

1 Aftermath **5**

Howler has always hated fighting the Gongen. It's easier to kill a Quay or Shi — they don't have the same blood.



INTERUPT (Lost)

Destroy target weapon at a site where you have a character who has tactics of 3 or more.

ILLUS. BY ROBERTO CAMPUS TM & © 2005 DECIPHER INC. 711

2 •Chindon Relk **5**

Relk is one of CISyn's new recruits. He can't remember much about his past, but that seems to be common in his current assignment.



CHARACTER • KIZEN • CISYN • UNIT

POWER **1** TACTICS **2** DEFENSE **4**

Your battle destiny in a site battle here is +1 for each of your kizen here and at each related site.

ILLUS. BY GUY GENTRY TM & © 2005 DECIPHER INC. 712

3 CISyn Coordinators **5**

Ratha's gurus will follow his lead even in the face of CGC objections voiced by Howler himself.



CHARACTER • KIZEN • CISYN • UNIT

POWER **3** TACTICS **3** DEFENSE **4**

• Pay 1 energy ≈ Look at the top card of any reserve.

ILLUS. BY ERIC DESCHAMPS TM & © 2005 DECIPHER INC. 713

3 Dagger Juggernaut **1**

Like his Blades in the air, Howler's Daggers are an elite ground unit that receives only the most critical assignments.



VEHICLE • FEDGRAV • INVERTER • UNIT

POWER **3** TACTICS **1** DEFENSE **5**

Size 2, Transport 1
Each time you win a site battle here, you may invert this vehicle.

Size 2, Transport 1
POWER **6** DEFENSE **2** TACTICS **6**

ILLUS. BY JOSEPH & JAMES SHAW TM & © 2005 DECIPHER INC. 714

0 •Defensive Grid **6**

"The floaters know what you're going to do before you do it. Just keep shooting." — Commander Dalhart, Venus Station



INTERUPT (Lost)

You may play this interrupt only during a battle at a location where you have more than one support icon.
Make your battle destiny in that battle +D.

ILLUS. BY ROBERTO CAMPUS TM & © 2005 DECIPHER INC. 715

1 Gorget Cannon **2**

"When they're busy looking for the whites of your eyes, they'll never see this coming."



WEAPON (CHARACTER) • RANGED

As long as this character is at a site, you cause attrition +1 here.
• Pay 1 energy ≈ Choose target unit your opponent has in a site battle here. Damage target if its defense < D + the number of units your opponent has here.

ILLUS. BY MICHELLE SPALDING TM & © 2005 DECIPHER INC. 716

1 Headlong Rush **4**

The Blades fight with everything they have. Even when there's a NOBot on the other side.



INTERUPT (Lost)

Move your target vehicle at a site to an adjacent site where a battle is taking place.

ILLUS. BY STEPHEN CROWE TM & © 2005 DECIPHER INC. 717

1 Howler's Gambit **4**

"We can learn even from our enemies." — Ovid



INTERUPT (Lost)

You may play this interrupt only during your move phase.
At target location where your ships and units have a higher total tactics than your opponent, put each ship and each unit in its owner's hand.

ILLUS. BY ROBERTO CAMPUS TM & © 2005 DECIPHER INC. 718

2 Inca Fighter **3**

Type IV's from Inca squadron routinely patrol areas near the rift, alert for any developments.



SHIP (CAPACITY 1) • COM • FIGHTER

POWER **2** TACTICS **1** DEFENSE **5**

When this ship enters play, you may put target unit here that doesn't have piloting on top of its owner's used pile.

ILLUS. BY STEPHEN CROWE TM & © 2005 DECIPHER INC. 719

3 Informational Advantage **2**

Well placed CISyn operatives make it their business to know what other Earther corporations are planning.



ASSET (CHARACTER INFILTRATOR)

Each time your opponent uses a support icon here, he or she loses 1 energy.

ILLUS. BY ERIC DESCHAMPS TM & © 2005 DECIPHER INC. 2X11

4 •Jylan Rathe **1**

"It's vital these CGC fools continue to trust us. Our every move must be well timed."



CHARACTER • CISYN • INFILTRATOR • UNIT

POWER **3** TACTICS **2** DEFENSE **4**

• Damage your kizen here or your other infiltrator here ≈ Damage target opponent's unit here. You may only use this ability during a site battle here.

ILLUS. BY KIRIAN YANNER TM & © 2005 DECIPHER INC. 2X11

1 Kneecapped **5**

Despite his high rank, Chan Whitmer knows that if you want something done right, you've got to do it yourself.



ASSET (UNIT)

You may play this asset only beneath target opponent's unit at a site where you have an infiltrator.

This unit may not move.

Each of your opponent's drains here is -1.

ILLUS. BY PAMELINA H TM & © 2005 DECIPHER INC. 2X11

3 Mouthpiece **3**

When things get rough in the Rim, Lief Garzone is relied upon to meet any unanticipated "needs" the Rangers have.



CHARACTER • XELABS • MERCHANT • UNIT

POWER **2** TACTICS **2** DEFENSE **3**

Quickdraw 1 (Add a • to each activated ability on a weapon beneath this character that already has at least one.)

When this character enters play, you may pay 2 energy. If you do, download a weapon.

ILLUS. BY MICHELLE SPALDING TM & © 2005 DECIPHER INC. 2X11

0 Optical Delusion **4**

Those who suggest that XeLabs is working on a light bending technique often end up disappearing themselves.



INTERRUPT (Lost)

You may play this interrupt only during a battle.

Play a XeLabs ship or XeLabs unit to the location of that battle at full cost.

ILLUS. BY JEFF LEE JOHNSON TM & © 2005 DECIPHER INC. 2X11

0 Patch Job **6**

"Prepare for a visit to a bar in the Outer Rim as you would a battle. Medical training is recommended." — Ranger Manual



INTERRUPT (Lost)

The next time your target unit would be destroyed this turn, prevent that and, if it is damaged, undamage it.

ILLUS. BY PAMELINA H TM & © 2005 DECIPHER INC. 2X11

1 Piggyback **6**

CISyn gurus plot ways to include more than simple streeps in the streams of combat data they handle for CGC.



INTERRUPT (Used)

You may play this interrupt only if you have a CISyn character at a battleground.

Reveal the top card of target reserve. You may put that card on top of its owner's used pile.

ILLUS. BY IZZ DANFORTH TM & © 2005 DECIPHER INC. 2X11

5 •Pompeii **1**

Advanced targeting systems on Earther cruisers make them the equal of their larger battleship cousins.



SHIP (CAPACITY 4) • ICOM • CAPITAL

POWER **4** TACTICS **3** DEFENSE **6**

Each activated ability used during a battle here costs 3 more energy to use.

ILLUS. BY DENNIS GALLERO TM & © 2005 DECIPHER INC. 2X11

2 Ranger Watchman **2**

When watching Hallard's back, Vesuvian Ranger Jerlen Kroe relies on his quick wits as often as his fast hands.



CHARACTER • XELABS • WARRIOR • UNIT

POWER **3** TACTICS **1** DEFENSE **4**

Quickdraw 1 (Add a • to each activated ability on a weapon beneath this character that already has at least one.)

Each time the attrition step ends here and your opponent has attrition remaining, this character is power +3 until end of turn.

ILLUS. BY MICHELLE SPALDING TM & © 2005 DECIPHER INC. 2X11

3 Remote Coordinator **2**

Despite his official assignment, Grem Holden's real mission is to identify kizen and report their movements to Rathe.



CHARACTER • KIZEN • CISVN • UNIT

POWER **2** TACTICS **3** DEFENSE **4**

Each time your opponent's kizen of tactics X is destroyed here, you may pay X energy. If you do, play that kizen here to use as yours. It costs nothing to play.

ILLUS. BY LIZ DANFORTH TM & © 2005 DECIPHER INC.

4 Rev A Shrouds **1**

The first several volunteers never reappeared. That might explain the bumps at night.



CHARACTER • XELABS • WARRIOR • UNIT

POWER **5** TACTICS **2** DEFENSE **5**

As long as you have a card stacked on your stockpile asset, this character is tactics +2.

ILLUS. BY JEFF LEE JOHNSON TM & © 2005 DECIPHER INC.

5 •Rogan Hallard **3**

As captain of the Shadowsurfer, the last thing Hallard needs on a mission to the Rim is a boatful of new recruits. That's why the Rangers provide him with seasoned veterans.



CHARACTER • XELABS • WARRIOR • INVERTER • UNIT

POWER **3** TACTICS **4** DEFENSE **5**

Piloting 2

• Invert this character ≈ Undamage your target character in a battle here.

Piloting **2**

ILLUS. BY MICHELLE SPALDING TM & © 2005 DECIPHER INC.

4 •Shadowsurfer **1**

The Shadowsurfer's enhancements aren't available on Yacht Works standard options lists. Its countermeasures package is strictly Xelabs military-grade.



SHIP (CAPACITY 3) • XELABS • CAPITAL

POWER **3** TACTICS **2** DEFENSE **5**

Captain - Rogan Hallard (As long as Rogan Hallard is aboard this ship, this ship and each unit aboard it is immune to attrition.)

This ship can't be targeted by your opponent.

ILLUS. BY JOSHUA & JAMES SHAW TM & © 2005 DECIPHER INC.

2 •Sheria Coreg **4**

"Today we stopped reading the books. Tomorrow we start writing them. The stars are our destiny. Now's the time to earn what's truly ours."



CHARACTER • KIZEN • CGC • WARRIOR • UNIT

POWER **2** TACTICS **2** DEFENSE **4**

When this character enters play, you may look at the top card of any reserve. If you do, you may put that card beneath its owner's reserve.

• Pay 1 energy ≈ Put the top card of any reserve beneath that reserve.

ILLUS. BY PHILIPPE 'HPX' GUYONNE TM & © 2005 DECIPHER INC.

0 Terms of the Deal **3**

"Once you close a deal with the Mavs, it's good business to get the hell out."



ASSET

You may play this asset any time you could play an interrupt.

When you play this asset during a battle that you are losing, reduce your casualties in that battle by 8.

Each time your opponent performs an activation action, he or she may activate 2 more energy.

ILLUS. BY DENNIS CALERO TM & © 2005 DECIPHER INC.

0 •Traginium Surplus **6**

"Somehow they think whatever we have here is hot."



ASSET • STOCKPILE

• Pay 1 energy ≈ If there is no card stacked here, your opponent loses 1 energy and stacks that card face down on this asset.

ILLUS. BY ROBERTO CAMPUS TM & © 2005 DECIPHER INC.

0 Watch Your Back **3**

The gurus under Rathe's command are trained to sense the presence of fellow kizen.



ORDER (Used)

Play a kizen. It costs 1 less energy to play for each other kizen you have in play.

ILLUS. BY LIZ DANFORTH TM & © 2005 DECIPHER INC.

2 •Xelabs Type IV **3**

She's got the scanners and sampling equipment as well as enough firepower for a standup fight.



SHIP (CAPACITY 1) • XELABS • FIGHTER

POWER **2** TACTICS **1** DEFENSE **5**

• Lose 3 energy ≈ Put target ship here in its owner's hand. You may use this ability only during your move phase. You can't use this ability the turn this ship comes into play.

ILLUS. BY JOSHUA & JAMES SHAW TM & © 2005 DECIPHER INC.

3 **XeRacer** **3**

"Make sure some of the Racers are on station in the Belt. We might need them to throw some light." – Rogan Hallard



SHIP (CAPACITY 2) • XE LABS • FIGHTER

POWER 3 **TACTICS 2** **DEFENSE 4**

You may play this ship at full cost to a sector where a battle is taking place any time you could play an interrupt. If you do, lose 1 energy.

ILLUS. BY JOSHUA HAWKES JAMES SHAW TM & © 2005 DECEPIER INC. 2 C 71

0 **2-Level Gurus**

The strategic coordinators assigned to help Howler's troops rely on special abilities for what technology cannot provide.



INTERRUPT (Lost)

As an additional cost to play this interrupt, pay X energy.

You cause attrition +X at target location where a battle is taking place.

ILLUS. BY LIZ DANFORTH TM & © 2005 DECIPHER INC. **2 X 1**

3

Cheng Lin

1

"The manual says, 'If you cannot repair the vehicle as well as you drive it, then you are a failure to your master,' but have you ever seen a Gurnso try to change a coupling?"

CHARACTER

• IKAZUCHI • TECH • WARRIOR • UNIT

POWER 3

TACTICS 3

DEFENSE 4

Each time one of your vehicles here is destroyed, you may put that vehicle on top of its owner's used pile. You may use this ability only once each turn.

ILLUS. BY DREW BAKER

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2830

3 **Combat Support T.S.U.** **4**

Ikazuchi commanders relied on these vehicles to provide fire support for the attack on the Ganymede Earther base.



VEHICLE • IKAZUCHI • UNIT

POWER 2 **TACTICS 1** **DEFENSE 3**

Size 3, Transport 4

When this vehicle enters play at a site where you have a bot or another vehicle, you may retrieve a card.

ILLUS. BY CHRISTIAN SCHWAGER TM & © 2005 DECIPHER INC. 2 of 31

2 **Dance of Steel** **4**

A skilled swordsman can use a weapon's reach, weight, and edge to defeat even the most hardened foe.

ASSET

Each time you reveal a card for battle destiny, you may retrieve a card for each of your opponent's damaged units in that battle.

ILLUS. BY BRADLEY WILLIAMS TM & © 2005 DECIPHER INC. 2837

0 Defensive Fire 5

Overlapping fields of fire make approach difficult.



INTERRUPT (Lost)

Each Ikazuchi unit is defense +4 until end of turn.

ILLUS. BY CHRISTIAN SCHWAGER TM & © 2005 DECIPHER INC. 2 of 33

The illustration depicts a dark, rocky landscape under a starry night sky. Several mechanical, insect-like units with yellow and black armor are positioned on the terrain. They are firing bright yellow energy beams from their front-mounted cannons. The beams overlap, creating a sense of intense fire. The units have a central body with two circular eyes and multiple jointed limbs. The overall tone is dramatic and high-tech.

2

Gishi Combat Tech

Fusion generators require skilled engineers like Yoro Tosunta to keep them in tune.

1



CHARACTER • DEIGAN • TECH • UNIT

POWER 1

TACTICS 2

DEFENSE 2

Damage this character ≈ Put your target bot here or your target vehicle here in its owner's hand. You may use this ability only during a battle here.

ILLUS. BY APRIL LEE

TM & © 2005 DECIPHER INC.

2 of 34

3

Gunso Squad Leader

Hisumi Taro is one of many Deigan sergeants respected throughout the Gongen armies.

3



CHARACTER • DEIGAN • WARRIOR • UNIT

POWER 3

TACTICS 2

DEFENSE 3

- Pay 4 energy ≈ Your target character at this site can't be damaged until end of turn.

ILLUS. BY ERIC LOFFREN
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TCG

1 **Hailstorm Blaster** 6

"The Shi taught the Quay to hate water. The NoBot kouhyou weapon taught them to fear it."



WEAPON (NoBot) • RANGED

This NoBot is defense +4.

- Pay 2 energy ≈ Choose target unit your opponent has in a site battle here. Reveal the top two cards of your reserve, choose one and note its destiny, and put them on top of your used pile in any order. Damage target if its defense < that destiny.

ILLUS. BY CHRISTIAN PEARCE

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2 R 3

5

•Hannya

4

Serpent demon Hannyā and noble lady Deigan are two sides of the same personality in Nō theatre.

NŌBOT • DEIGAN • INVERTER • BOT • UNIT

POWER 4 TACTICS 3 DEFENSE 10

Lose 3 energy ≈ Invert this NōBot.

When you invert this NōBot in a site battle here, you cause attrition + 1 here.

Size 3

5 DEFENSE 2 TACTICS 10 POWER

ILLUS. BY CHRISTIAN PEARCE TM & © 2005 DECIPHER INC. 2 C 37

3

Ikazuchi Follower

3

"In your might and glory I place my hand. Guide my weapon in your service." — Kazui Ōko

CHARACTER • IKAZUCHI • WARRIOR • UNIT

POWER 2 TACTICS 2 DEFENSE 3

As long as this character is damaged, it is power +2.

ILLUS. BY PAUL TODIN TM & © 2005 DECIPHER INC. 2 C 38

3

Ikazuchi Technician

3

Combat-grade techs like Yasa Tamara are able to repair vehicles in dangerous conditions.

CHARACTER • IKAZUCHI • TECH • UNIT

POWER 1 TACTICS 2 DEFENSE 3

When this character is destroyed during a site battle, you may put it on top of its owner's used pile.

ILLUS. BY PAUL TODIN TM & © 2005 DECIPHER INC. 2 C 39

0

Indomitable Will

6

"The strength of a pure spirit can empower the body to fight on after death." — Higen Shijin, The Great Journey

ASSET (KIZEN)

You can't play more than one copy of this asset beneath the same kizen.

As long as this kizen is at a site, each time you drain here and you have no other units here, you may retrieve a card.

ILLUS. BY MARK EVANS TM & © 2005 DECIPHER INC. 2 C 40

2

Jikoku Interceptor

5

Enhanced AI onboard these ships allows them to perform an elaborate defensive stratagem.

SHIP (CAPACITY 0) • TENNO • FIGHTER

POWER 1 TACTICS 3 DEFENSE 2

This ship is defense +1 for each of your other ships here.

ILLUS. BY THOMAS DENMARK TM & © 2005 DECIPHER INC. 2 C 41

3

•Kayu Gekkane

3

Gekkane realized that only decisive action could protect the Ganymede base against the rampaging Quay.

CHARACTER • DEIGAN • WARRIOR • UNIT

POWER 3 TACTICS 2 DEFENSE 5

As long as this character is at a site and your opponent has fewer than three units here, he or she can't reveal a card for battle destiny in a battle here.

ILLUS. BY APRIL LEE TM & © 2005 DECIPHER INC. 2 C 42

4

Komoku Interceptor

3

Since the War of Independence, a new fighter design has been produced.

SHIP (CAPACITY 0) • TENNO • FIGHTER

POWER 1 TACTICS 3 DEFENSE 2

Each of your other ships here that has "Komoku" in its title is immune to attrition.

ILLUS. BY THOMAS DENMARK TM & © 2005 DECIPHER INC. 2 C 43

2

Last Stand

2

"We must defend the lifeblood of our NōBot champions."

INTERRUPT (LOST)

Reduce your casualties by 5 for each of your support icons at target location where a battle is taking place.

ILLUS. BY STEVE ELLIS TM & © 2005 DECIPHER INC. 2 C 44

1

Rapid Fire

6

Medium range plasma cannons are deployed to clear the way for NōBots as they rush into battle.

ASSET (CHARACTER)

This character is defense +2.

If this character doesn't have quickdraw, this character gains Quickdraw 1.

ILLUS. BY PAUL BURROW TM & © 2005 DECIPHER INC. 2 C 45

1

Strength of Arms

5

One warrior fights like two. Two fight like ten. Ten fight like a hundred.

ASSET

Each time your Deigan unit is destroyed, if there are no cards stacked here, you may stack that unit on this asset.

Lose a card from your hand ≈ Put target card stacked here in your hand. You may use this ability only during your deploy phase.

ILLUS. BY CHRIS TREVAS TM & © 2005 DECIPHER INC. 2 R 4

1

Sword Wall

4

Unlike firearms, Ikazuchi swords provide defense as well as attack.

INTERRUPT (Lost)

For each asset in play, that asset's owner must choose to either lose 2 energy or dismiss that asset.

ILLUS. BY CHRIS TREVAS TM & © 2005 DECIPHER INC. 2 R 4

3

Tachikaze

3

"Like the wind from a katana's stroke, like the lost breath of our enemies." — Tenryu naming ceremony, 2389

SHIP (CAPACITY 6) • TENNO • CAPITAL

POWER 4 TACTICS 3 DEFENSE 5

Transport 4 (Each time this ship moves, you may move with it up to four of your fighters.)

... Pay 1 energy ≈ Make your target ship here defense +1 until end of turn.

ILLUS. BY CHRISTIAN SCHWAGER TM & © 2005 DECIPHER INC. 2 R 4

4

Takumi Shadow Warriors

1

Living in darkness, kagemusha cloud their individuality to intensify their might.

CHARACTER • DEIGAN • WARRIOR • UNIT

POWER 5 TACTICS 3 DEFENSE 4

Quickdraw 1 (Add a • to each activated ability on a weapon beneath this character that already has one.)

This character may have two weapons beneath it.

ILLUS. BY FRANCIS TSAI TM & © 2005 DECIPHER INC. 2 R 4

2

Tamon Interceptor

3

The new Gongan fighters are designed to combat technology from the other side of the rift.

SHIP (CAPACITY 0) • TENNO • FIGHTER

POWER 1 TACTICS 3 DEFENSE 2

When this ship is destroyed, you may put it on top of its owner's used pile.

ILLUS. BY THOMAS DENMARK TM & © 2005 DECIPHER INC. 2 R 4

3

Tataki Commander

3

Deigan assault warriors are known for their devotion to leaders like Namaru Komo. Veterans hold a revered place in Gongan society.

CHARACTER • DEIGAN • WARRIOR • UNIT

POWER 4 TACTICS 2 DEFENSE 1

• Pay 1 energy ≈ Move this character to target adjacent site where a battle is taking place. You may use this ability only during your opponent's turn.

ILLUS. BY PAUL BURROW TM & © 2005 DECIPHER INC. 2 R 5

4

Tennaru Hari

4

"A fallen comrade at your back only strengthens your footing. A fallen army behind you makes you invincible." — Sido, Gongan Philosopher

CHARACTER • KIZEN • IKAZUCHI • UNIT

POWER 4 TACTICS 4 DEFENSE 4

Quickdraw 2 (Add two • to each activated ability on a weapon beneath this character that already has one.)

As long as this character has a weapon beneath him, he can't be damaged.

ILLUS. BY APRIL LEE TM & © 2005 DECIPHER INC. 2 R 5

2

Thunder-Edge Greatsword

1

This two-meter monomolecular blade trades speed for striking power.

WEAPON (CHARACTER) • MELEE

When the character this weapon is beneath is destroyed, you may put this weapon in its owner's hand.

• Pay 1 energy ≈ Choose target unit your opponent has in a site battle here. Damage target if its defense < D + 2.

ILLUS. BY BRADLEY WILLIAMS TM & © 2005 DECIPHER INC. 2 R 5

0

Traginium Cache

6

Once the needs of the NoBots became evident, the Gongan began to covet other traginium sources.

ASSET • STOCKPILE

• Pay 1 energy ≈ If you have two fighters at the same sector and there are fewer than two cards stacked here, your opponent loses 1 energy and stacks that card face down on this asset. You may use this ability only during your deploy phase.

ILLUS. BY CHRISTIAN SCHWAGER TM & © 2005 DECIPHER INC. 2 R 5

4

Transport Ride

2

Equipped with the proper gear, techs like Miu Zhihuan are able to move dangerous materials on hazardous planets.

CHARACTER • IKAZUCHI • TECH • UNIT

POWER 3 TACTICS 3 DEFENSE 3

When this character enters play, if you have a card stacked on your stockpile asset, you may take target vehicle from your lost pile into your hand.

ILLUS. BY JOE BOULDEN TM & © 2005 DECIPHER INC. 2 C 53

2

•Unbidden Martyr

6

"As a well-spent day brings happy sleep, so life well used brings happy death." — Leonardo da Vinci

ORDER (Lost)

As an additional cost to play this order, remove your target kizen from the game. Retrieve X cards, where X is the energy cost of target. Remove this card from the game.

ILLUS. BY ERIC LOFGREN TM & © 2005 DECIPHER INC. 2 R 54

2

Zocha Interceptor

4

The interceptor model features almost 16 more thrust than previous Gongen designs.

SHIP (CAPACITY 0) • TENNO • FIGHTER

POWER 1 TACTICS 3 DEFENSE 2

This ship is power +1 for each of your opponent's ships here.

ILLUS. BY THOMAS DENMARK TM & © 2005 DECIPHER INC. 2 C 57

4

•Aris Thantos

1

"At last year's Jove Invitational, I turned a handful of creds and a little info into a share of the winner's loot."

CHARACTER • ACCORD • ROGUE • UNIT

POWER 3 TACTICS 2 DEFENSE 5

Each time you drain here for X, you may make your opponent reveal X cards from the top of his or her reserve. Choose a revealed card to be lost. Your opponent puts the other revealed cards on top of his or her reserve in any order.

ILLUS. BY KIERAN YANNER TM & © 2005 DECIPHER INC. 2 R 59

3

•Battleaxe Boden

5

Three things she can't stand: downtime for repairs, customs frigates, and lousy Reds.

CHARACTER • HELLCATS • TECH • UNIT

POWER 3 TACTICS 2 DEFENSE 4

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

• Pay 3 energy ⇒ Move target ship this character is aboard. You may use this ability only during your deploy phase.

ILLUS. BY WESLEY BURT TM & © 2005 DECIPHER INC. 2 R 51

0

Begging for Mercy

5

"Wealth is the parent of luxury and indolence, and poverty of meanness and viciousness, and both of discontent." — Plato

INTERRUPT (Lost)

Choose a number and reveal the top card of your opponent's reserve. If that card's destiny is equal to the chosen number, draw up to five cards from your reserve.

ILLUS. BY ED COX TM & © 2005 DECIPHER INC. 2 R 40

3

Belt Runner

3

When you absolutely, positively, have to get data back to Europa in twenty hours or less.

SHIP (CAPACITY 1) • CARTEL • FIGHTER

POWER 3 TACTICS 3 DEFENSE 3

When this ship enters play, if you have a card stacked on your stockpile asset, you may put up to two cards from your hand on top of your reserve in any order.

ILLUS. BY DENNIS GALLERO TM & © 2005 DECIPHER INC. 2 C 61

2

Careless Cat

3

Flameout Jackson says that fuel tanks are for emptying. Her throttle has only two settings, off and wide open.

CHARACTER • HELLCATS • TECH • UNIT

POWER 2 TACTICS 2 DEFENSE 3

Quickdraw 1 (Add a • to each activated ability on a weapon beneath this character that already has one.)

As long as this character has a weapon beneath her, you generate 2 more energy here.

ILLUS. BY KIERAN YANNER TM & © 2005 DECIPHER INC. 2 R 67

3

•Cat's Claw

2

No Earther convoy wants to see the Claw show up with Killer Cat mousing around.

SHIP (CAPACITY 1) • HELLCATS • INVERTER • FIGHTER

POWER 2 TACTICS 1 DEFENSE 5

Each time you play a character who has piloting aboard this ship, you may invert this ship.

• Pay 3 energy ⇒ Draw two cards from your reserve.

Captain — Killer Cat Grimalkin

POWER 4 TACTICS 1 DEFENSE 5

ILLUS. BY MIKE BRUNING TM & © 2005 DECIPHER INC. 2 R 63

0 Chameleon **4**

The decrepitude of Cartel ships can provide perfect cover in the right situation.



ASSET

• Lose 2 energy from your hand ≈ Activate 3 energy. You may use this ability only during your turn.

ILLUS. BY CHRIS J. ANDERSON TM & © 2005 DECIPHER INC. 2 C 64

2 •Cribber **6**

"I'm a VusiTech model 770 bot. We can track more than a dozen independent targets, even while moving through a noisy club."



CHARACTER • CARTEL • BOT • UNIT

POWER **2** TACTICS **3** DEFENSE **3**

Each time a player reveals a card for battle destiny during a battle here, you may pay energy equal to the destiny of the card revealed. If you do, that player reveals another card for battle destiny instead. You may use this ability no more than once each turn.

ILLUS. BY JOSHUA THEJAMES SHAW TM & © 2005 DECIPHER INC. 2 C 65

2 Darkslider **4**

"Make sure that turret can spin three-sixty. You never know who your friends are out here."



SHIP (CAPACITY 1) • CARTEL • INVERTER • FIGHTER

POWER **2** TACTICS **1** DEFENSE **3**

• Pay 4 energy ≈ Invert this ship.

Each time you reveal a card for battle destiny during battle here, you may invert this ship. If you do, make that card's destiny +2.

POWER **4** DEFENSE **1** TACTICS **3**

ILLUS. BY STEVE ELLIS TM & © 2005 DECIPHER INC. 2 C 66

3 Death Dealer **3**

Not all Maverick ships are designed for running.



SHIP (CAPACITY 0) • HELLCATS • INVERTER • FIGHTER

POWER **2** TACTICS **2** DEFENSE **4**

• Pay 4 energy ≈ If this ship is at a sector that has a support icon on your side, invert it.

• Revert this ship ≈ Damage target ship in a sector battle here.

DEFENSE **4** TACTICS **2** POWER **2**

ILLUS. BY DENNIS CALERO TM & © 2005 DECIPHER INC. 2 C 67

2 Do Not Push **4**

Seriously. Don't.



ASSET

Each interrupt costs 3 more energy to play. At the start of your control phase, dismiss this asset.

ILLUS. BY ATHENA HEDDLESTON TM & © 2005 DECIPHER INC. 2 C 68

2 •Empty Heart **5**

"You could buy a year's worth of air and coolant on Mercury with this information." — Pepper Tokarates



ASSET • EVIDENCE

Each time your total battle destiny is exactly 1 at the end of the battle destiny step, you may make target character power +3 until end of turn for each of your evidence assets.

• Pay 2 energy ≈ Put this asset on top of your reserve.

ILLUS. BY MICHELLE SPALDING TM & © 2005 DECIPHER INC. 2 C 69

1 •Field Report **3**

Pepper and Flameout settled their debts to The Gambler with evidence gathered from the Deigan base.



INTERRUPT (Lost)

Make target pending drain at a location where you have no energy icons +X, where X is the number of evidence assets you have +1.

ILLUS. BY BRADLEY WILLIAMS TM & © 2005 DECIPHER INC. 2 C 70

3 Fortune Seeker **1**

Pepper Tokarates hopes to pay off her new eyes with data scrounged from the abandoned Deigan mines.



CHARACTER • CARTEL • WARRIOR • UNIT

POWER **3** TACTICS **1** DEFENSE **4**

When this character enters play, you may reveal the top three cards of your reserve and replace them in any order.

ILLUS. BY KIERAN YANNER TM & © 2005 DECIPHER INC. 2 C 71

3 Gray Market Middleman **2**

Need a gun? Fuel? Air? Slick Tommy Jianbu can help you out. He asks only a nominal fee to cover expenses.



CHARACTER • CARTEL • ROGUE • UNIT

POWER **2** TACTICS **2** DEFENSE **3**

Quickdraw 1 (Add a • to each activated ability on a weapon beneath this character that already has one.)

When this character enters play, you may reveal the top card of your used pile. If you do, you may put that card on top of your reserve.

ILLUS. BY BRIAN ROOD TM & © 2005 DECIPHER INC. 2 C 72

0 • **Inquiry** **1**

"There's got to be something down here. Why else would so many Gongs have died to defend it?" — Flameout Jackson



ASSET • EVIDENCE

Each time your total battle destiny is exactly 3 at the end of the battle destiny step, you may draw a card from your reserve for each of your evidence assets.

- Pay 0 energy ≈ Put this asset on top of your reserve.

ILLUS. BY KIERAN YANNER TM & © 2005 DECIPHER INC. 2 0 7 3

3 • **Joker Danniko** **2**

Armed and dangerous, Joker is someone to keep an eye on while you're having a drink at the Nest.



CHARACTER • KIZEN • CARTEL • UNIT

POWER **4** TACTICS **4** DEFENSE **5**

Quickdraw 1 (Add a • to each activated ability on a weapon beneath this character that already has one.)

As long as this character has a weapon beneath her, she is immune to attrition and each of your drains here is +1.

ILLUS. BY KIERAN YANNER TM & © 2005 DECIPHER INC. 2 0 7 4

2 • **Jovian Standoff** **7**

Sitting at the table with The Gambler often brings either a great blessing or a terrible price. Sometimes it's hard to tell one from the other.



ASSET (UNIT)

Dismiss this asset ≈ If this unit is at a site, make target pending drain here +3.

When you reveal this card for battle destiny, lose 3 energy.

ILLUS. BY KIERAN YANNER TM & © 2005 DECIPHER INC. 2 0 7 5

3 **Little Nelly** **3**

Cogs never stop wrenching on their machines, the fastest in the Sol System.



VEHICLE • COGS • UNIT

POWER **1** TACTICS **1** DEFENSE **5**

Size 2, Transport 2

This vehicle is power +1 for each energy icon on your side of this location.

ILLUS. BY ATHENA HUDDLESTON TM & © 2005 DECIPHER INC. 2 0 7 6

1 **Long Odds** **3**

When the threat level goes red, that's when you begin to feel alive.



INTERRUPT (Lost)

Reveal the bottom card of your reserve, note its destiny and put it on top of your used pile. Reveal the top X cards of your opponent's used pile, where X is that destiny. Put target revealed card in its owner's lost pile, and put the other cards on top of your opponent's used pile in any order.

ILLUS. BY ATHENA HUDDLESTON TM & © 2005 DECIPHER INC. 2 0 7 7

1 **Max Retros** **4**

Pulling 4Gs of reverse thrust in a hog like the Rugged Empty is no picnic.



INTERRUPT (Lost)

As an additional cost to play this interrupt, revert your inverter ship or your inverter unit at the location of target pending attack.

Cancel that attack.

ILLUS. BY MIKE BRUNSMAN TM & © 2005 DECIPHER INC. 2 0 7 8

1 • **Reliquaries** **3**

"Analysis of the containment vessel reveals atypical magnetic and gravitic residues." — Deigan lab report



ASSET • EVIDENCE

Each time your total battle destiny is exactly 5 at the end of the battle destiny step, you may put a card from your hand beneath your reserve for each of your evidence assets.

- Pay 1 energy ≈ Put this asset on top of your reserve.

ILLUS. BY MICHELLE SPALDING TM & © 2005 DECIPHER INC. 2 0 7 9

3 • **Rugged Empty** **1**

"This model's got lots of compartments. Useful for my boy's 'small package trade.'" — The Gambler



SHIP (CAPACITY 0) • CARTEL • INVERTER • FIGHTER

POWER **2** TACTICS **1** DEFENSE **3**

Each time you win a battle here, you may invert this ship.

Revert this ship ≈ Make target pending drain here +2.

ILLUS. BY MIKE BRUNSMAN TM & © 2005 DECIPHER INC. 2 0 8 0

0 **Snap Switch** **6**

"Is that even possible?"



INTERRUPT (Lost)

Until end of turn, switch tactics and defense of target character at same location as your kizen.

(Effects that alter target's tactics alter its defense instead, and vice versa, until end of turn.)

ILLUS. BY KIERAN YANNER TM & © 2005 DECIPHER INC. 2 0 8 1

0 **Synched Up** **6**

"Sister Spotweld was Mother Teresa with a wrench and blowtorch." — Your Life is Already Lost!



ORDER (Used)

Reveal three target cards from the top of your reserve. Put one of them beneath your active pile and one of them in your lost pile. Put the other card on the top of your reserve.

ILLUS. BY MICHELLE SPALDING TM & © 2005 DECIPHER INC. 2 U 17

0 **•Traginium Stash** **5**

"Make money, money by fair means if you can, if not, but any means money." — Horace



ASSET • STOCKPILE

• Pay 1 energy ≈ If your battle destiny is greater than your opponent's battle destiny and there are fewer than two cards stacked here, your opponent loses 1 energy and stacks that card face down on this asset. You may only use this ability during a battle after the battle destiny step.

ILLUS. BY ED COX TM & © 2005 DECIPHER INC. 2 U 17

0 **Wagner S70 Plasma Bolter** **3**

"You'll shoot your photonic receptor element out!"



WEAPON (CHARACTER) • RANGED

• Pay 1 energy ≈ Choose target unit your opponent has in a site battle here and reveal the bottom card of your reserve. Damage target if its defense < the revealed card's destiny.

ILLUS. BY BRIAN ROOD TM & © 2005 DECIPHER INC. 2 C 14

3 **Widowmaker** **3**

Neither the tricky handling nor the nickname scares off Cat pilots.



SHIP (CAPACITY 0) • HELLCATS • INVERTER • FIGHTER

POWER 3 TACTICS 3 DEFENSE 3

• Stack target card in your opponent's lost pile face down on your stockpile asset ≈ Invert this ship.

This ship is power +3 for each of your stockpile assets that has one or more cards stacked on it.

2 DEFENSE 2 TACTICS 2 POWER 2

ILLUS. BY MIKE BRUNSARA TM & © 2005 DECIPHER INC. 2 U 17

4 **Zhang Hotrod** **2**

Dismissed from Gongen service due to twitchy handling, salvaged Zhangs were re-engineered by Mav techs.



VEHICLE • CARTEL • UNIT

POWER 4 TACTICS 1 DEFENSE 3

Size 2, Transport 2

When you play this vehicle, you may put up to two cards from hand on top of your used pile and draw the same number of cards from your reserve.

ILLUS. BY CHRIS J. ANDERSON TM & © 2005 DECIPHER INC. 2 U 17

2 **Alcove of Panacea** **3**

"When a Crown dies, the Tilak fail." — Shi axiom



ASSET (LOCATION)

You may play this asset beneath one of your opponent's locations.

Each time your Tilak character here would be destroyed, you may pay 3 energy. If you do, put that character on top of your reserve instead.

ILLUS. BY ROBERTO CAMPUS TM & © 2005 DECIPHER INC. 2 U 17

4 **•Ashmahi-Anant** **2**

"We expected only the metal humans. The appearance of the four-legged rebels, however, changes nothing."



CHARACTER • KIZEN • CROWN • ANANT • UNIT

POWER 1 TACTICS 4 DEFENSE 3

Piloting 3

• Pay 4 energy ≈ Choose target ship your opponent has in a sector battle here. Damage target if its defense < this character's piloting or tactics.

ILLUS. BY JOSHUA AND JAMES SHAW TM & © 2005 DECIPHER INC. 2 U 17

0 **Assault Carbine** **3**

A Shi's choice of weapon is dictated by its opposition. Earther troops can be dispatched with a carbine... most don't warrant the honor of a vatarma.



WEAPON (CHARACTER) • RANGED

• Pay 1 energy ≈ Choose target unit your opponent has in a site battle here. If target's defense < 0, opponent chooses: Destroy target; or put a card from his or her hand on top of his or her used pile.

ILLUS. BY DREW BAKER TM & © 2005 DECIPHER INC. 2 C 17

0 **Blinding Scream** **4**

"Ability HK45: Active disruption of cognitive processes." — Expanded Awareness Journal



INTERRUPT (Lost)

You can't play this interrupt unless you have a kizen at a location.

Your opponent reveals his or her hand and chooses a destiny number on one of the revealed cards. Choose a revealed card with that destiny number and put it on top of his or her used pile.

ILLUS. BY KIERAN YANNER TM & © 2005 DECIPHER INC. 2 U 19

2 Carabinier **3**

Like many Shi warriors, Dunasha is often assigned to protect valuable assets.



CHARACTER • ANANT • WARRIOR • UNIT

POWER **2** TACTICS **1** DEFENSE **3**

Quickdraw 1 (Add a • to each activated ability on a weapon beneath this character that already has one.)

ILLUS. BY OREW BAKER TM & © 2005 DECIPHER INC. 2 C 91

4 Claviger **1**

Ampatra relies on specialized equipment when tracking escaped Quay.



CHARACTER • ANANT • WARRIOR • UNIT

POWER **3** TACTICS **2** DEFENSE **3**

Scouting (You may play this character at a site that has no energy icons on your side.)
As long as this character is at a site that has no energy icons on your side, it is power +2 and immune to attrition.

ILLUS. BY NICK STATHOPOULOS TM & © 2005 DECIPHER INC. 2 C 92

0 Cornered **5**

As the clavigers close in, escapees have nowhere to hide.



INTERUPT (USED)

Your opponent causes attrition -4 in a site battle where you have target weapon.

ILLUS. BY NICK STATHOPOULOS TM & © 2005 DECIPHER INC. 2 C 93

3 Crippled **2**

The opening gambit of Dhanake-Tilak's plan called for a quarrel to blunt the Xelabs fighter defenses.



ASSET

Each card you play costs one more • support icon to play.
Each of your opponent's units is defense -1.

ILLUS. BY SEAN MURPHY TM & © 2005 DECIPHER INC. 2 C 94

2 Crown Vessel **3**

"The eyes of the Sudeva see the whole galaxy." — Shi axiom



SHIP (CAPACITY 3) • SUDEVA • CAPITAL

POWER **3** TACTICS **2** DEFENSE **5**

• Lose 2 energy ≈ Make this ship and each unit aboard it immune to attrition until end of turn.

ILLUS. BY JOE BOULDEN TM & © 2005 DECIPHER INC. 2 C 95

7 •Dhanake-Tilak **2**

"First task: recovery of agents. Second task: extinguish evidence."



CHARACTER • KIZEN • CROWN • TILAK • UNIT

POWER **4** TACTICS **5** DEFENSE **4**

This character is power +1 for each of your • support icons.
As long as this character is at a site, your opponent causes attrition -1 here for each of your • support icons.

ILLUS. BY KIERAN YANNIR TM & © 2005 DECIPHER INC. 2 C 96

2 Eavesdropper **3**

The first Tilak to enter Xelabs Yacht Works were trained reconnoiterers.



INTERUPT (LOST)

As an additional cost to play this interrupt, damage your target unit that has scouting in a site battle.
Make each of your units at that site immune to attrition until end of turn.

ILLUS. BY PAUL BURROW TM & © 2005 DECIPHER INC. 2 C 97

5 Few Escape **2**

Tilak quarrels pursued the Xelabs ships fleeing the Yacht Works.



INTERUPT (LOST)

You may play this interrupt only during your move phase.
Destroy target ship that has power 3 or less.

ILLUS. BY JOE BOULDEN TM & © 2005 DECIPHER INC. 2 C 98

4 Hastecurrent Pursuer **4**

Hastecurrents sent to support Reaper Craft above Ganymede chased off Hellcat ships contracted to defend the Maverick mine.



SHIP (CAPACITY 1) • ANANT • FIGHTER

POWER **3** TACTICS **1** DEFENSE **6**

This ship costs 1 less energy to play at a sector for each of your opponent's inverters at locations related to that sector.

ILLUS. BY JOE BOULDEN TM & © 2005 DECIPHER INC. 2 C 99

2

Key Keeper

2

Spineslingers hold no surprises for veteran clavigers tasked with reclaiming them.

CHARACTER • ANANT • WARRIOR • UNIT

POWER 3 TACTICS 2 DEFENSE 4

As long as you have a card stacked on your stockpile asset, this character is immune to attrition.

ILLUS. BY WESLEY BURY TM & © 2005 DECIPHER INC. 2 C 100

1

Lifeseeker

3

When a patriarch is missing or captured, Asendar and its crew are called upon.

CHARACTER • TILAK • TECH • UNIT

POWER 2 TACTICS 1 DEFENSE 3

• Pay 5 energy ≈ Put target other damaged unit here in its owner's hand.

ILLUS. BY DREW BAKER TM & © 2005 DECIPHER INC. 2 C 101

1

Ore Alembic

2

Trogrinum's importance to rift travel ensures that collection experts like Sanatha are well respected.

CHARACTER • ANANT • TECH • UNIT

POWER 1 TACTICS 2 DEFENSE 3

• Lose a stockpile asset from your hand ≈ Reduce your casualties in target battle here or at a related location by 2.

ILLUS. BY JOE BOULDEN TM & © 2005 DECIPHER INC. 2 C 102

1

Protective Fire

5

"Defend the Reaper Craft at all costs!" – Ashmahi-Anant

INTERUPT (Lost)

Make target ship and each unit aboard it immune to attrition until end of turn.

ILLUS. BY JOE BOULDEN TM & © 2005 DECIPHER INC. 2 C 103

5

•Rantosh-Anant

1

"It was no coincidence that Oligarch-Sudhand chose me to command the Ganymede mission. Our balances now stand equal."

CHARACTER • CROWN • ANANT • UNIT

POWER 2 TACTICS 3 DEFENSE 4

Piloting 2
As long as this character is aboard your ship and your opponent has no ships here, he or she must lose 2 energy to play a ship here.

ILLUS. BY DREW BAKER TM & © 2005 DECIPHER INC. 2 C 104

2

Reaper Craft

4

Collector ships replenish trogrinum stores that were exhausted with the opening of the rift.

SHIP (CAPACITY 6) • TILAK • INVERTER • CAPITAL

POWER 1 TACTICS 1 DEFENSE 2

• Lose a stockpile asset from your hand ≈ Invert this ship.
• Revert this ship ≈ Move this ship to another sector.

ILLUS. BY JOE BOULDEN TM & © 2005 DECIPHER INC. 2 C 105

3

Resolute Quarrel

3

"Send in two flights of quarrels to make sure the Vinisha can approach safely." – Dhanake-Tilak

SHIP (CAPACITY 1) • TILAK • FIGHTER

POWER 3 TACTICS 1 DEFENSE 6

When this ship enters play, your opponent puts a card from his or her hand on top of his or her used pile.

ILLUS. BY JOE BOULDEN TM & © 2005 DECIPHER INC. 2 C 106

0

Selsyn Maneuver

3

Over many years, stability within squadrons has bred an awareness akin to telepathy.

ASSET (WEAPON)

Each time an ability on the weapon this asset is beneath damages a ship or unit, the owner of that ship or unit loses 1 energy.

ILLUS. BY JOE BOULDEN TM & © 2005 DECIPHER INC. 2 C 107

3

Swiftwave Attacker

1

A veteran Swiftwave squadron provided protection for Anant capital ships.

SHIP (CAPACITY 1) • ANANT • FIGHTER

POWER 3 TACTICS 1 DEFENSE 6

Captain – Ashmahi-Anant (As long as Ashmahi-Anant is aboard this ship, this ship and each unit aboard it is immune to attrition.)
Each character aboard this ship who has piloting gains **Piloting 2**.

ILLUS. BY JOE BOULDEN TM & © 2005 DECIPHER INC. 2 C 108

1

Target of Opportunity

5

The Maverick mine on Ganymede was just another barbarian outpost waiting to be conquered.

ASSET

Each location where you have an Anant character gains a support icon.

ILLUS. BY JOE BOULDEN TM & © 2005 DECIPHER INC. 2 R 109

5

Tilak House Guard

3

House guards perform duties beyond their ceremonial responsibilities.

CHARACTER • KIZEN • CROWN • TILAK • UNIT

POWER 4 TACTICS 2 DEFENSE 4

When this character enters play, you may draw a card from your reserve.

ILLUS. BY KIERAN YANNER TM & © 2005 DECIPHER INC. 2 C 110

6

Tilak-Vinisha

2

The flagship of the Tilak fleet was sent to Venus to recover their planted quarrel and its pilot.

SHIP (CAPACITY 6) • TILAK • INVERTER • CAPITAL

POWER 4 TACTICS 2 DEFENSE 6

When your opponent plays a ship here or moves a ship to here, you may invert this ship.

Each time your opponent loses a ship here and has no more ships here, he or she loses 3 energy.

POWER 9 DEFENSE 2 TACTICS 4

ILLUS. BY JOE BOULDEN TM & © 2005 DECIPHER INC. 2 R 111

1

Traginium Harvest

3

Once their traginium stores are replenished, the Shi will regain the use of rift technology.

ASSET • STOCKPILE

Each time an opponent's battle phase ends, if your opponent didn't perform an attack action at every location where both players have a ship or unit and there are fewer than two cards stacked here, your opponent loses 1 energy and stacks that card face down on this asset.

ILLUS. BY JOE BOULDEN TM & © 2005 DECIPHER INC. 2 R 112

1

Undercurrents

6

Sometimes capture is not the objective.

INTERRUPT (LOST)

As an additional cost to play this interrupt, lose 2 energy.

Make each opponent's drain -1 until end of turn.

ILLUS. BY KIERAN YANNER TM & © 2005 DECIPHER INC. 2 R 113

3

Uidanar

2

"The nanites kept it alive, as expected. We do not know what the walkers have done to it."

CHARACTER • TILAK • TECH • UNIT

POWER 2 TACTICS 2 DEFENSE 4

Lose 1 energy ≈ Look at the top X cards of your reserve, where X is the number of your support icons. Choose one of those cards to put in your hand and put the rest on top of your used pile in any order.

ILLUS. BY TERRY ROBINSON TM & © 2005 DECIPHER INC. 2 R 114

1

Anakatika

3

The elite Anaka squadron led the attack on the Anant flagship.

SHIP (CAPACITY 1) • QURIM • FIGHTER

POWER 2 TACTICS 1 DEFENSE 3

... Put two cards from your hand on top of your used pile in any order ≈ Make this ship power +1 until end of turn.

ILLUS. BY DAVID DEEN TM & © 2005 DECIPHER INC. 2 R 115

1

Attack Plan

6

The sweetest land is land taken from your enemy. It comes with the satisfaction that you left them a bitter taste.

INTERRUPT (LOST)

Invert your inverter. You may play this interrupt only during your control phase.

ILLUS. BY SEAN McNALLY TM & © 2005 DECIPHER INC. 2 C 116

7

Banak Ilnasit

1

"Though we are new to the Council, the impact of the Qurim will soon resonate throughout this system."

CHARACTER • KIZEN • QURIM • UNIT

POWER 4 TACTICS 4 DEFENSE 5

Each time you win a battle here, you may damage target other unit here. If you do, you may undamage this character.

ILLUS. BY JOHN HOWE - COLOR BY KIERAN YANNER TM & © 2005 DECIPHER INC. 2 R 117

0 Breaching **5**

Each item of captured Shi hardware is carefully analyzed by the Qurim.



INTERRUPT (Used)

Destroy target unit that doesn't have piloting at a sector location.

ILLUS. BY SEAN MURALLY TM & © 2005 DECIPHER INC. 2 C 118

4 Clandestine Team **3**

"Chuluk Squad 4, have you reached your objective?"



CHARACTER • TAHKA • PREDATOR • UNIT

POWER **4** TACTICS **1** DEFENSE **6**

• Pay 0 energy ≈ Move this character to a related location. You may only use this ability during your move phase.

ILLUS. BY SEDONE THONGVILAY TM & © 2005 DECIPHER INC. 2 C 119

2 Deft Attacker **5**

"Show them that we know the Shi can be killed."



SHIP (CAPACITY 1) • QURIM • FIGHTER

POWER **2** TACTICS **1** DEFENSE **3**

As long as you have no more than one card in your used pile, this ship is power +2 and defense +2.

ILLUS. BY DAVID DEEN TM & © 2005 DECIPHER INC. 2 C 120

2 Encroaching Hekaton **2**

"Reliance on technology is no match for our innate skill. Their predictability will bring us an easy victory." — Tukuran



SHIP (CAPACITY 1) • LUHUS • FIGHTER

POWER **2** TACTICS **1** DEFENSE **3**

When this ship enters play, your opponent loses 2 energy for each of that player's units here that doesn't have piloting.

ILLUS. BY DAVID DEEN TM & © 2005 DECIPHER INC. 2 C 121

4 Extraction **1**

Many Qady have a fierce hunger for knowledge, instilled by years of vassalage. They temper their aggression with cunning, and value all information pried from their enemy.



ASSET

When you play this asset, stack the top card of your opponent's reserve face up on this asset.

Each time a copy of a card stacked on this asset is placed in your opponent's lost pile from play, your opponent loses 3 energy.

ILLUS. BY JIM PAVELLE TM & © 2005 DECIPHER INC. 2 C 122

3 Fill With Fear **3**

"Have you seen how the twolegs cower? They are spineless and weak."



INTERRUPT (Lost)

As an additional cost to play this interrupt, revert your target inverter.

Cancel target pending drain at a location related to that inverter's location.

ILLUS. BY PHILIPPE "HPX1" GUTENNE TM & © 2005 DECIPHER INC. 2 C 123

3 Flamecutter **3**

Takrat uses the fire of kundaniaka to burn through even the thickest metalcrete walls.



CHARACTER • TAHKA • INVERTER • UNIT

POWER **2** TACTICS **2** DEFENSE **2**

Each time you win a battle here and have no more than one card in your used pile, you may invert this character.

This character is immune to attrition.

ILLUS. BY JOHN HUNT - COLOR BY KIRAN YANNIR TM & © 2005 DECIPHER INC. 2 C 124

0 •Flare of Rage **3**

"From him the fire shone forth, and our hearts and spirit fell before its brilliance." — Higen Orochito



INTERRUPT (Used)

Target player puts his or her used pile beneath his or her reserve and shuffles that reserve.

ILLUS. BY ERIC DESCHAMPS TM & © 2005 DECIPHER INC. 2 C 125

0 Hekaton Flametongue **2**

Although shorter in range than most shipboard weapons, the Flametongue is lethally effective.



WEAPON (FIGHTER) • RANGED

This ship is power +1 for each related location you control.

• Pay 1 energy ≈ Choose target ship your opponent has in a sector battle here. Damage target if its defense < 0.

ILLUS. BY JIM PAVELLE TM & © 2005 DECIPHER INC. 2 C 126

2 Hullripper **2**

With a raking saw and several shovel-spines, Klutak penetrates natural barriers and vehicle armor alike.



CHARACTER • TAHKA • INVERTER • UNIT

POWER **3** TACTICS **1** DEFENSE **3**

• Reveal a location from your hand and put it on top of your used pile ≈ Invert this character.
• Revert this character ≈ Draw a card from your used pile.

DEFENSE **2** TACTICS **1** POWER **4**

ILLUS. BY JOSHUA PHILLIPS SHAW TM & © 2005 DECIPHER INC. 2 C 127

2 Ilua Guide **2**

The Ilua's talents lay primarily in shipbuilding. Some, like Alakan, are also able pilots.



CHARACTER • QUIRM • TECH • UNIT

POWER **2** TACTICS **1** DEFENSE **3**

Piloting 1 (As long as this character is aboard a ship, that ship is power +1 and tactics +1.)
As long as this character is at a sector, each ship here without a character who has piloting aboard is tactics -1.

ILLUS. BY SEAN McNALLY TM & © 2005 DECIPHER INC. 2 C 128

0 Intimidation **3**

"We will despoil their mine and claim their trognum and have sport with them as well!" — Katuka



ORDER (Used)

Your opponent pays 2 energy for each Tahka unit you have at target battleground.

ILLUS. BY ERIC DESCHAMPS TM & © 2005 DECIPHER INC. 2 U 129

5 •Karaktika **4**

Karaktika was sent by Sitka to attack the Gogen mining facility on Garmyede.



SHIP (CAPACITY 4) • TAHKA • CAPITAL

POWER **5** TACTICS **3** DEFENSE **7**

Characters aboard this ship don't count against its capacity.
• Lose 1 energy ≈ Your opponent dismisses a ship here. You may use this ability only during your move phase when you have no more than one card in your used pile.

ILLUS. BY JIM PAVELSE TM & © 2005 DECIPHER INC. 2 C 130

2 •Katuka **2**

"Do not doubt their leader will tell us what we want to know. I will ensure it."



CHARACTER • TAHKA • PREDATOR • UNIT

POWER **2** TACTICS **2** DEFENSE **5**

Quickdraw 1 (Add a • to each activated ability on a weapon beneath this character that already has one.)
Each of your opponent's damaged units here is tactics -2.

ILLUS. BY SEDONE THONGVILAY TM & © 2005 DECIPHER INC. 2 C 131

2 •Lahrik **2**

"We walk through walls. The twolegs have nowhere to hide."



CHARACTER • TAHKA • INVERTER • UNIT

POWER **2** TACTICS **1** DEFENSE **2**

Each time an opponent's unit is lost at this location, you may invert this character.
• Revert this character ≈ Your opponent loses 1 energy.

DEFENSE **4** TACTICS **1** POWER **4**

ILLUS. BY PHILIPPE 'HPK' GUTENNE TM & © 2005 DECIPHER INC. 2 C 132

0 Life Leech **5**

"I accepted his surrender. Posthumously." — Kulak



INTERRUPT (Lost)

As an additional cost to play this interrupt, put your other target character in a battle at the same location as your kizen on the top of your used pile.
Damage target character at that location.

ILLUS. BY SEAN McNALLY TM & © 2005 DECIPHER INC. 2 C 133

0 Luhus Spearhead **2**

Wahkat uses the searing potency of his kundanaka to terrify his enemies.



CHARACTER • LUHUS • INVERTER • UNIT

POWER **1** TACTICS **1** DEFENSE **1**

Pay 2 energy ≈ Invert this character. You may use this ability only when this character is at the same location as target character who has quickdraw.
Quickdraw 1

DEFENSE **3** TACTICS **3** POWER **3**

ILLUS. BY SEAN McNALLY TM & © 2005 DECIPHER INC. 2 C 134

2 •Rakat **4**

"I have advised our chieftain that we should pursue an alliance with the Tahka."



CHARACTER • QUIRM • TECH • UNIT

POWER **2** TACTICS **1** DEFENSE **3**

Piloting 1 (As long as this character is aboard a ship, that ship is power +1 and tactics +1.)
When this character is destroyed, you may pay 2 energy. If you do, put this character in its owner's hand.

ILLUS. BY JOHN HOWE - COLOR BY KIRAN YANNER TM & © 2005 DECIPHER INC. 2 U 135

2

Ravagers

2

They didn't come to capture the troginium or the Gongen. Destroying either or both would suffice.



CHARACTER • TAHKA • PREDATOR • UNIT

POWER 3 TACTICS 3 DEFENSE 3

As long as you have a card stacked on your stockpile asset and this character is at a site, you cause attrition +3 here.

ILLUS. BY PHILIPPE 'HPX1' GUTENNE TM & © 2005 DECIPHER INC. 2 C 130

0

Rousing Leap

6

As Katuka plunged towards the NoBot, her fellow Tahka fought with a newfound fury.



INTERRUPT (LOST)

As an additional cost to play this interrupt, lose five cards from your hand.
Put all of the cards from your used pile in your hand.

ILLUS. BY PHILIPPE 'HPX1' GUTENNE TM & © 2005 DECIPHER INC. 2 C 131

2

Spineslinger

2

Slingsers manipulate their carapace to hurl short-ranged volleys of barbed spines. It's like a shotgun blast of razorwire.



CHARACTER • LUHUS • PREDATOR • UNIT

POWER 1 TACTICS 1 DEFENSE 1

This character can't move.
Dismiss this character and lose 2 energy ≈ Destroy each unit at this location. You may use this ability only during your control phase.

ILLUS. BY JOHN HOWE - COLOR BY KIRIAN YANNER TM & © 2005 DECIPHER INC. 2 C 132

2

Suppressed

1

A Quay that smolders with the heat of inner fire is not easily forgotten...assuming one lives to remember.



ASSET

• Pay 2 energy ≈ Your opponent loses 2 energy. You may use this ability only during your control phase when you control a battleground site and a battleground sector.

ILLUS. BY CHRISTIAN PEARCE TM & © 2005 DECIPHER INC. 2 C 133

4

Tahka Assault Craft

2

Landing ships deliver dozens of predators planetside to take and hold enemy territory.



SHIP (CAPACITY 3) • TAHKA • CAPITAL

POWER 4 TACTICS 2 DEFENSE 5

When this ship enters play at a sector where you have no support icons, you may search your used pile for a card and put it into your hand. If you do, shuffle your used pile.

ILLUS. BY JOE BOULDEN TM & © 2005 DECIPHER INC. 2 C 134

1

•Traginium Hoard

4

"It matters not to me what it is for. It only matters that the Shi desire it." — Sitka



ASSET • STOCKPILE

• Pay 1 energy ≈ If you control three or more battlegrounds and there are fewer than two cards stacked here, your opponent loses 1 energy and stacks that card face down on this asset. You may use this ability only during your control phase.

ILLUS. BY PHILIPPE 'HPX1' GUTENNE TM & © 2005 DECIPHER INC. 2 C 135

1

Construction Bot

5

No dangerous high rise work for humans any more.



CHARACTER • BOT • UNIT

POWER 1 TACTICS 1 DEFENSE 1

• Reveal an Earther card from your hand and put it on top of your used pile ≈ Target location gains a support icon until end of turn.

ILLUS. BY JOSHUA 'JAMES' SHAW TM & © 2005 DECIPHER INC. 2 C 142

1

Geisha Bot

5

Friends can take many forms — even manufactured.



CHARACTER • BOT • UNIT

POWER 1 TACTICS 1 DEFENSE 1

• Reveal a Gongen card from your hand and put it on top of your used pile ≈ Target location gains a support icon until end of turn.

ILLUS. BY BRIAN ROOD TM & © 2005 DECIPHER INC. 2 C 143

1

Hunter Bot

5

Quay bots are built for warfare, not servitude.



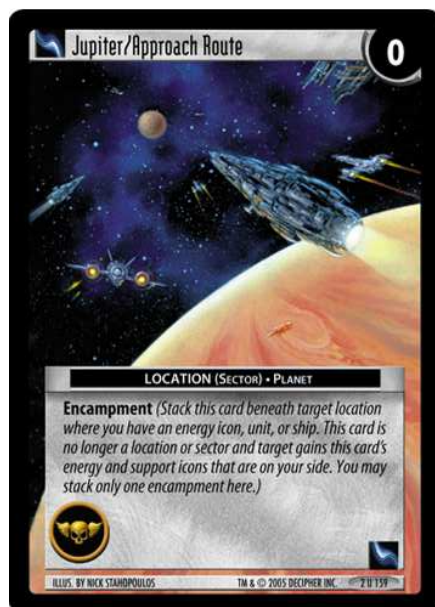
CHARACTER • BOT • UNIT

POWER 1 TACTICS 1 DEFENSE 1

• Reveal a Quay card from your hand and put it on top of your used pile ≈ Target location gains a support icon until end of turn.

ILLUS. BY JOSHUA 'JAMES' SHAW TM & © 2005 DECIPHER INC. 2 C 144







0 **2-Level Gurus** **6**

The strategic coordinators assigned to help Howler's troops rely on special abilities for what technology cannot provide.



INTERRUPT (Lost)

As an additional cost to play this interrupt, pay X energy.

You cause attrition +X at target location where a battle is taking place.

ILLUS. BY LUZ DANFORTH TM & © 2005 DECIPHER INC. 2 of 5

3 **•Cheng Lin** **1**

"The manual says, 'If you cannot repair the vehicle as well as you drive it, then you are a failure to your master' but have you ever seen a Gurno try to change a coupling?"



CHARACTER • IKAZUCHI • TECH • WARRIOR • UNIT

POWER 3 TACTICS 3 DEFENSE 4

Each time one of your vehicles here is destroyed, you may put that vehicle on top of its owner's used pile. You may use this ability only once each turn.

ILLUS. BY DREW BAKER TM & © 2005 DECIPHER INC. 2 of 6

5 **•Hannya** **4**

Serpent demon Hannya and noble lady Deigan are two sides of the same personality in No theatre.



NOBOT • DEIGAN • INVERTER • BOT • UNIT

POWER 4 TACTICS 3 DEFENSE 10

Lose 3 energy = Invert this NoBot.

When you invert this NoBot in a site battle here, you cause attrition + ① here.

Size 3

5 2 10 **POWER TACTICS DEFENSE**

ILLUS. BY CHRISTIAN PEARCE TM & © 2005 DECIPHER INC. 1 of 7

1 **Sword Wall** **4**

Unlike firearms, Ikazuchi swords provide defense as well as attack.



INTERRUPT (Lost)

For each asset in play, that asset's owner must choose to either lose 2 energy or dismiss that asset.

ILLUS. BY CHRIS TREVAS TM & © 2005 DECIPHER INC. 3 of 8

4 **Takumi Shadow Warriors** **1**

Living in darkness, kagemusha cloud their individuality to intensify their might.



CHARACTER • DEIGAN • WARRIOR • UNIT

POWER 5 TACTICS 3 DEFENSE 4

Quickdraw 1 (Add a • to each activated ability on a weapon beneath this character that already has one.)

This character may have two weapons beneath it.

ILLUS. BY FRANCIS TSAI TM & © 2005 DECIPHER INC. 2 of 5

4 **•Tennaru Hari** **4**

"A fallen comrade at your back only strengthens your footing. A fallen army behind you makes you invincible." - Sido, Gongan Philosopher



CHARACTER • KIZEN • IKAZUCHI • UNIT

POWER 4 TACTICS 4 DEFENSE 4

Quickdraw 2 (Add two • to each activated ability on a weapon beneath this character that already has one.)

As long as this character has a weapon beneath him, he can't be damaged.

ILLUS. BY APRIL LEE TM & © 2005 DECIPHER INC. 3 of 10

2 **•Unbidden Martyr** **6**

"As a well-spent day brings happy sleep, so life well used brings happy death." - Leonardo da Vinci



ORDER (Lost)

As an additional cost to play this order, remove your target kizen from the game.

Retrieve X cards, where X is the energy cost of target. Remove this card from the game.

ILLUS. BY ERIC LOFGRIN TM & © 2005 DECIPHER INC. 2 of 11

3 **•Battleaxe Boden** **5**

Three things she can't stand: downtime for repairs, customs frigates, and lousy Reds.



CHARACTER • HELLCATS • TECH • UNIT

POWER 3 TACTICS 2 DEFENSE 4

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

• Pay 3 energy = Move target ship this character is aboard. You may use this ability only during your deploy phase.

ILLUS. BY WESLEY BURT TM & © 2005 DECIPHER INC. 2 of 12

3 **•Cat's Claw** **2**

No Earther convoy wants to see the Claw show up with Killer Cait mousing around.



SHIP (CAPACITY 1) • HELLCATS • INVERTER • FIGHTER

POWER 2 TACTICS 1 DEFENSE 5

Each time you play a character who has piloting aboard this ship, you may invert this ship.

• Pay 3 energy = Draw two cards from your reserve.

Captain - Killer Cait Grimaldin

5 1 4 **POWER TACTICS DEFENSE**

ILLUS. BY MIKE BRUNYAMA TM & © 2005 DECIPHER INC. 2 of 13

3

• Joker Danniko

2

Armed and dangerous, Joker is someone to keep an eye on while you're having a drink at the Nest.



CHARACTER • KIZEN • CARTEL • UNIT

POWER 4 TACTICS 4 DEFENSE 5

Quickdraw 1 (Add a • to each activated ability on a weapon beneath this character that already has one.)

As long as this character has a weapon beneath her, she is immune to attrition and each of your drains here is +1.

ILLUS. BY KIERAN YANNER TM & © 2005 DECIPHER INC. 2 of 14

2

• Jovian Standoff

7

Sitting at the table with The Gambler often brings either a great blessing or a terrible price. Sometimes it's hard to tell one from the other.



ASSET (UNIT)

Dismiss this asset ≈ If this unit is at a site, make target pending drain here +3.

When you reveal this card for battle destiny, lose 3 energy.

ILLUS. BY KIERAN YANNER TM & © 2005 DECIPHER INC. 2 of 15

1

Long Odds

3

When the threat level goes red, that's when you begin to feel alive.



INTERRUPT (Lost)

Reveal the bottom card of your reserve, note its destiny and put it on top of your used pile. Reveal the top X cards of your opponent's used pile, where X is that destiny. Put target revealed card in its owner's lost pile, and put the other cards on top of your opponent's used pile in any order.

ILLUS. BY ATHENA HUDDLESTON TM & © 2005 DECIPHER INC. 2 of 16

7

• Dhanake-Tilak

2

"First task: recovery of agents. Second task: extinguish evidence."



CHARACTER • KIZEN • CROWN • TILAK • UNIT

POWER 4 TACTICS 5 DEFENSE 4

This character is power +1 for each of your support icons.

As long as this character is at a site, your opponent causes attrition -1 here for each of your support icons.

ILLUS. BY KIERAN YANNER TM & © 2005 DECIPHER INC. 2 of 17

0

Rousing Leap

6

As Katuka plunged towards the NôBot, her fellow Tahka fought with a newfound fury.



INTERRUPT (Lost)

As an additional cost to play this interrupt, lose five cards from your hand.

Put all of the cards from your used pile in your hand.

ILLUS. BY PHILIPPE HOPKINS GUYENNE TM & © 2005 DECIPHER INC. 2 of 18

2

Inca Fighter

3

Type IV's from Inca Squadron routinely patrol areas near the rift, alert for any developments.



SHIP (CAPACITY 1) • ICOM • FIGHTER

POWER 2 TACTICS 1 DEFENSE 5

When this ship enters play, you may put target unit that doesn't have piloting at this sector on top of its owner's used pile.

ILLUS. BY STEPHEN CROWE TM & © 2005 DECIPHER INC. 2 of 19

2

Ranger Watchman

2

When watching Hallard's back, Vesuvian Ranger Jerlen Krae relies on his quick wits as often as his fast hands.



CHARACTER • XELABS • WARRIOR • UNIT

POWER 3 TACTICS 1 DEFENSE 4

Quickdraw 1 (Add a • to each activated ability on a weapon beneath this character that already has at least one.)

Each time the attrition step ends here and your opponent has attrition remaining, this character is power +3 until end of turn.

ILLUS. BY MICHELLE SPALDING TM & © 2005 DECIPHER INC. 2 of 20

2

Tamon Interceptor

3

The new Gorgon fighters are designed to combat technology from the other side of the rift.



SHIP (CAPACITY 0) • TENNO • FIGHTER

POWER 1 TACTICS 3 DEFENSE 2

When this ship is destroyed, you may put it on top of its owner's used pile.

ILLUS. BY THOMAS DENMARK TM & © 2005 DECIPHER INC. 2 of 21

2

Careless Cat

3

Flameout Jackson says that fuel tanks are for emptying. Her throttle has only two settings, off and wide open.



CHARACTER • HELLCATS • TECH • UNIT

POWER 2 TACTICS 2 DEFENSE 3

Quickdraw 1 (Add a • to each activated ability on a weapon beneath this character that already has one.)

As long as this character has a weapon beneath her, you generate 2 more energy here.

ILLUS. BY KIERAN YANNER TM & © 2005 DECIPHER INC. 2 of 22

4 Zhang Hotrod **2**

Dismissed from Gongen service due to twitchy handling, salvaged Zhangs were re-engineered by Mav techs.



VEHICLE • CARTEL • UNIT

POWER **4** TACTICS **1** DEFENSE **3**

Size 2, Transport 2

When you play this vehicle, you may put up to two cards from hand on top of your used pile and draw the same number of cards from your reserve.

ILLUS. BY CHRIS J. ANDERSON TM & © 2005 DECIPHER INC. 215

0 Cornered **5**

As the clavigers close in, escapees have nowhere to hide.



INTERRUPT (Used)

Your opponent causes attrition -4 in a site battle where you have target weapon.

ILLUS. BY NICK STATHOPOULOS TM & © 2005 DECIPHER INC. 216

1 Lifeseeker **3**

When a patriarch is missing or captured, Asendor and its crew are called upon.



CHARACTER • TILAK • TECH • UNIT

POWER **2** TACTICS **1** DEFENSE **3**

• Pay 5 energy ≈ Put target other damaged unit here in its owner's hand.

ILLUS. BY DREW BAKER TM & © 2005 DECIPHER INC. 217

1 Ore Alembic **2**

Traginium's importance to rift travel ensures that collection experts like Sanatha are well respected.



CHARACTER • ANANT • TECH • UNIT

POWER **1** TACTICS **2** DEFENSE **3**

• Lose a stockpile asset from your hand ≈ Reduce your casualties in target battle here or at a related location by 2.

ILLUS. BY JOE BOULDEN TM & © 2005 DECIPHER INC. 218

2 •Rakat **4**

"I have advised our chieftain that we should pursue an alliance with the Tahka."



CHARACTER • QURIM • TECH • UNIT

POWER **2** TACTICS **1** DEFENSE **3**

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

When this character is destroyed, you may pay 2 energy. If you do, put this character in its owner's hand.

ILLUS. BY JOHN HOWE - COLOR BY KIRIAN YANNER TM & © 2005 DECIPHER INC. 219

2 Ravagers **2**

They didn't come to capture the traginium or the Gongen. Destroying either or both would suffice.



CHARACTER • TAHKA • PREDATOR • UNIT

POWER **3** TACTICS **3** DEFENSE **3**

As long as you have a card stacked on your stockpile asset and this character is at a site, you cause attrition +3 here.

ILLUS. BY PHILIPPE "HFX1" GUTENNE TM & © 2005 DECIPHER INC. 220

4 Tahka Assault Craft **2**

Landing ships deliver dozens of predators planetside to take and hold enemy territory.



SHIP (CAPACITY 3) • TAHKA • CAPITAL

POWER **4** TACTICS **2** DEFENSE **5**

When this ship enters play at a sector where you have no support icons, you may search your used pile for a card and put it into your hand. If you do, shuffle your used pile.

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