



























1 **KAIKKA PEUNATO**
CHARACTER > GURISTAS



AGENT When your home region is attacked, you may hasten the assembly of one friendly ship by one turn. If it becomes fully assembled, you may warp it into your home region.

PILOT When Kikka Peunato's ship deals damage to a starbase which has a current shield value higher than its printed shield value, the ship deals 1 more damage to it.

1 **MANMON ARALILA**
CHARACTER > ANGEL CARTEL



AGENT Sacrifice a ship in your dock: Gain ISK equal to its printed price. Play this ability only once each turn.

PILOT At the beginning of result step, Manmon Aralila may deal 1 damage to any ship in this region.

2 **RAYSERE GIANT**
CHARACTER > BLOOD RAIDERS



AGENT Sacrifice: Enemy ships in target outer region get 2 until end of turn.

PILOT Friendly ships in this region get 1 during your opponent's turn.

PATROL 1 (At the beginning of a target ship, choose up to 1 target attacking ship; you may force the chosen target to target this ship if able.)

3 **TAIREI NAMAZOTH**
CHARACTER > AMARR



When Tairei Namazoth comes into play, search your market for an asteroid field location, reveal it, and put it in your hand. Then shuffle your market.

AGENT All ships are limited (only one limited card can be played during each turn.)

PILOT Tairei Namazoth's ship gets 1.

3 **THON ENY**
CHARACTER > GURISTAS



When Thon Eny comes into play, draw a card.

AGENT You starbase gains 1.

PILOT This ship cannot be targeted by another ship. Any player may discard a card to ignore this ability until end of turn.

3 **TUVAN ORTH**
CHARACTER > SERPENTIS



When Tuvan Orth comes into play, gain 1 for each Serpentis card in your scrapheap.

AGENT 1: Draw a card, where X is your total starbase shield.

PILOT Tuvan Orth's ship gains: "At the beginning of a withdraw step, this ship may deal 1 damage to target enemy ship."

2 **VEPAS MINIMALA**
CHARACTER > GURISTAS



AGENT At the beginning of your turn, you must discard a card. If you do, draw a card.

PILOT Sacrifice Vepas Minimala and pay 3: Target enemy ship in this region must withdraw if able during the next withdraw step in this turn.

AMBUSH 1 (At the beginning of a withdraw step, choose a target attacking ship. This ship may deal 1 damage to the chosen target.)

2 **ADVANCED CLONING**
NEWS



Target character's Agent ability also applies when piloting a ship this turn. Use this ability only once each turn.

When Advanced Cloning come into play, you may search your market for a character, put it in your hand and then shuffle the market.

3 **AFTERMATH**
NEWS



Aftermath's price is reduced by 1 for each Angel Cartel card in your scrapheap.

Target ship gains 1 until end of turn.

You may have Aftermath deal 2 damage to its target instead.







