PHASE

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TRADE AGREEMENT



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