

MEGASHIP

Play as an Action.

Requires command of a Megaship. Do an action that combines two of the Patrol, Move, or Battle actions, using a Megaship. Committed Atomic Power is used for both actions.

NAVAL OFFENSIVE

Play as an Action.

Do a combined Move and Battle Action. Committed Atomic Power is used for both actions. **Build a Monument** where the Battle is fought.

NAVAL OFFICE

REPAIR MEGASHIPS

Play as an Action.

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

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COMMAND MEGASHIP

Play as a Secret Action.

Take command of a Megaship at your Quadrant map table.

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MEGAWEAPON

Play in Battle.

Draw a card and **increase your Battle score** by its value and choose an enemy Megaship and inflict:

- ♥ +1 critical hit
- ♦ +2 critical hits
- ♣ +3 critical hits
- ♠ +4 critical hits.

NAVAL OFFICE

BANESTAR

Play in Battle.

Draw a card and **increase your Battle score** by its value, then remove ♥ markers equal to card value and:

- ♥ 1 Starbase
- ♦ 2 Starbases
- ♣ 3 Starbases
- ♠ 4 Starbases.

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ACE PILOT

Play in battle. Draw an extra Battle 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.

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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.

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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.

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ARMADA

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

At your Quadrant map, build one Battleship per Faction Starbase you control. All Battleships must be built in the same location.

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