

## MEGASHIP

Play as an Action.

**Requires command of a Megaship.** Do an action that combines two of the following actions:

- Patrol
- Move
- Battle.

Committed Atomic Power is used for both actions.

## EMPEROR MANDATED OFFENSIVE

Play as an Action.

Do a combined Movement and Battle Action. Committed Atomic Power is used for both actions.

Double the value of any Glory gained during the action.

## REPAIR MEGASHIPS

Play as an Action.

Remove all critical hit markers from all Megaships controlled by your faction at your Quadrant map.

## COMMAND MEGASHIP

Play as a Secret Action.

Take command of a Megaship at your Quadrant map table.

## MEGAWEAPON

Play in Battle.

Draw an extra card and inflict one critical hit on an enemy Megaship. Apply side effects for the card as below:

- ♥ remove Loyalty markers equal to card value.
- ♦ remove a Starbase
  - ♣ +1 critical hit
  - ♠ +2 critical hits

## BANESTAR

Play in Battle.

Draw an extra card and apply side effects for the card as below:

- ♥ remove Loyalty markers equal to card value.
- ♦ as for ♥ and remove a Starbase
- ♣ as for ♥ and remove two Starbases
- ♠ as for ♥ and remove three Starbases!

## ACE PILOT

Play in battle.

Draw an extra card.

If any of the cards you have drawn are Aces, you can change the numerical value of the Ace card(s) to be what you want.

## CORRUPTION

Play as a Secret Action, or play at any time if there is a **Weak Emperor**.

Convert Imperial Battleships equal to Atomic Power tokens spent into faction Battleships, and convert one Imperial Starbase into a faction Starbase.

## GALACTIC HERO

Play as an Action.

Propose a **special action** involving the Imperial Navy to Control, who will adjudicate resource cost, chance of success, and outcomes.

**Tip:** you might want to discuss your idea with Control before playing this card.

## ARMADA

Play if a **Strong Emperor** is appointed.

At your Quadrant map, either: (a) Build two Starbases or (b) Build one Battleship per faction Starbase you control.