

2

Air Support Vehicle

2

Earthier infantry is escorted by close support craft, able to maneuver quickly and deliver heavy firepower.

VEHICLE • UNIT
POWER 3 **TACTICS 2** **DEFENSE 2**

Size 2 (This unit counts twice against a ship's capacity.)
Transport 1 (Each time this unit moves, move with it one of your characters.)
 Pay 4 energy = If this unit is in a site battle, make your battle destiny +2 in that battle.

ILLUS. BY PAUL TORON TM & © 2004 DECIPHER INC. 1113

2

Close Support Pilot

3

Charlie Gates, much like most of her fellow Earthier pilots, will go into battle anywhere with the feeling that her cause is righteous and just.

CHARACTER • WARRIOR • UNIT
POWER 1 **TACTICS 2** **DEFENSE 3**

Piloting 1 (As long as this unit is aboard a ship, that ship is power +3 and tactics +3.)
 Each time a ship moves from here, if this unit is aboard a fighter, you may move that fighter to the same location.

ILLUS. BY MARIANNE PLUMBRIDGE TM & © 2004 DECIPHER INC. 1114

5

• Horatio Hicks

3

Hicks is the leader every Earthier wants to be -- and everyone else wants to kill. He's seen a lot of action, and it has made him a stoic and composed commander.

CHARACTER • KIZZEN • UNIT
POWER 4 **TACTICS 6** **DEFENSE 4**

Piloting 3 (As long as this unit is aboard a ship, that ship is power +3 and tactics +3.)
 Pay 3 energy = This unit is immune to attrition until end of turn.

ILLUS. BY PETER FERRELL TM & © 2004 DECIPHER INC. 1115

3

Infantry Officer

3

The mantra of officers such as Rayne Leclerc: "Those who don't follow orders are traitors to the cause."

CHARACTER • WARRIOR • UNIT
POWER 1 **TACTICS 2** **DEFENSE 4**

As long as this unit is at a site where you have a character that has tactics > 2, this unit is power +2.

ILLUS. BY PAMELA H TM & © 2004 DECIPHER INC. 1116

3

Infantry Support Vehicle

3

Earthier forces have developed many mobile weapons platforms for use during ground battles and assaults on fixed enemy positions.

VEHICLE • UNIT
POWER 3 **TACTICS 1** **DEFENSE 6**

Size 2 (This unit counts twice against a ship's capacity.)
Transport 1 (Each time this unit moves, move with it another of your characters.)
 Pay 2 energy = If this unit is at a site adjacent to a site battle, move it to the location of that battle.

ILLUS. BY PAUL TORON TM & © 2004 DECIPHER INC. 1117

2

• Jossel Swin

5

A former squad leader, Swin was demoted when his hatred of the Mavericks manifested in extreme violence. Since the Rift opened, his sanity has been in constant flux.

CHARACTER • KIZZEN • TECH • UNIT
POWER 3 **TACTICS 3** **DEFENSE 5**

Pay 3 energy = This unit is immune to attrition until end of turn.
 Each time you would reveal a card for battle destiny during a battle here, you may pay 3 energy. If you do, reveal three cards instead and choose one of them to use.

ILLUS. BY STEVE WARD TM & © 2004 DECIPHER INC. 1118

0

Shift in Tactics

5

"Abort Attack Plan Foxtrot. Move to the left of the landing pad -- and hit them hard!"

INTERRUPT (Lost)

The next time you would reveal a card for battle destiny this turn, reveal no card instead, and make your battle destiny equal to the tactics of target unit you have in that battle.

ILLUS. BY PETER FERRELL TM & © 2004 DECIPHER INC. 1119

1

Sidearm

4

Earthier troops are well-trained in firing small weapons. James Howler is among the best of the Earthier marksmen.

WEAPON (CHARACTER)

As long as this character is at a site, you cause attrition +1 here.
 • Pay 0 energy = Choose target unit your opponent has in a site battle here. Damage target if its defense < ① + this character's tactics.

ILLUS. BY PETER FERRELL TM & © 2004 DECIPHER INC. 1120

8

South America-Class Battleship

3

The first South America-class battleship was built shortly before the Outer Arm wars of 2389. This class has since become a mainstay in the Earthier fleet.

SHIP (CAPACITY 3) • CAPITAL
POWER 5 **TACTICS 2** **DEFENSE 11**

You cause attrition +1 here for each related site where you have a vehicle.

ILLUS. BY JEFF CARROLL TM & © 2004 DECIPHER INC. 1121

5

Survey Cruiser

1

Cruisers are used by Earthers to keep watch for enemy vehicles, as well as for deployment of special operations forces.

SHIP (CAPACITY 2) • CAPITAL

POWER 4 TACTICS 2 DEFENSE 8

You cause attrition +1 at each related site.

ILLUS. BY JEFF CARLISLE TM & © 2004 DECIPHER INC. BETA

0

The Untold Power of Visions

6

The benefits Josiel Swin provides for Earth are immeasurable - his unbalanced mind has the invaluable gift of foresight.

ASSET (KIZEN)

You can't play more than one copy of this asset on a kizen.

- Pay 1 energy ≈ Examine the top two cards of target player's reserve. Replace one of them, then put the other on top of that player's used pile.

ILLUS. BY KIERAN TANNER TM & © 2004 DECIPHER INC. BETA

3

Thumper 2

6

Thumper 2, like her sister ship Thumper 1, is deceptively similar to older Earther fighters. It's all part of the plan to shield design advancement from the enemy.

SHIP (CAPACITY 1) • FIGHTER

POWER 2 TACTICS 1 DEFENSE 5

As long as you have a unit that has piloting aboard this ship, you cause attrition +2 here.

ILLUS. BY STEPHEN CHOWE TM & © 2004 DECIPHER INC. BETA

2

Veteran Pilot

2

Pilots like Tiandre Sulson would sooner give up her life than move her ship out of battle position.

CHARACTER • WARRIOR • UNIT

POWER 1 TACTICS 2 DEFENSE 3

Piloting 1 (As long as this unit is aboard a ship, that ship is power +1 and tactics +1.)

Pay 4 energy ≈ If this unit is aboard a fighter, target ship here can't move until end of turn.

ILLUS. BY SÉBASTIEN THORICHAUD TM & © 2004 DECIPHER INC. BETA

0

Gongen Katana

2

Each katana is crafted to its bearer, named, and then blessed by the master artisan that created it. The warrior's mind resides at peace within the blade.

WEAPON (CHARACTER) • MELEE

This character is defense +2.

- Pay 1 energy ≈ Choose target unit your opponent has in a site battle here. Damage target if its defense < Ⓚ.
- Pay 3 energy ≈ Put this weapon in its owner's hand.

ILLUS. BY KIERAN TANNER TM & © 2004 DECIPHER INC. BETA

1

Gongen T.S.U.

4

The Gongen use support vehicles to disrupt and sever enemy communications and tracking systems, disrupting the balance of their enemy.

VEHICLE • UNIT

POWER 2 TACTICS 1 DEFENSE 3

Size 3 (This unit counts three times against a ship's capacity.)

Transport 4 (Each time this unit moves, move with it up to four of your characters.)

- Pay 2 energy ≈ If this unit is at a site, make target unit here defense -2 until end of turn.

ILLUS. BY COURTNEY SKINNER TM & © 2004 DECIPHER INC. BETA

0

Jet Pack Attack

4

Used brilliantly by Kano Masako in defense of Iokumi City. The neural interface on the thruster pack allows for immediate and surprising results.

INTERRUPT (USED)

Move target character you have at a site adjacent to a site battle to the location of that battle.

ILLUS. BY OWEN BAKER TM & © 2004 DECIPHER INC. BETA

4

Resource Technician

2

Gongen in tune with energy have a gift for awareness. They are often able to find the building blocks of energy in the most unlikely places.

CHARACTER • TECH • UNIT

POWER 2 TACTICS 2 DEFENSE 4

As long as this unit is at a site that has no support icons on your side, you generate 2 more energy here.

ILLUS. BY KIERAN TANNER TM & © 2004 DECIPHER INC. BETA

2

Shikami Disciple

2

"After victory, tighten your helmet cord." - Shikami battle chant.

CHARACTER • WARRIOR • UNIT

POWER 2 TACTICS 3 DEFENSE 2

Dismiss your other unit here ≈ Make your opponent's battle destiny during a battle here -3.

ILLUS. BY KIERAN TANNER TM & © 2004 DECIPHER INC. BETA

3

Tamon Fighter

3

Gongen pilots train to "speak" with the artificial programming of their ships. Only when the mind and the machine are one can victory be certain.



SHIP (CAPACITY 1) • FIGHTER

POWER 2 TACTICS 2 DEFENSE 4

When this ship enters play, you may retrieve a card.

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER INC. BETA

4

• Zocho

1

"... from the South tsunami and flood come to reap destruction on our shores. Zocho will stand to hold back the tides." - Fenryu naming ceremony, 2382



SHIP (CAPACITY 6) • CAPITAL • CARRIER

POWER 4 TACTICS 3 DEFENSE 5

Transport 4 (Each time this ship moves, move with it up to four of your fighters.)
This ship is power +1 for each of your other ships here.

ILLUS. BY CHRISTIAN SCHWAGER TM & © 2004 DECIPHER INC. BETA

2

• Converted Type III

3

Many "decommissioned" Gongen and Earth ships have ended up in the Outer Rim through devious means. Some need more repairs than others.



SHIP (CAPACITY 1) • FIGHTER

POWER 2 TACTICS 2 DEFENSE 4

Your opponent can't lose cards from his or her hand to a drain here.

ILLUS. BY LORIN WOOD TM & © 2004 DECIPHER INC. BETA

7

Maverick Raider

2

The trick to space piracy is finding the victims in the first place - but some savvy privateers make it a prosperous living.



SHIP (CAPACITY 4) • CAPITAL

POWER 5 TACTICS 2 DEFENSE 8

When this ship enters play, you may activate 1 energy for each of your opponent's ships here.

ILLUS. BY JOHN KONG TM & © 2004 DECIPHER INC. BETA

4

Maverick War Wagon

4

Pieces of so many different vehicles have been grafted to this ship that no one remembers what it looked like in the beginning.



VEHICLE • UNIT

POWER 3 TACTICS 2 DEFENSE 5

Size 3 (This unit counts three times against a ship's capacity.)
Transport 2 (Each time this unit moves, move with it up to two of your characters.)

ILLUS. BY BRIAN HETZGER TM & © 2004 DECIPHER INC. BETA

3

Porter Bot

1

Though designed for heavy lifting, Porters can easily be refitted for less peaceful uses. Bots in the Outer Rim serve many functions.



CHARACTER • Bot • UNIT

POWER 1 TACTICS 1 DEFENSE 3

When this unit enters play, you may draw up to 1 cards from your reserve.

ILLUS. BY CHRISTIAN SCHWAGER TM & © 2004 DECIPHER INC. BETA

3

Sprinkle's Deal

3

"Sprinkle took the package from the merchant, grinning. 'How about we make this one a little more interesting!'"



INTERUPT (Lost)

Draw 1 cards from the top of your reserve.

ILLUS. BY KIERAN TANNER TM & © 2004 DECIPHER INC. BETA

1

Sultry Opportunist

4

"Palm Figelo laughed and shouted for another drink. 'Hand over those dice. We're gonna let it ride.'"



CHARACTER • ROGUE • UNIT

POWER 1 TACTICS 1 DEFENSE 3

• Lose 1 energy ≈ If 1 > opponent's 1, retrieve up to two cards. You may use this ability only at the start of your control phase.

ILLUS. BY MICHELLE SPALDING TM & © 2004 DECIPHER INC. BETA

3

• The Gambler

5

"There isn't any 'luck' involved, boy. I thought you would have worked that out yourself."



CHARACTER • KIZEN • ROGUE • UNIT

POWER 3 TACTICS 5 DEFENSE 6

Lose a card at random from your hand ≈ This unit is immune to attrition until end of turn.
• Pay 2 energy ≈ Put a card from your hand on top of your reserve.

ILLUS. BY KIERAN TANNER TM & © 2004 DECIPHER INC. BETA

7

• The Rifleman

5

Only once was Franco caught without his gun nearby. As he waited for his wounds to heal, he swore there wouldn't be a next time.

CHARACTER • KUZEN • ROGUE • UNIT

POWER 7

TACTICS 7

DEFENSE 7

Lose a card at random from your hand ≈ This unit is immune to attrition until end of turn. Each time a power step ends here, if your total power is 21, destroy each of your opponent's units here.

ILLUS. BY CHRIS DIEN

4

• "Two-Way" Berson

2

Conjoined twins? Body modification? The way one head laughs at you tells you you're not going to ask.

CHARACTER • ROGUE • UNIT

POWER 2

TACTICS 2

DEFENSE 2

Each time you drain here, if this unit is at a battleground site, you may drain using energy icons on your side of the location, instead of your opponent's side.

ILLUS. BY KIRIAN YAMMER

0

Up the Sleeve

3

Loose clothing can hide more than just cards. "Dressed to kill" has a whole new meaning when all the players dress that way.

INTERUPT (USED)

The next time you would reveal a card for battle destiny this turn, reveal a card from your hand instead and use its destiny for battle destiny. Then put that card on top of your used pile.

ILLUS. BY CHRIS DIEN

2

Winged Skull Aviatrix

2

Down was quick to cut to the point. "Fast, slow, that's not the issue. What you want is to get there without being seen."

CHARACTER • ROGUE • UNIT

POWER 1

TACTICS 2

DEFENSE 3

Piloting 2 (As long as this unit is aboard a ship, that ship is power +2 and tactics +2.)

ILLUS. BY KIRIAN YAMMER

1

Askatatu Claw Beast

3

The ferocity of Ylapakat does not end with the death blow. The Yul tribe's frenzy is enduring, and feeds upon itself.

CHARACTER • PREDATOR • UNIT

POWER 2

TACTICS 1

DEFENSE 3

Each time you win a battle here, you may pay 1 energy. If you do, search your used pile for a card, put it in your hand, then shuffle your used pile.

ILLUS. BY TORIKENT WARDSTRAND

1

Balkatana Inciter

3

It is said that a Quoy warrior is vulnerable while recovering from kumdanaka. So far, no one has been able to prove this claim.

CHARACTER • PREDATOR • UNIT

POWER 2

TACTICS 1

DEFENSE 3

Each time you win a battle here, you may put the top card of your used pile in your hand.

ILLUS. BY JAMES FYNNAN

1

Dalaka

4

The Quoy word for "pain." Adult male quoy have their spurs shaped and strengthened for advantage in battle. Many add unique features as part of the ritual.

WEAPON (CHARACTER)

• Pay 1 energy ≈ Choose target unit your opponent has in a site battle here. If target's defense < D, damage it and your opponent chooses to pay or lose 2 energy.

ILLUS. BY BRITT MARTIN

2

Dangerous Claw

4

The secondary blades expand when a Quoy becomes enraged, inflicting grievous and gory wounds.

WEAPON (CHARACTER)

• Pay 0 energy ≈ You may pay D energy. If you do, choose a unit your opponent has in a site battle here that has defense < 5 and damage it.

ILLUS. BY BRITT MARTIN

1

Natural Talent

5

Using the terrain to their advantage, Quoy can create cover for themselves with their burrowing capabilities. It seems as if they can become one with the rock and stone.

ASSET (Site)

You can't play more than one copy of this asset on a site. Each of your opponent's units here is tactics -1. When your opponent controls this site, destroy this asset.

ILLUS. BY KIRIAN YAMMER

6

Quay Life Ship

2

As the immense exterior of the Quay life ship expands, the interior reforms simultaneously to allow added transport quarters.



SHIP (CAPACITY 4) • CAPITAL

POWER 5 TACTICS 3 DEFENSE 7

Characters aboard this ship don't count against its capacity.

ILLUS. BY JOHN HOWE TM & © 2004 DECIPHER INC. BETA

4

Quay Navigator

6

Boutanak, like most Quay pilots, uses his ships as he uses his own armored physique – with fierce, reckless abandon.



CHARACTER • UNIT

POWER 1 TACTICS 2 DEFENSE 3

Piloting 1 (As long as this unit is aboard a ship, that ship is power +1 and tactics +1.) Each time your opponent drains at a related location, you may put this unit on top of its owner's used pile. If you do, cancel that drain.

ILLUS. BY JOHN HOWE / MATTHIAS SVETIG TM & © 2004 DECIPHER INC. BETA

3

Corporate Transport

3

Earth's Central Governance Corporation commissions lavish corporate ships. This luxury is often appreciated more by the second owner.



SHIP (CAPACITY 3) • CAPITAL • FREIGHTER

POWER 2 TACTICS 1 DEFENSE 4

Pay 2 energy ≈ Your side of this ship's location gains an  support icon until end of turn.

ILLUS. BY SIMON TAYLOR TM & © 2004 DECIPHER INC. BETA

2

Gongen Bot

6

Sumo bots are programmed both for entertainment and more practical purposes. Their high utility and low maintenance make them perfect worker bots.



CHARACTER • BOT • UNIT

POWER 1 TACTICS 1 DEFENSE 1

Put this unit on top of your used pile ≈ Your side of target location gains a  support icon until end of turn. You may use this ability only during your deploy phase.

ILLUS. BY JOSHUA THELAKES SHAW TM & © 2004 DECIPHER INC. BETA

3

Independent Transport

3

The goals of the Mavericks are simple: function over form. Unless, of course, you're talking about personal appearance.



SHIP (CAPACITY 3) • CAPITAL • FREIGHTER

POWER 2 TACTICS 1 DEFENSE 4

Pay 2 energy ≈ Your side of this ship's location gains a  support icon until end of turn.

ILLUS. BY SIMON TAYLOR TM & © 2004 DECIPHER INC. BETA

2

Maverick Bot

6

In the Outer Rim, bots are unusual and eclectic. Many are programmed for social functionality due to the often lonesome nature of living in space.



CHARACTER • BOT • UNIT

POWER 1 TACTICS 1 DEFENSE 1

Put this unit on top of your used pile ≈ Your side of target location gains a  support icon until end of turn. You may use this ability only during your deploy phase.

ILLUS. BY JOSHUA THELAKES SHAW TM & © 2004 DECIPHER INC. BETA

Alnak Station/Captured Base

0



LOCATION • SECTOR • STATION

Place your ship here on top of your used pile ≈ Download a site that has "Alnak Station" in its title. You may use this ability only in your deploy phase.

ILLUS. BY PHILIPPE GUYENNE TM & © 2004 DECIPHER INC. BETA

Alnak Station/Hallway

0



LOCATION • SITE

Each time your character would be lost, if there are no characters here, you may lose 1 energy. If you do, you may place that character here instead of your lost pile.

CONCEPT ILLUS.

ILLUS. BY PHILIPPE GUYENNE TM & © 2004 DECIPHER INC. BETA

Earth/Humanity's Home

0



LOCATION • SECTOR • PLANET

As long as you have a ship here, your side of this location gains an  support icon.

ILLUS. BY MIKE CANNON/OLLOS TM & © 2004 DECIPHER INC. BETA

0

Ganymede/Earth Camp

LOCATION • Site

CONCEPT ILLUS.

ILLUS. BY NICK STATHOPOULOS

TM & © 2004 DECIPHER INC.

Unlimited (You may have any number of copies of this card in your deck.)

Encampment (You may stock this card beneath a location where you could play a ship or unit, adding to your energy and support icons here. You may stock only one encampment here.)

0

Ganymede/Gongen Camp

LOCATION • Site

CONCEPT ILLUS.

ILLUS. BY FRANCIS TSAI

TM & © 2004 DECIPHER INC.

Unlimited (You may have any number of copies of this card in your deck.)

Encampment (You may stock this card beneath a location where you could play a ship or unit, adding to your energy and support icons here. You may stock only one encampment here.)

• Ganymede/Jupiter's Moon

3

LOCATION • Sector • Moon

Each player's drain here is +1 for each site he or she controls that has "Ganymede" in its title.

ILLUS. BY DAVID DEHN

TM & © 2004 DECIPHER INC.

0

Ganymede/Mauerich Camp

LOCATION • Site

CONCEPT ILLUS.

ILLUS. BY DENNIS GALLER

TM & © 2004 DECIPHER INC.

Unlimited (You may have any number of copies of this card in your deck.)

Encampment (You may stock this card beneath a location where you could play a ship or unit, adding to your energy and support icons here. You may stock only one encampment here.)

0

Ganymede/Quay Camp

LOCATION • Site

CONCEPT ILLUS.

ILLUS. BY LEO WHITHEAD

TM & © 2004 DECIPHER INC.

Unlimited (You may have any number of copies of this card in your deck.)

Encampment (You may stock this card beneath a location where you could play a ship or unit, adding to your energy and support icons here. You may stock only one encampment here.)

• Ganymede/Underground Bunker

0

LOCATION • Site • Underground

As long as you have a unit here, your side of this location gains a support icon.

ILLUS. BY FRANCIS TSAI

TM & © 2004 DECIPHER INC.

• Ganymede/Vantage Point

3

LOCATION • Site

CONCEPT ILLUS.

ILLUS. BY DAVID DEHN

TM & © 2004 DECIPHER INC.

When this location enters play, you may pay 1 energy to download a location that has "Ganymede" in its title.

• Luna/Military Outpost

0

LOCATION • Sector • Moon

Each time a player's capital enters play here, that player may play a fighter here. That fighter costs no energy to play.

ILLUS. BY NICK STATHOPOULOS

TM & © 2004 DECIPHER INC.

• Themis/Mobile Asteroid

0

LOCATION • Sector • Asteroid

As long as you have a ship here, your side of this location gains a support icon.

ILLUS. BY OTIS OSGOODHART

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