COMMAND SHEETS

Cut out and use when playing the game. They are quick reference cards for convineance.

COMMANDER GILLIAN BURNSIDE

AP 10

SPECIAL ABILITY
Ram – ships can plough into enemy vessels head on. If this is done, the enemy vessel receives 2 damage (defence discounted); however, the allied ship also receives 1 damage.To ram, you must have enough movement points to move through the enemy ship and land at the other side.

STRATEGEM	BONUS	AP COST
Divert power to thrusters	+2 movement (all ships)	4
Divert power to weapons	+2 weapon range (all ships)	4
Evasive manoeuvres	+4 defence to one ship in your fleet for this turn	4
Launch a squadron of fighters	Prevents 1 enemy ship from using its weapons this turn	6
Launch a squadron of bombers	Reduces an enemy ship's defence by half for this turn	6

COMMANDER NICHOLAS STRONGARM

AP 8

SPECIAL ABILITY
47 rounds – twice per game, the player may declare they are using silver rounds, giving all attacks against wolves +1 damage.

STRATEGEM	BONUS	AP COST
Divert power to thrusters	+2 movement (all ships)	4
Divert power to weapons	+2 weapon range (all ships)	4
Evasive manoeuvres	+4 defence to one ship in your fleet for this turn	4
Launch a squadron of fighters	Prevents 1 enemy ship from using its weapons this turn	6
Launch a squadron of bombers	Reduces an enemy ship's defence by half for this turn	6

COMMANDER ULRIKA VELASCO

AP 8

SPECIAL ABILITY
The Velasco Manoeuvre - frigates, destroyers and heavy cruisers start with +1 defence.

STRATEGEM	BONUS	AP COST
Divert power to thrusters	+2 movement (all ships)	4
Divert power to weapons	+2 weapon range (all ships)	4
Evasive manoeuvres	+4 defence to one ship in your fleet for this turn	4
Launch a squadron of fighters	Prevents 1 enemy ship from using its weapons this turn	6
Launch a squadron of bombers	Reduces an enemy ship's defence by half for this turn	6

COMMANDER LEON BILETSKII

AP 11

SPECIAL ABILITY
Reserve Fighters - you can use the 'launch a squadron of fighters' stratagem twice per game rather than just once.

STRATEGEM	BONUS	AP COST
Divert power to thrusters	+2 movement (all ships)	4
Divert power to weapons	+2 weapon range (all ships)	4
Evasive manoeuvres	+4 defence to one ship in your fleet for this turn	4
Launch a squadron of fighters	Prevents 1 enemy ship from using its weapons this turn	6
Launch a squadron of bombers	Reduces an enemy ship's defence by half for this turn	6

OFFENSIVE MODULES

MODULE	AP COST	ABILITY
Gun turrets	1	+1 attack
Cannon battery	2	+2 attack
Soldiers (boarding party)	2	+1 attack (plus special boarding rule). Max 1 per ship.

DEFENSIVE MODULES

MODULE	AP COST	ABILITY
Iron plating	1	+1 defence
Enhanced bulkheads	2	+2 defence
Interceptor battery	3	+3 defence
Irradiated hull	3	Negates 1 boarding party attack (max two per ship)

OFFENSIVE MODULES

MODULE	AP COST	ABILITY
Gun turrets	1	+1 attack
Cannon battery	2	+2 attack
Soldiers (boarding party)	2	+1 attack (plus special boarding rule). Max 1 per ship.

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DEFENSIVE MODULES

MODULE	AP COST	ABILITY
Iron plating	1	+1 defence
Enhanced bulkheads	2	+2 defence
Interceptor battery	3	+3 defence
Irradiated hull	3	Negates 1 boarding party attack (max two per ship)

ALPHA
ISHAN GÉDDON

AP 7

SPECIAL ABILITY
Strategic advantage - stratagems cost no APs.

STRATEGEM	BONUS	AP COST
Divert power to thrusters	+2 movement (all ships)	4
Divert power to weapons	+2 weapon range (all ships)	4
Evasive manoeuvres	+4 defence to one ship in your fleet for this turn	4
Launch a squadron of fighters	Prevents 1 enemy ship from using its weapons this turn	6
Launch a squadron of bombers	Reduces an enemy ship's defence by half for this turn	6

ALPHA
XIN YAN ZHAO

AP 8

SPECIAL ABILITY
Advanced engines - corvettes, frigates, destroyers and light cruisers have +2 movement

STRATEGEM	BONUS	AP COST
Divert power to thrusters	+2 movement (all ships)	4
Divert power to weapons	+2 weapon range (all ships)	4
Evasive manoeuvres	+4 defence to one ship in your fleet for this turn	4
Launch a squadron of fighters	Prevents 1 enemy ship from using its weapons this turn	6
Launch a squadron of bombers	Reduces an enemy ship's defence by half for this turn	6

ALPHA
RAPHAEL LAURENT

AP 9

SPECIAL ABILITY
Left for dead - each turn one ship can attack with a boarding attack (providing they have at least one boarding module equipped and the enemy ship is on an adjacent space) then move away up to their allotted movement.

STRATEGEM	BONUS	AP COST
Divert power to thrusters	+2 movement (all ships)	4
Divert power to weapons	+2 weapon range (all ships)	4
Evasive manoeuvres	+4 defence to one ship in your fleet for this turn	4
Launch a squadron of fighters	Prevents 1 enemy ship from using its weapons this turn	6
Launch a squadron of bombers	Reduces an enemy ship's defence by half for this turn	6

ALPHA
HADIZA LUSTRATION

AP 8

SPECIAL ABILITY
Pack mentality - corvettes, frigates and destroyers start with +1 permanent boarding attack.

STRATEGEM	BONUS	AP COST
Divert power to thrusters	+2 movement (all ships)	4
Divert power to weapons	+2 weapon range (all ships)	4
Evasive manoeuvres	+4 defence to one ship in your fleet for this turn	4
Launch a squadron of fighters	Prevents 1 enemy ship from using its weapons this turn	6
Launch a squadron of bombers	Reduces an enemy ship's defence by half for this turn	6

OFFENSIVE MODULES

MODULE	AP COST	ABILITY
Laser turrets	1	+1 attack
Laser battery	2	+2 attack
Laser dominator	3	+3 attack
Soldiers (boarding party)	1	+1 attack (plus special boarding rule). Max 2 per ship.
Elites (boarding party)	2	+2 attack (plus special boarding rule). Can remove 2 modules per attack phase. Max 1 per ship.

DEFENSIVE MODULES

MODULE	AP COST	ABILITY
Improved architecture	1	+1 defence
Deflector shield	2	+2 defence
Critical thrust	3	+2 movement (max 1 per ship)
Drone squadron	4	+2 resilience (healing per turn). Max 1 per ship

OFFENSIVE MODULES

MODULE	AP COST	ABILITY
Laser turrets	1	+1 attack
Laser battery	2	+2 attack
Laser dominator	3	+3 attack
Soldiers (boarding party)	1	+1 attack (plus special boarding rule). Max 2 per ship.
Elites (boarding party)	2	+2 attack (plus special boarding rule). Can remove 2 modules per attack phase. Max 1 per ship.

DEFENSIVE MODULES

MODULE	AP COST	ABILITY
Improved architecture	1	+1 defence
Deflector shield	2	+2 defence
Critical thrust	3	+2 movement (max 1 per ship)
Drone squadron	4	+2 resilience (healing per turn). Max 1 per ship

OFFENSIVE MODULES

MODULE	AP COST	ABILITY
Laser turrets	1	+1 attack
Laser battery	2	+2 attack
Laser dominator	3	+3 attack
Soldiers (boarding party)	1	+1 attack (plus special boarding rule). Max 2 per ship.
Elites (boarding party)	2	+2 attack (plus special boarding rule). Can remove 2 modules per attack phase. Max 1 per ship.

DEFENSIVE MODULES

MODULE	AP COST	ABILITY
Improved architecture	1	+1 defence
Deflector shield	2	+2 defence
Critical thrust	3	+2 movement (max 1 per ship)
Drone squadron	4	+2 resilience (healing per turn). Max 1 per ship

OFFENSIVE MODULES

MODULE	AP COST	ABILITY
Laser turrets	1	+1 attack
Laser battery	2	+2 attack
Laser dominator	3	+3 attack
Soldiers (boarding party)	1	+1 attack (plus special boarding rule). Max 2 per ship.
Elites (boarding party)	2	+2 attack (plus special boarding rule). Can remove 2 modules per attack phase. Max 1 per ship.

DEFENSIVE MODULES

MODULE	AP COST	ABILITY
Improved architecture	1	+1 defence
Deflector shield	2	+2 defence
Critical thrust	3	+2 movement (max 1 per ship)
Drone squadron	4	+2 resilience (healing per turn). Max 1 per ship

I-ain/M/B+nks

AP 8

SPECIAL ABILITY
Cloak – a single friendly ship cannot attack or be attacked per turn.

STRATEGEM	BONUS	AP COST
Divert power to thrusters	+2 movement (all ships)	4
Divert power to weapons	+2 weapon range (all ships)	4
Evasive manoeuvres	+4 defence to one ship in your fleet for this turn	4
Launch a squadron of fighters	Prevents 1 enemy ship from using its weapons this turn	6
Launch a squadron of bombers	Reduces an enemy ship's defence by half for this turn	6

U-rsula/Le/G+uin

AP 6

SPECIAL ABILITY
Refraction – each turn, a single ship can attack two enemy vessels simultaneously

STRATEGEM	BONUS	AP COST
Divert power to thrusters	+2 movement (all ships)	4
Divert power to weapons	+2 weapon range (all ships)	4
Evasive manoeuvres	+4 defence to one ship in your fleet for this turn	4
Launch a squadron of fighters	Prevents 1 enemy ship from using its weapons this turn	6
Launch a squadron of bombers	Reduces an enemy ship's defence by half for this turn	6

G-aston/Le/R+ux

AP 8

SPECIAL ABILITY
Reign of fire - once per battle, each ship can add 1 plasma beam module for free.

STRATEGEM	BONUS	AP COST
Divert power to thrusters	+2 movement (all ships)	4
Divert power to weapons	+2 weapon range (all ships)	4
Evasive manoeuvres	+4 defence to one ship in your fleet for this turn	4
Launch a squadron of fighters	Prevents 1 enemy ship from using its weapons this turn	6
Launch a squadron of bombers	Reduces an enemy ship's defence by half for this turn	6

M-ary/Sh/E+ley

AP 7

SPECIAL ABILITY
Diagnostic subroutine - 1 ship is a designated medic. The medic ship can heal an allied ship by +2 resilience once per turn. To heal a ship the medic ship must be on an adjacent space (as if performing a boarding attack).

STRATEGEM	BONUS	AP COST
Divert power to thrusters	+2 movement (all ships)	4
Divert power to weapons	+2 weapon range (all ships)	4
Evasive manoeuvres	+4 defence to one ship in your fleet for this turn	4
Launch a squadron of fighters	Prevents 1 enemy ship from using its weapons this turn	6
Launch a squadron of bombers	Reduces an enemy ship's defence by half for this turn	6

OFFENSIVE MODULES

MODULE	AP COST	ABILITY
Plasma beam	1	+2 attack
Ion accelerator	3	+3 attack
Gravitic catalyst	4	+4 attack

DEFENSIVE MODULES

MODULE	AP COST	ABILITY
Space junk	3	+2 defence
Phase jump	4	Negates 2 boarding party attacks (max 1 per ship)

OFFENSIVE MODULES

MODULE	AP COST	ABILITY
Plasma beam	1	+2 attack
Ion accelerator	3	+3 attack
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DEFENSIVE MODULES

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DEFENSIVE MODULES

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Plasma beam	1	+2 attack
Ion accelerator	3	+3 attack
Gravitic catalyst	4	+4 attack

DEFENSIVE MODULES

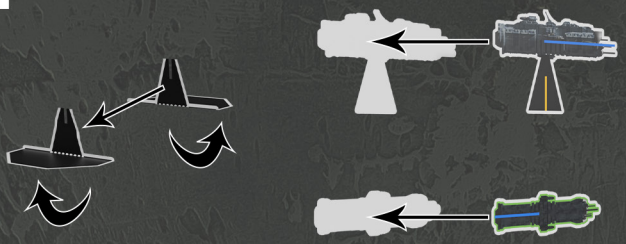
MODULE	AP COST	ABILITY
Space junk	3	+2 defence
Phase jump	4	Negates 2 boarding party attacks (max 1 per ship)

SHIP ASSETS

Cut out and assemble your fleet to use when you play the game. We've also provided individual command sheets for each class of ship to help you keep track of stats while playing.

Ship Construction

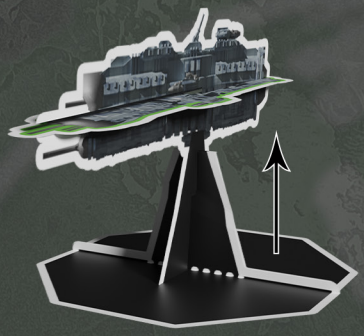
1) Carefully cut out the pieces. You can also cut out the orange slots from the **base pieces**.



2) Fold the base pieces along the dotted line and glue the upright pieces together. Glue the **right side piece** to the **left side piece** creating a **side view piece**. Glue the **bottom piece** to the **top piece** creating a **top/bottom view piece**.

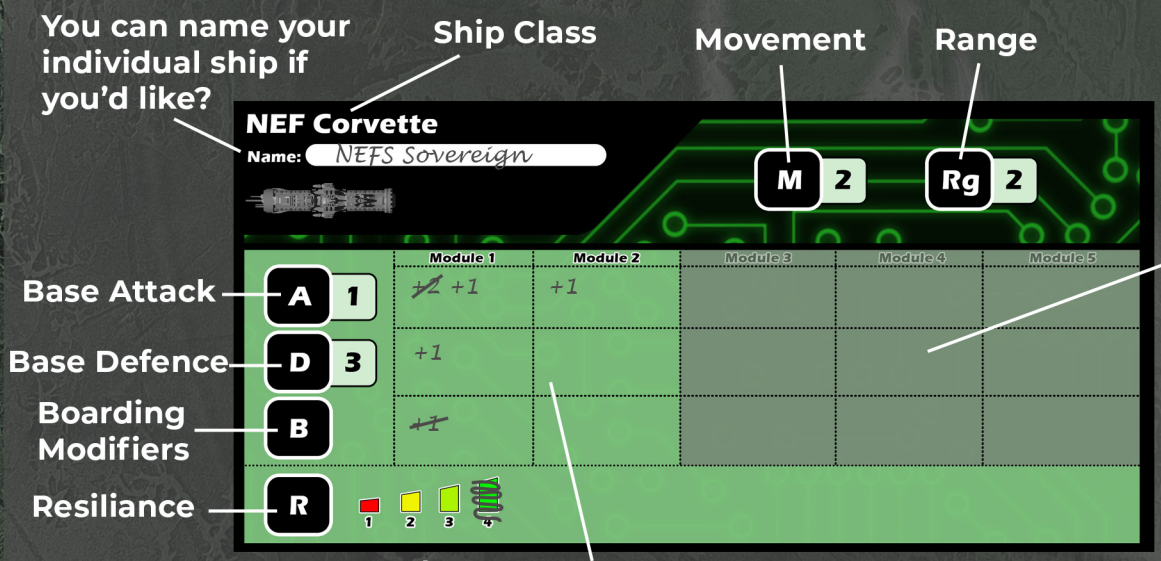
3) Once the glue has dried cut out the blue and orange slot lines from the **side view piece** and cut out the blue slot lines from the **top/bottom view piece.**

4) Slide the **top/bottom view piece** into the **side view piece** using the blue slot lines you've just removed.

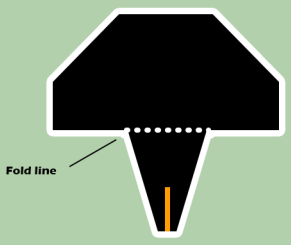


5) Finally slide the **base piece** onto the **side view piece** using the orange slot lines that you cut out earlier and your ship is ready for battle.

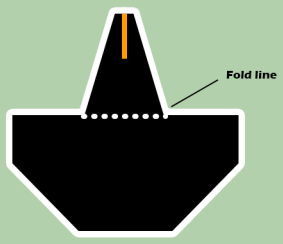
Ship Command Sheets

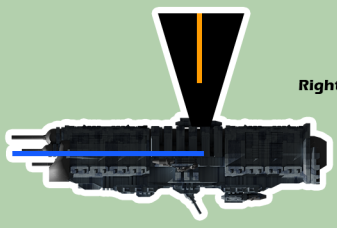


NEF CORVETTE

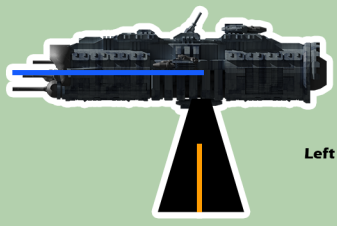


Base Pieces





Right Side Piece

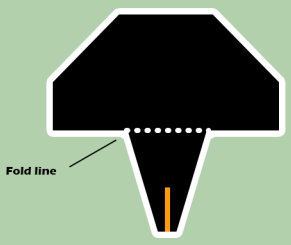


Left Side Piece

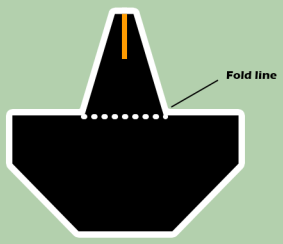
Top Piece

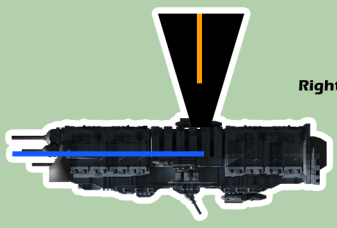
Bottom Piece

NEF CORVETTE

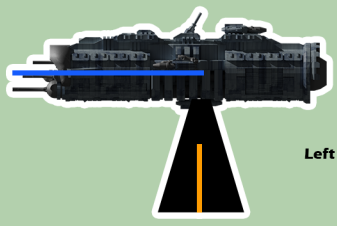


Base Pieces





Right Side Piece

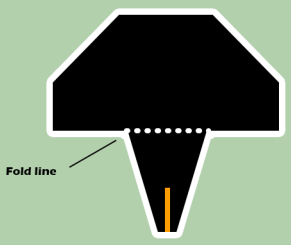


Left Side Piece

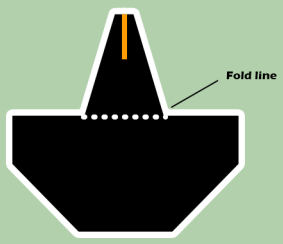
Top Piece

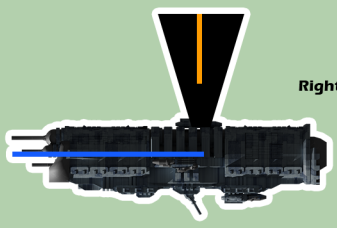
Bottom Piece

NEF CORVETTE

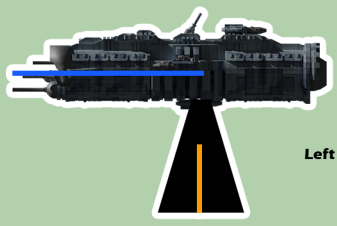


Base Pieces





Right Side Piece



Left Side Piece

Top Piece

Bottom Piece

NEF Corvette

Name:

M 2 Rg 2

	Module 1	Module 2	Module 3	Module 4	Module 5
A 1					
D 3					
B					
R	1 2 3 4				

NEF Corvette

Name:

M 2 Rg 2

	Module 1	Module 2	Module 3	Module 4	Module 5
A 1					
D 3					
B					
R	1 2 3 4				

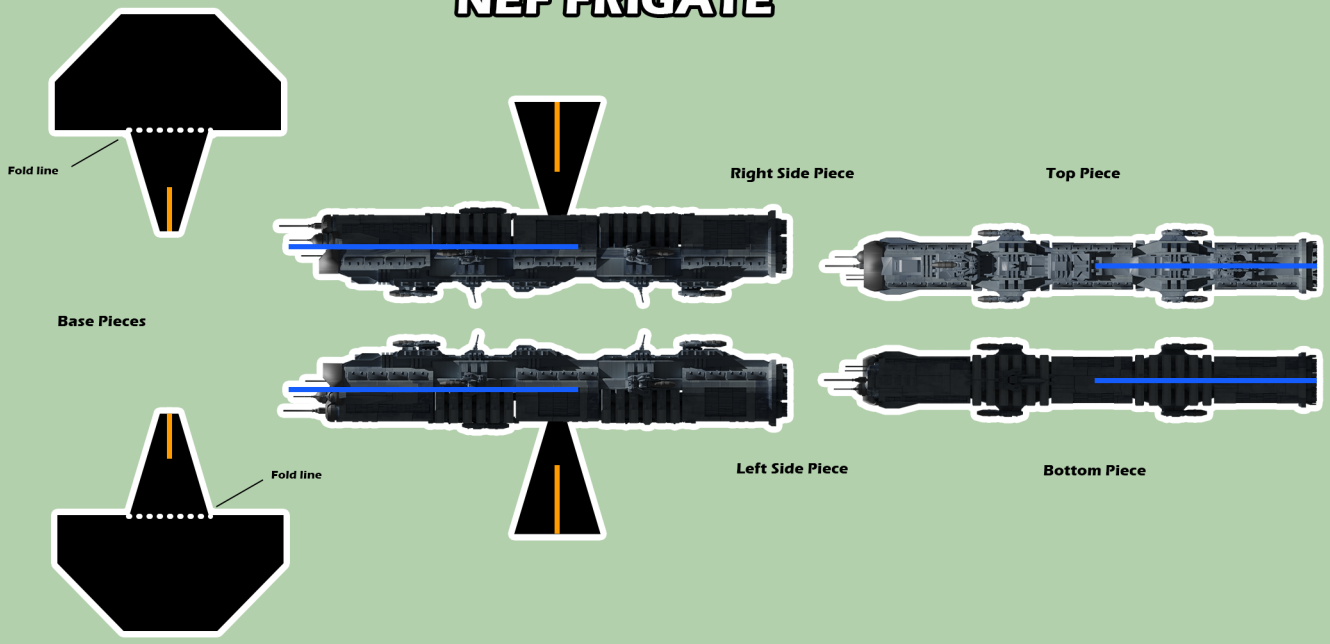
NEF Corvette

Name:

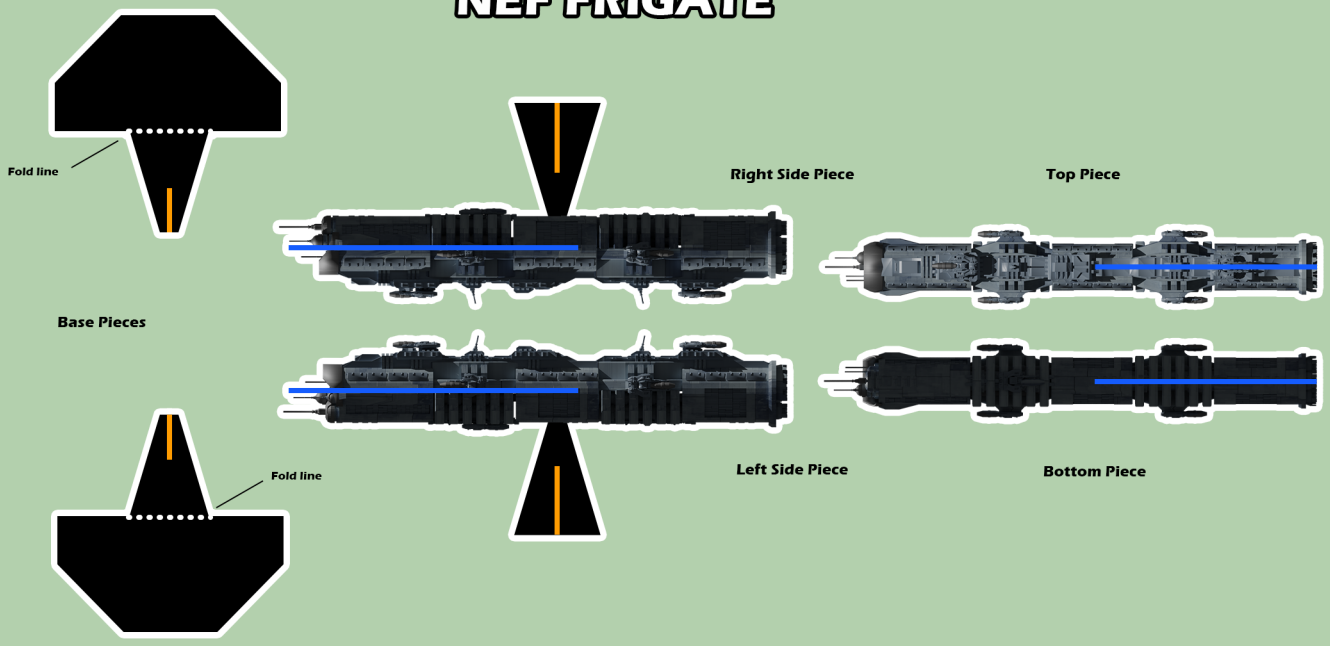
M 2 Rg 2

	Module 1	Module 2	Module 3	Module 4	Module 5
A 1					
D 3					
B					
R	1 2 3 4				

NEF FRIGATE



NEF FRIGATE



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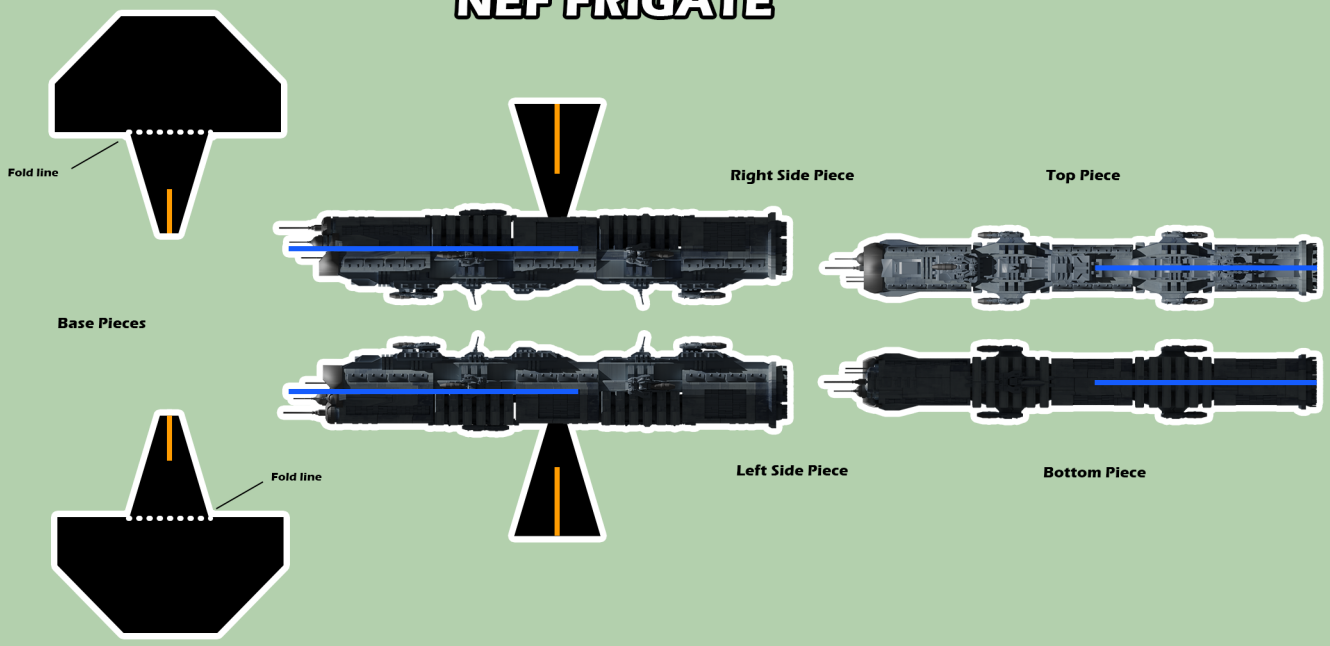
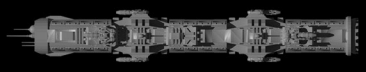


NEF Frigate

Name:

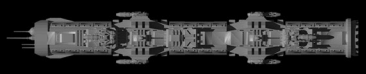


M 5 Rg 2

	Module 1	Module 2	Module 3	Module 4	Module 5
A 2					
D 3					
B					
R	1 2 3 4				

NEF Frigate

Name:



M 5 Rg 2

	Module 1	Module 2	Module 3	Module 4	Module 5
A 2					
D 3					
B					
R	1 2 3 4				

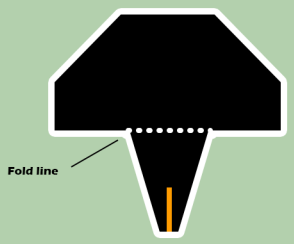
NEF Frigate

Name:

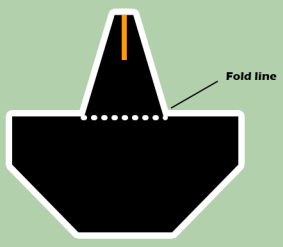
M 5 Rg 2

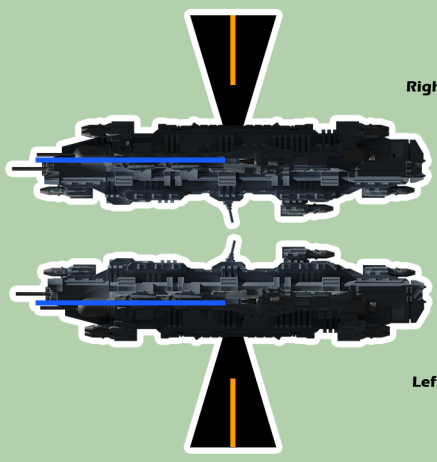
	Module 1	Module 2	Module 3	Module 4	Module 5
A 2					
D 3					
B					
R	1 2 3 4				

NEF DESTROYER



Base Pieces

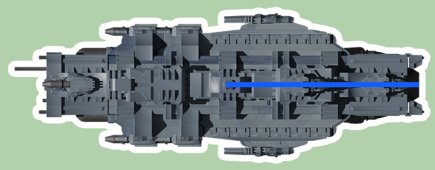




Right Side Piece

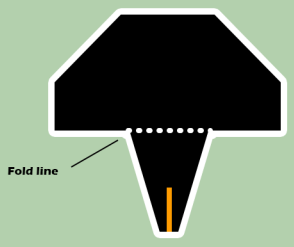
Left Side Piece

Top Piece

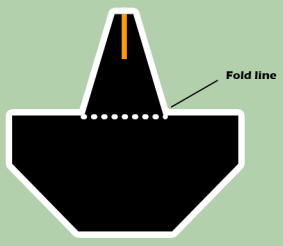


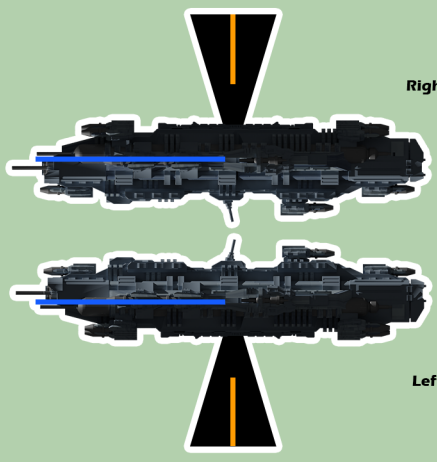
Bottom Piece

NEF DESTROYER



Base Pieces

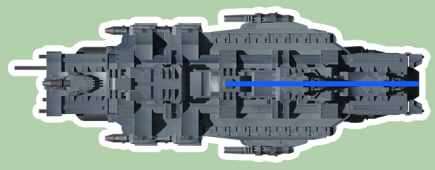




Right Side Piece

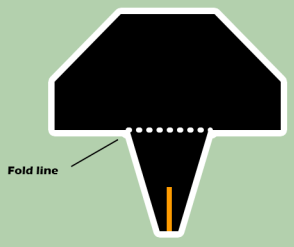
Left Side Piece

Top Piece

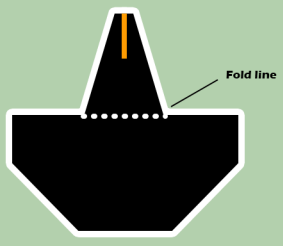


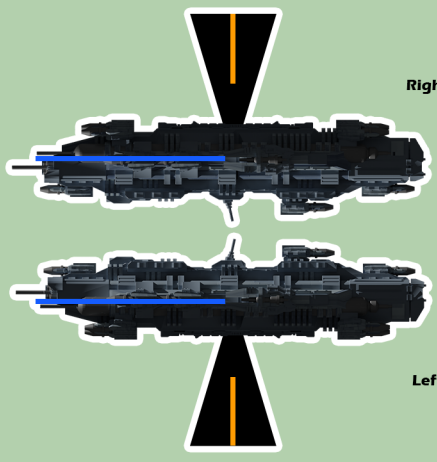
Bottom Piece

NEF DESTROYER



Base Pieces

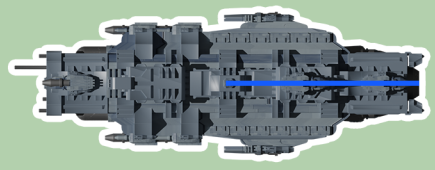




Right Side Piece

Left Side Piece

Top Piece



Bottom Piece

NEF Destroyer

Name:

M 3 Rg 3

	Module 1	Module 2	Module 3	Module 4	Module 5
A 3					
D 4					
B					

R 1 2 3 4 5 6

NEF Destroyer

Name:

M 3 Rg 3

	Module 1	Module 2	Module 3	Module 4	Module 5
A 3					
D 4					
B					

R 1 2 3 4 5 6

NEF Destroyer

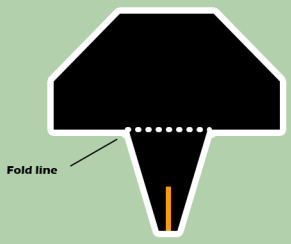
Name:

M 3 Rg 3

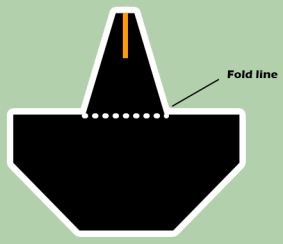
	Module 1	Module 2	Module 3	Module 4	Module 5
A 3					
D 4					
B					

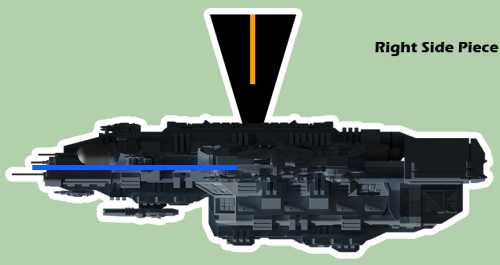
R 1 2 3 4 5 6

NEF LIGHT CRUISER

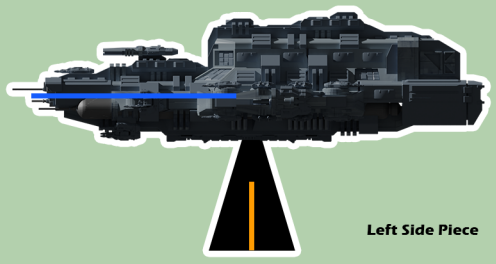


Base Pieces



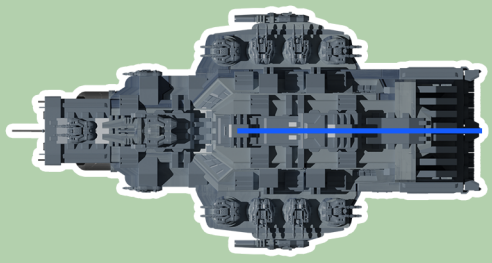


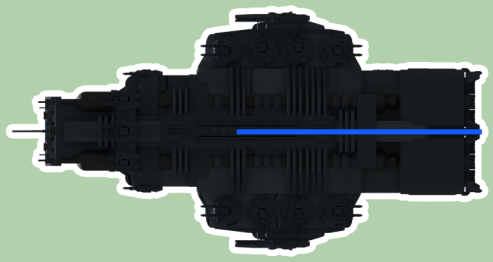
Right Side Piece



Left Side Piece

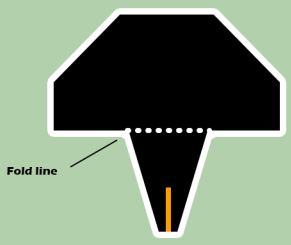
Top Piece



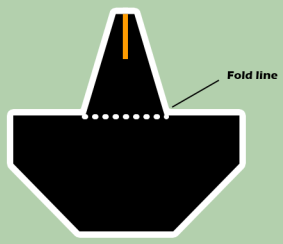


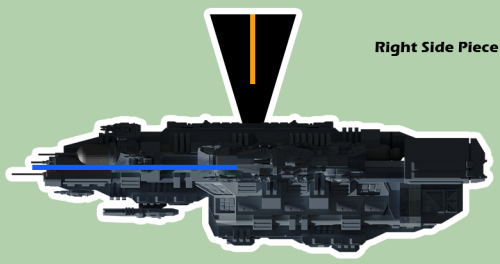
Bottom Piece

NEF LIGHT CRUISER

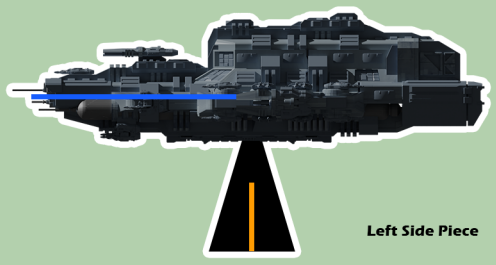


Base Pieces



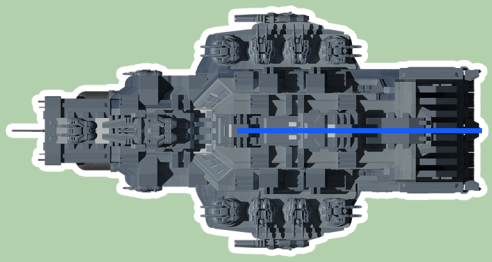


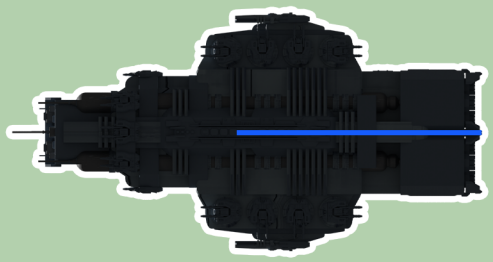
Right Side Piece



Left Side Piece

Top Piece

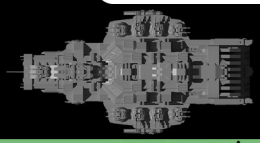




Bottom Piece

NEF Light Cruiser

Name:



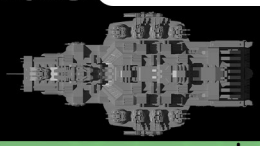
M 4 Rg 4

	Module 1	Module 2	Module 3	Module 4	Module 5
A 5					
D 4					
B					

R 1 2 3 4 5 6 7 8

NEF Light Cruiser

Name:



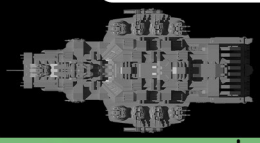
M 4 Rg 4

	Module 1	Module 2	Module 3	Module 4	Module 5
A 5					
D 4					
B					

R 1 2 3 4 5 6 7 8

NEF Light Cruiser

Name:



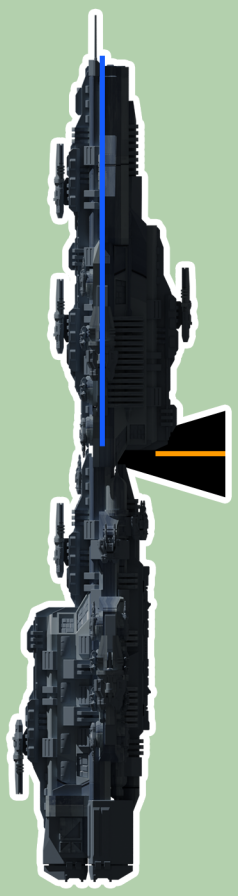
M 4 Rg 4

	Module 1	Module 2	Module 3	Module 4	Module 5
A 5					
D 4					
B					

R 1 2 3 4 5 6 7 8

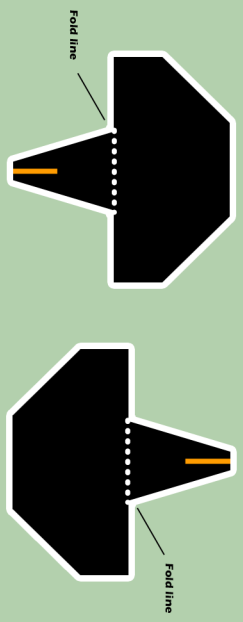
NEF HEAVY CRUISER

Right Side Piece

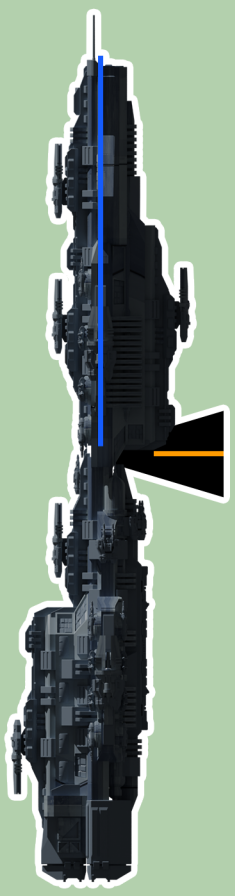


Bottom Piece

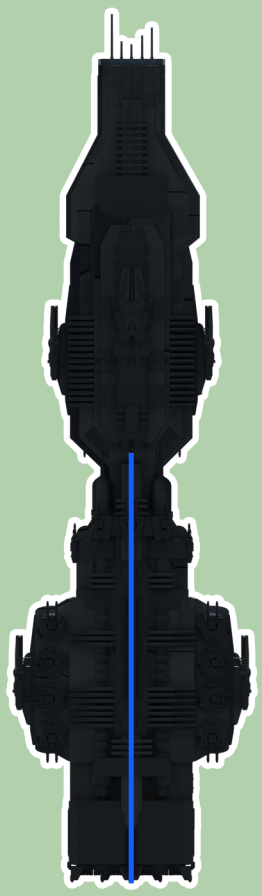
Base Pieces



Right Side Piece

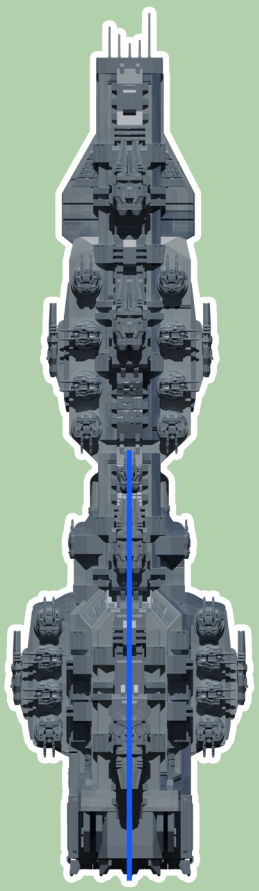


Bottom Piece

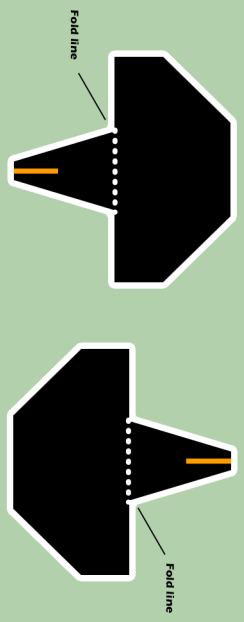


Left Side Piece

Top Piece

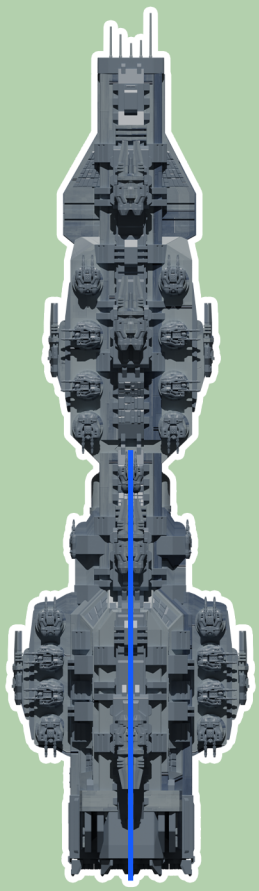


Base Pieces



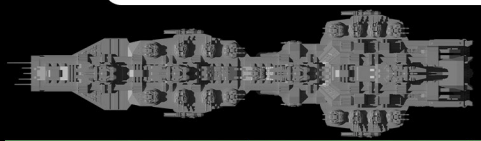
Left Side Piece

Top Piece



NEF Heavy Cruiser

Name:



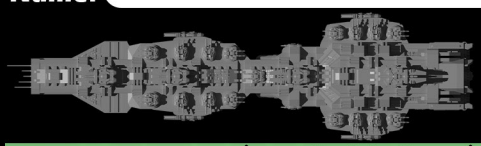
M 4 Rg 4

	Module 1	Module 2	Module 3	Module 4	Module 5
A 4					
D 6					
B					

R

NEF Heavy Cruiser

Name:



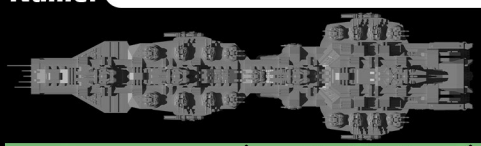
M 4 Rg 4

	Module 1	Module 2	Module 3	Module 4	Module 5
A 4					
D 6					
B					

R

NEF Heavy Cruiser

Name:

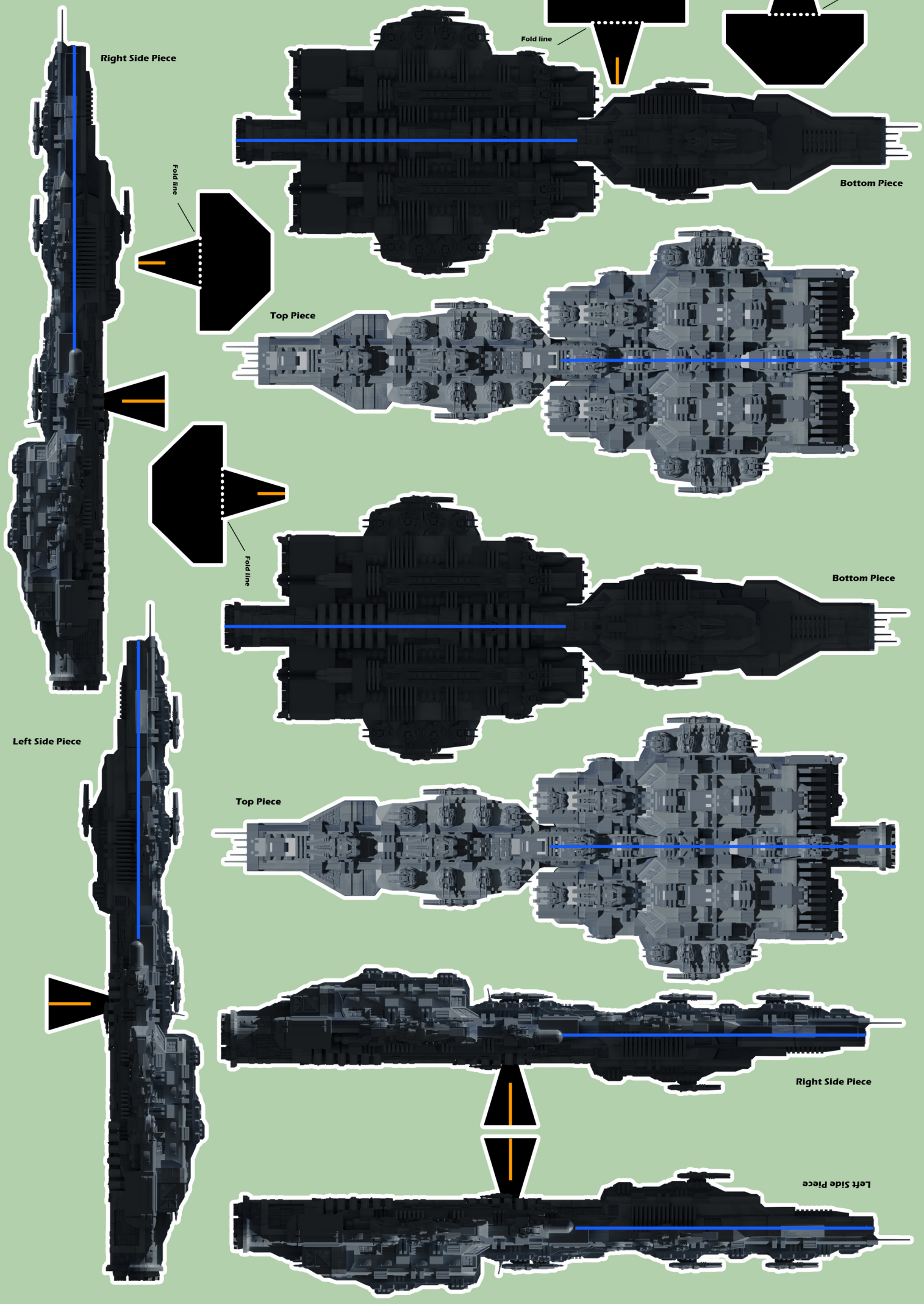


M 4 Rg 4

	Module 1	Module 2	Module 3	Module 4	Module 5
A 4					
D 6					
B					

R

NEF DREADNOUGHT



NEF Dreadnought

Name:

M 5 Rg 5

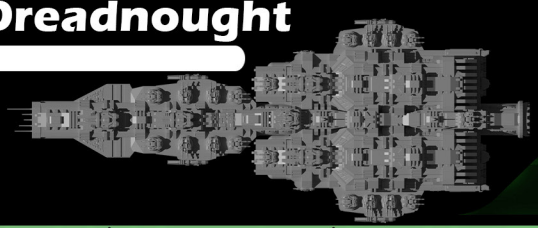
	Module 1	Module 2	Module 3	Module 4	Module 5
A 6					
D 6					
B					

R

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

NEF Dreadnought

Name:



M 5 Rg 5

	Module 1	Module 2	Module 3	Module 4	Module 5
A 6					
D 6					
B					

R

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

NEF Dreadnought

Name:

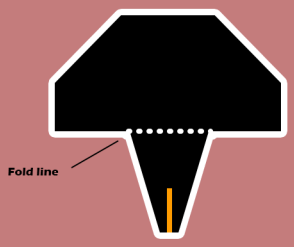
M 5 Rg 5

	Module 1	Module 2	Module 3	Module 4	Module 5
A 6					
D 6					
B					

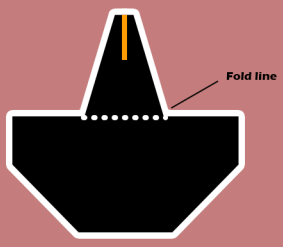
R

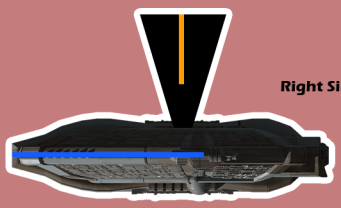
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

WOLF CORVETTE

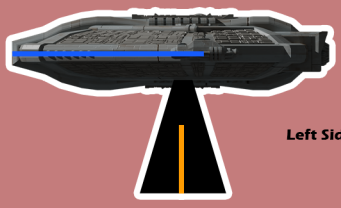


Base Pieces

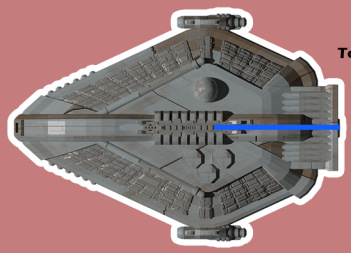




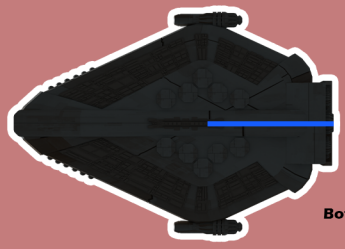
Right Side Piece



Left Side Piece

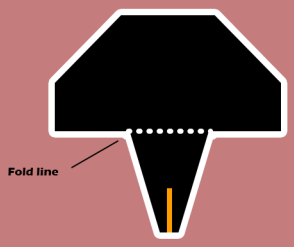


Top Piece

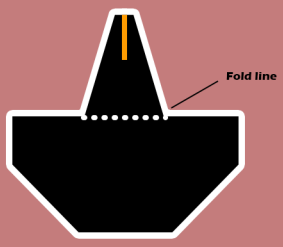


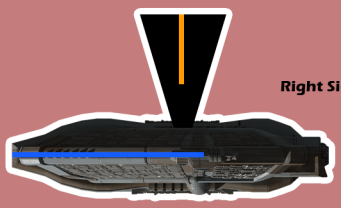
Bottom Piece

WOLF CORVETTE

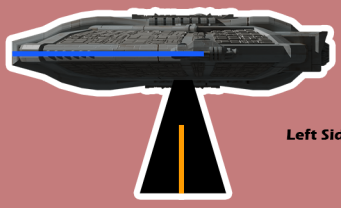


Base Pieces

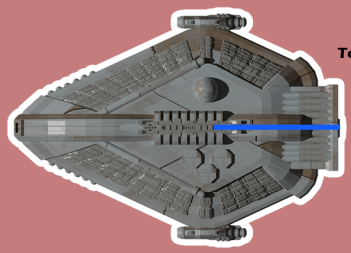




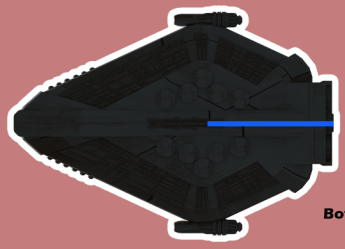
Right Side Piece



Left Side Piece

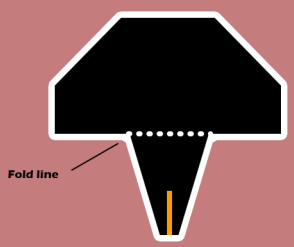


Top Piece

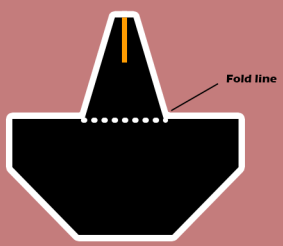


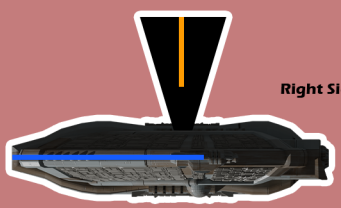
Bottom Piece

WOLF CORVETTE

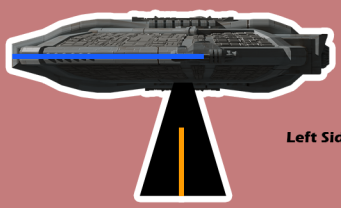


Base Pieces

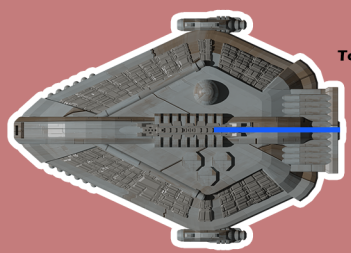




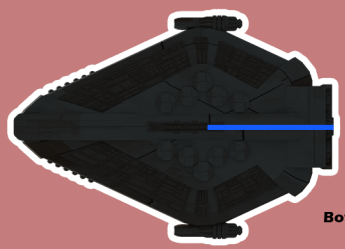
Right Side Piece



Left Side Piece



Top Piece



Bottom Piece

Wolf Corvette

Name:

M 3 Rg 1

	Module 1	Module 2	Module 3	Module 4	Module 5
A 2					
D 1					
B					

R 1 2 3

Wolf Corvette

Name:

M 3 Rg 1

	Module 1	Module 2	Module 3	Module 4	Module 5
A 2					
D 1					
B					

R 1 2 3

Wolf Corvette

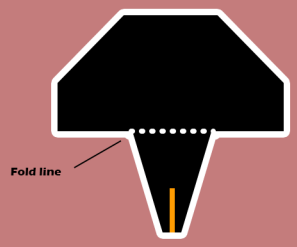
Name:

M 3 Rg 1

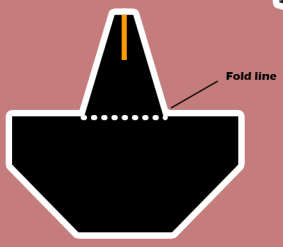
	Module 1	Module 2	Module 3	Module 4	Module 5
A 2					
D 1					
B					

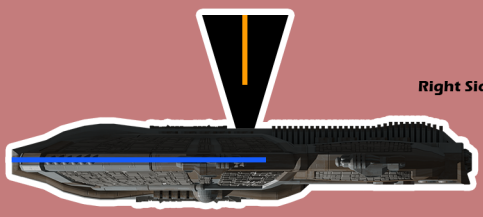
R 1 2 3

WOLF FRIGATE

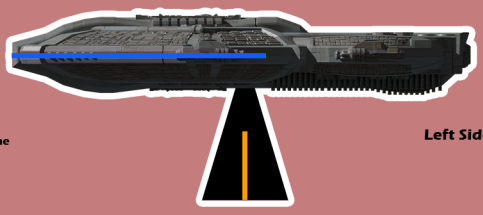


Base Pieces

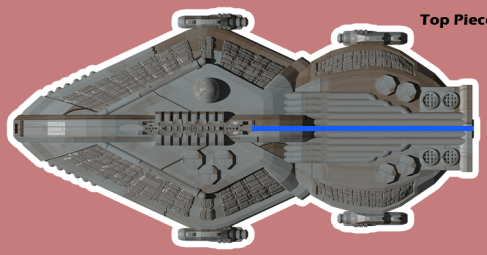




Right Side Piece



Left Side Piece



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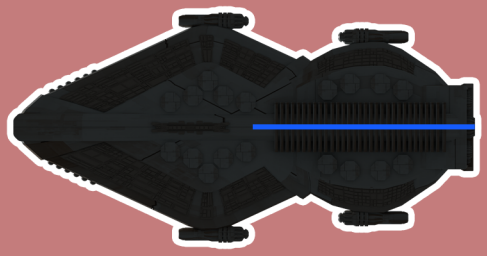
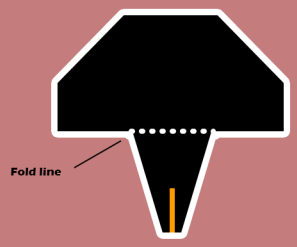
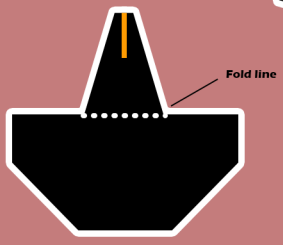


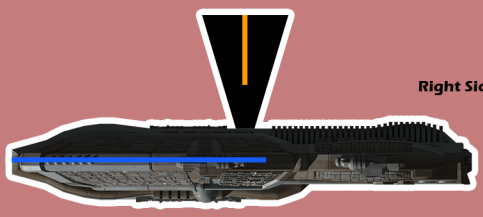
Bottom Piece

WOLF FRIGATE

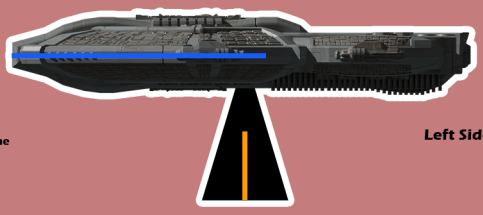


Base Pieces





Right Side Piece



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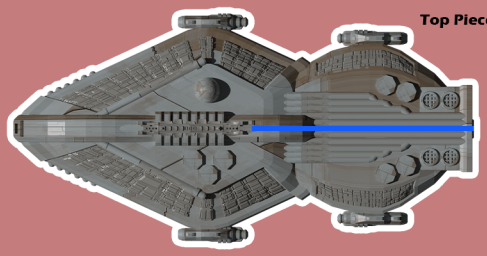

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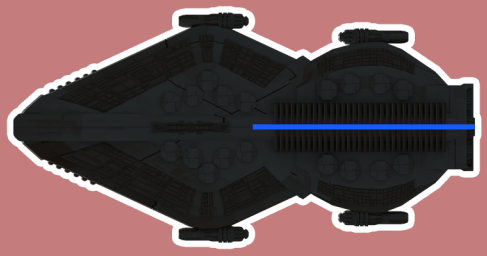
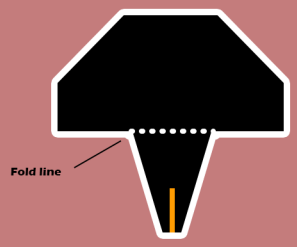
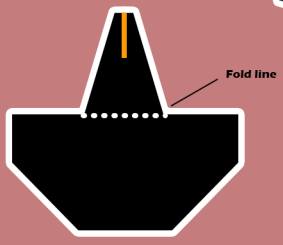


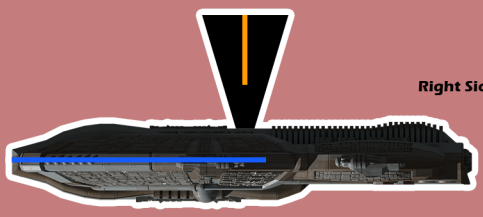
Bottom Piece

WOLF FRIGATE

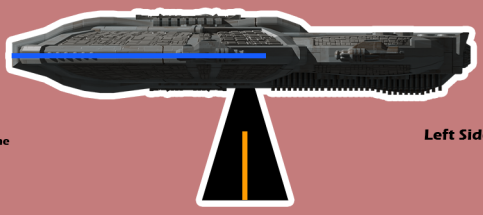


Base Pieces

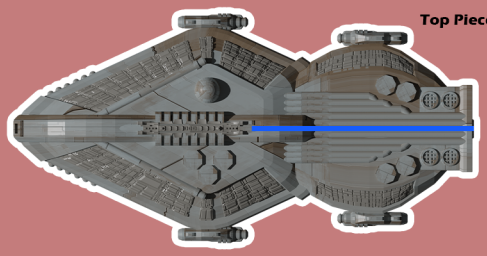




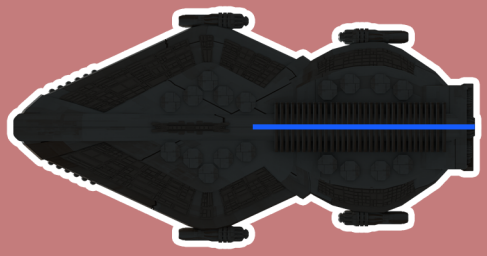
Right Side Piece



Left Side Piece



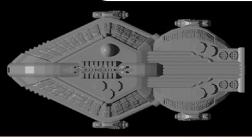
Top Piece



Bottom Piece

Wolf Frigate

Name:



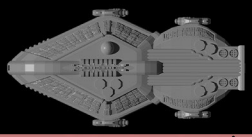
M 6 Rg 2

	Module 1	Module 2	Module 3	Module 4	Module 5
A 3					
D 2					
B					

R 1 2 3

Wolf Frigate

Name:



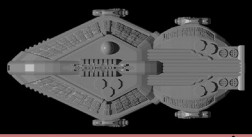
M 6 Rg 2

	Module 1	Module 2	Module 3	Module 4	Module 5
A 3					
D 2					
B					

R 1 2 3

Wolf Frigate

Name:

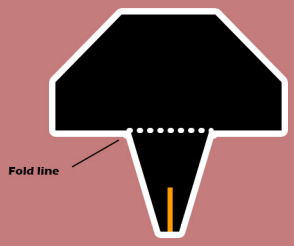


M 6 Rg 2

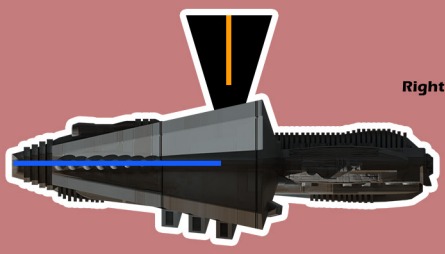
	Module 1	Module 2	Module 3	Module 4	Module 5
A 3					
D 2					
B					

R 1 2 3

WOLF DESTROYER

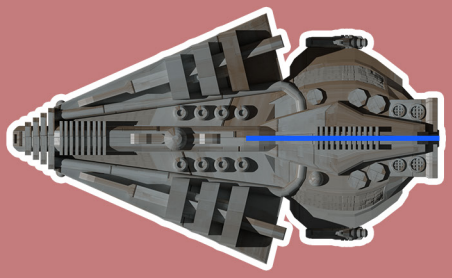


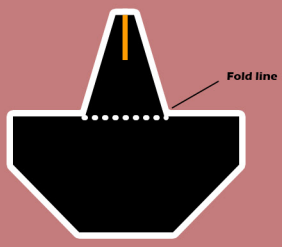
Base Pieces

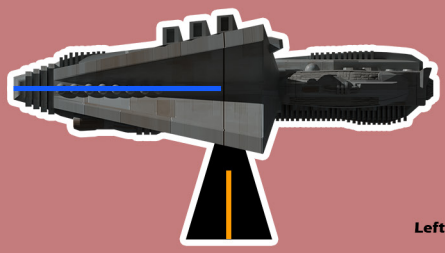


Right Side Piece

Top Piece



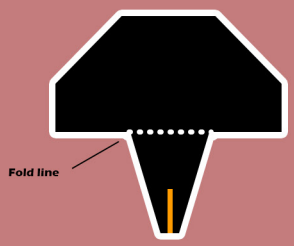




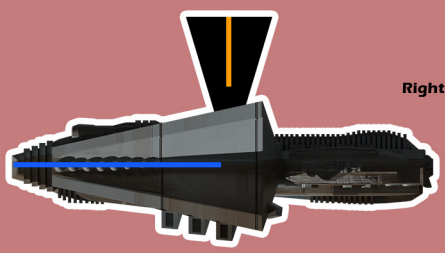
Left Side Piece

Bottom Piece

WOLF DESTROYER

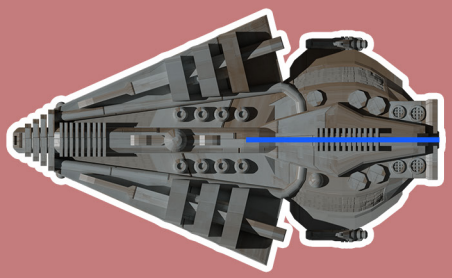


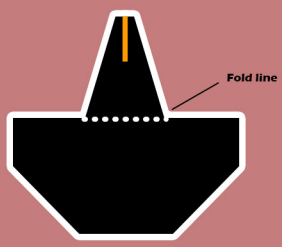
Base Pieces

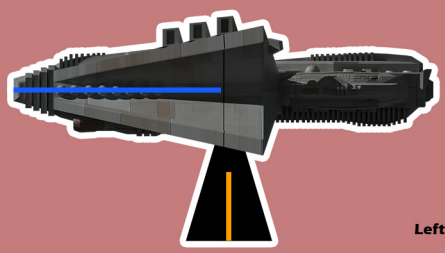


Right Side Piece

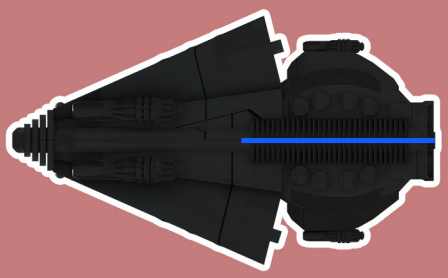
Top Piece





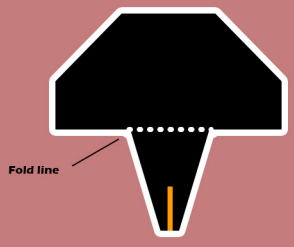


Left Side Piece

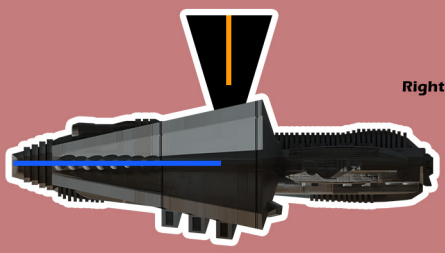


Bottom Piece

WOLF DESTROYER

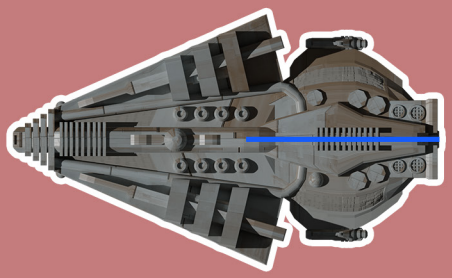


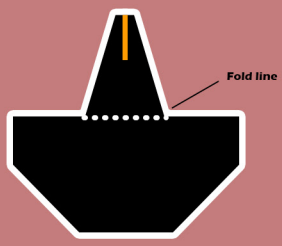
Base Pieces

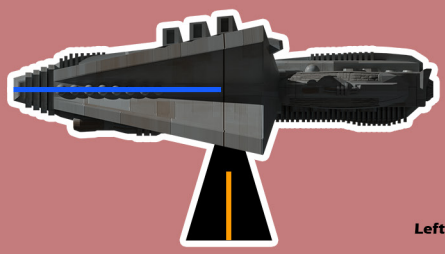


Right Side Piece

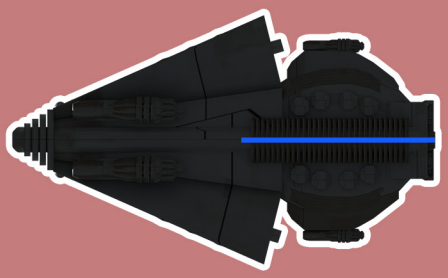
Top Piece







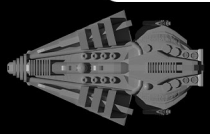
Left Side Piece



Bottom Piece

Wolf Destroyer

Name:



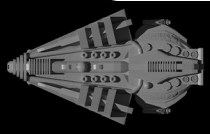
M 5 Rg 3

	Module 1	Module 2	Module 3	Module 4	Module 5
A 3					
D 4					
B					

R 1 2 3 4 5

Wolf Destroyer

Name:



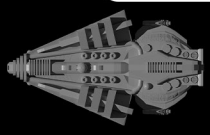
M 5 Rg 3

	Module 1	Module 2	Module 3	Module 4	Module 5
A 3					
D 4					
B					

R 1 2 3 4 5

Wolf Destroyer

Name:

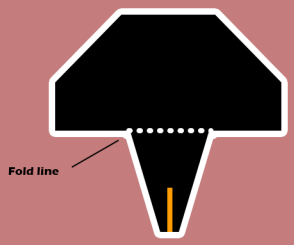


M 5 Rg 3

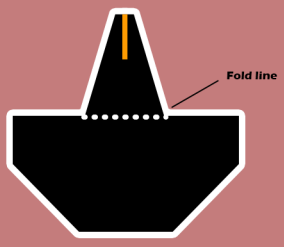
	Module 1	Module 2	Module 3	Module 4	Module 5
A 3					
D 4					
B					

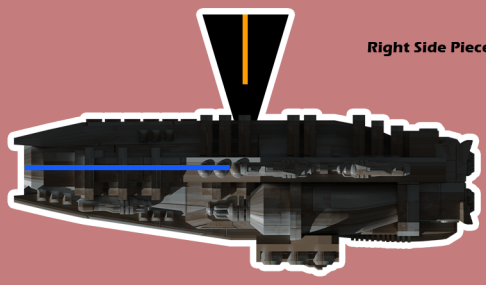
R 1 2 3 4 5

WOLF LIGHT CRUISER

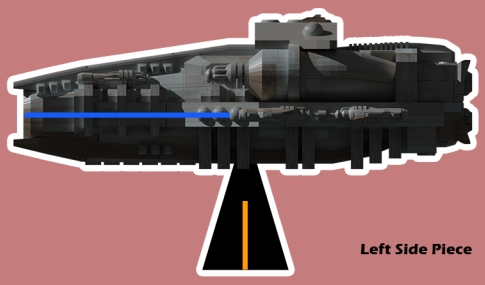


Base Pieces



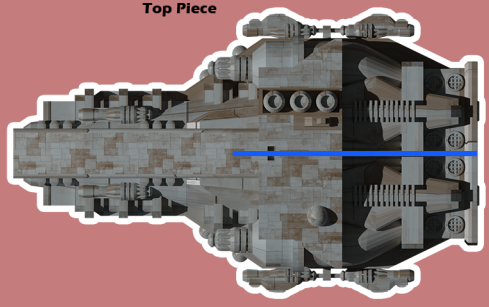


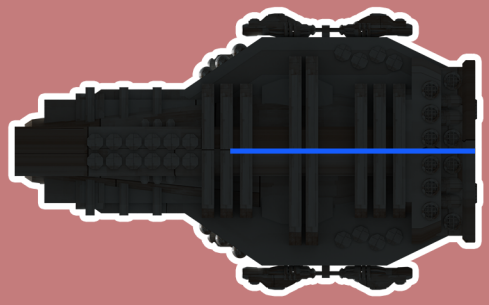
Right Side Piece



Left Side Piece

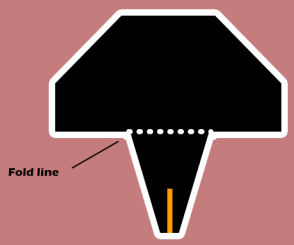
Top Piece



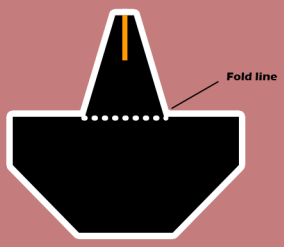


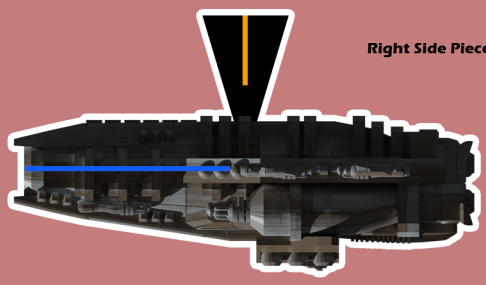
Bottom Piece

WOLF LIGHT CRUISER

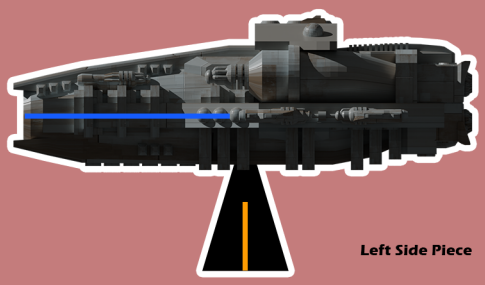


Base Pieces



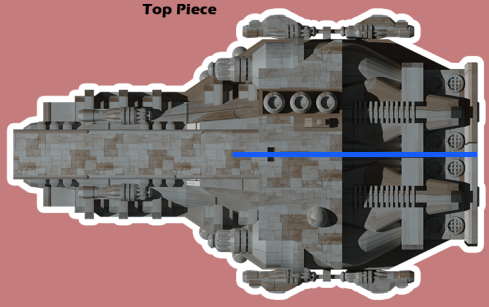


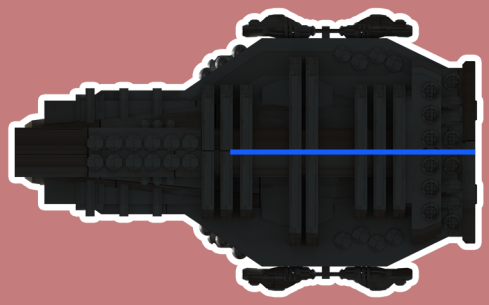
Right Side Piece



Left Side Piece

Top Piece

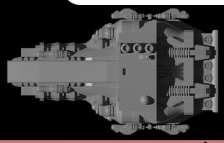




Bottom Piece

Wolf Light Cruiser

Name:



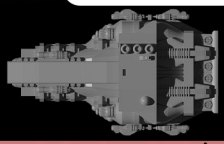
M 5 Rg 3

	Module 1	Module 2	Module 3	Module 4	Module 5
A 5					
D 3					
B					

R

Wolf Light Cruiser

Name:



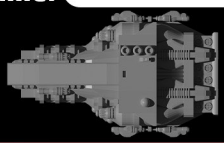
M 5 Rg 3

	Module 1	Module 2	Module 3	Module 4	Module 5
A 5					
D 3					
B					

R

Wolf Light Cruiser

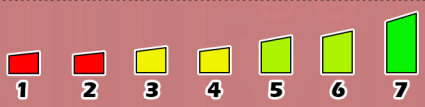
Name:



M 5 Rg 3

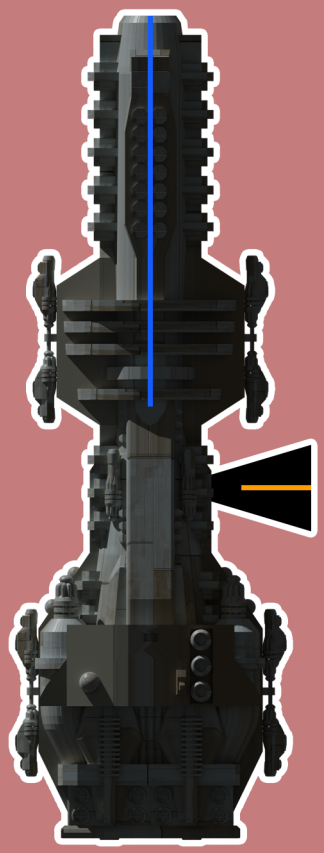
	Module 1	Module 2	Module 3	Module 4	Module 5
A 5					
D 3					
B					

R

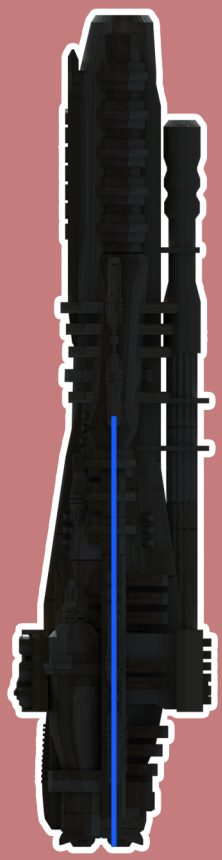


WOLF HEAVY CRUISER

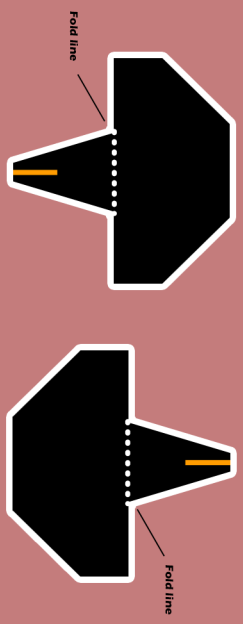
Right Side Piece



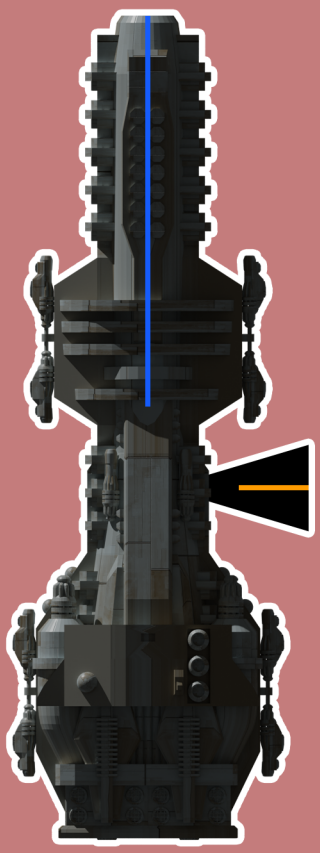
Bottom Piece



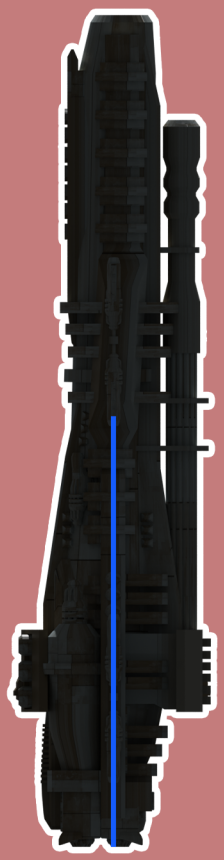
Base Pieces



Right Side Piece

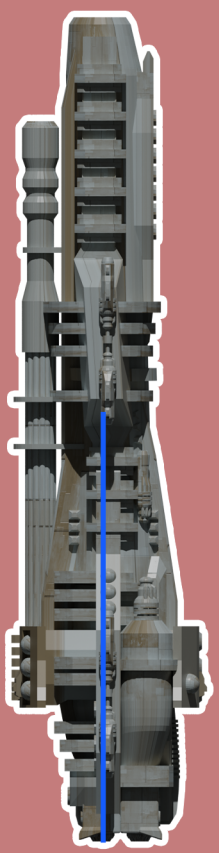


Bottom Piece

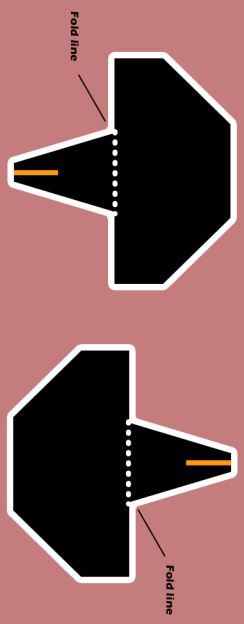


Left Side Piece

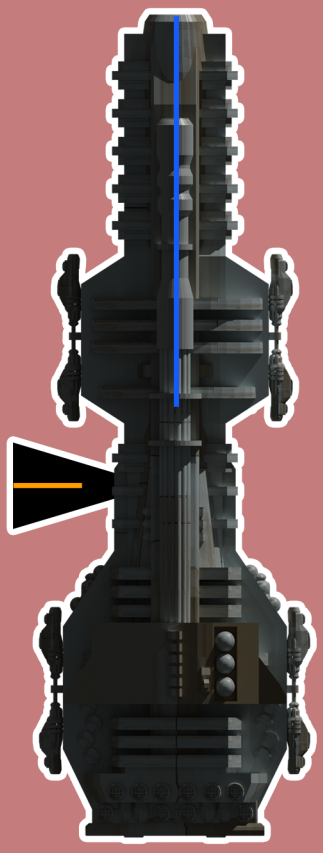
Top Piece



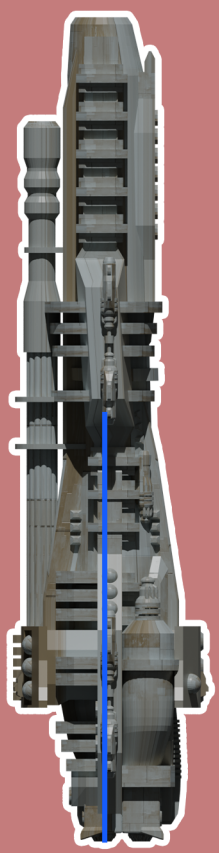
Base Pieces



Left Side Piece

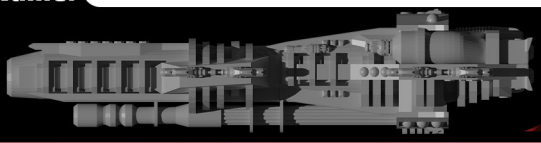


Top Piece



Wolf Heavy Cruiser

Name:



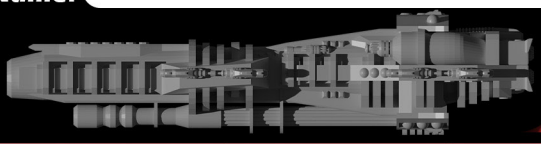
M 6 Rg 3

	Module 1	Module 2	Module 3	Module 4	Module 5
A 3					
D 6					
B					

R

Wolf Heavy Cruiser

Name:



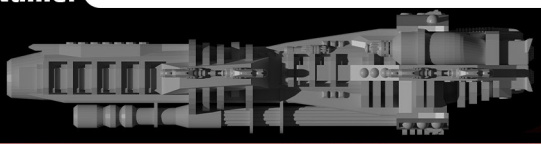
M 6 Rg 3

	Module 1	Module 2	Module 3	Module 4	Module 5
A 3					
D 6					
B					

R

Wolf Heavy Cruiser

Name:

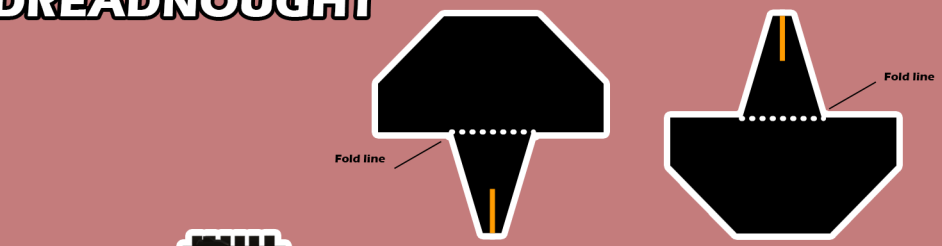


M 6 Rg 3

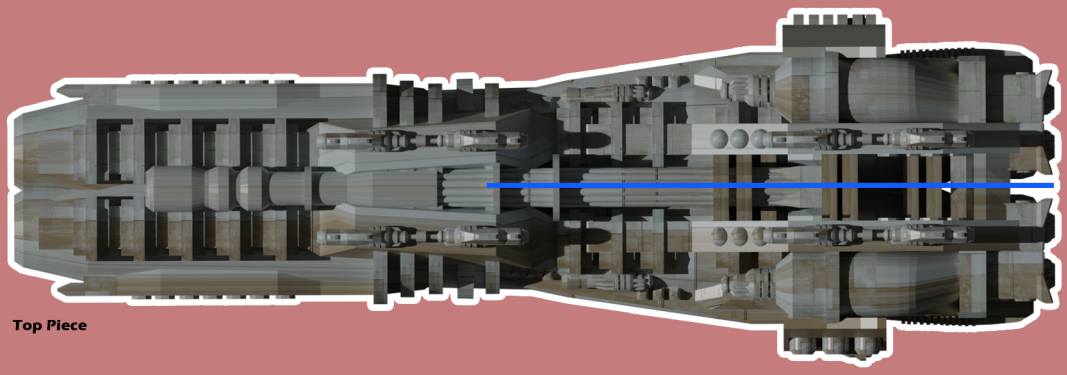
	Module 1	Module 2	Module 3	Module 4	Module 5
A 3					
D 6					
B					

R

WOLF DREADNOUGHT

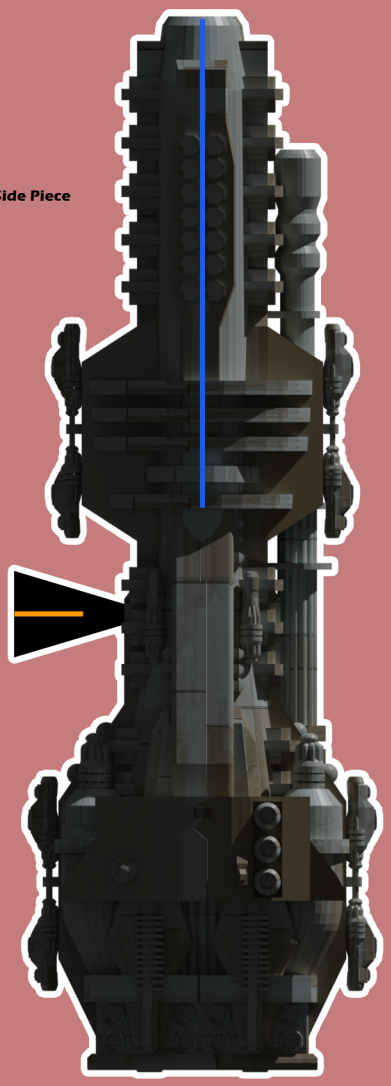


Bottom Piece

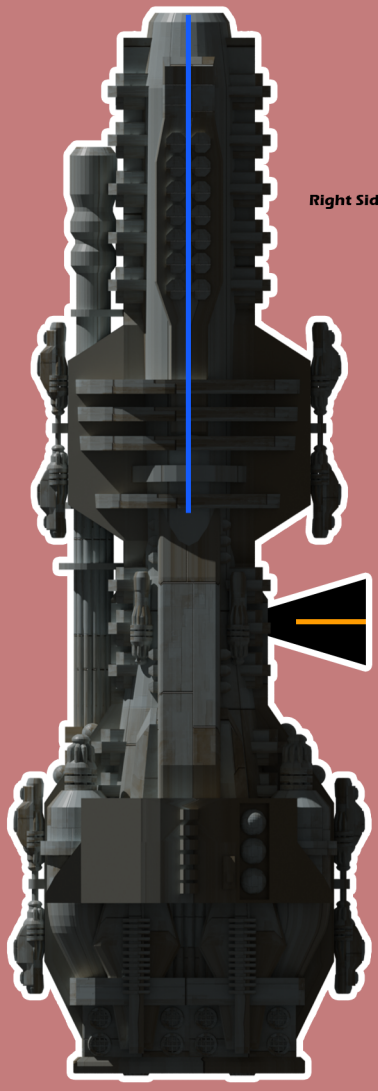


Top Piece

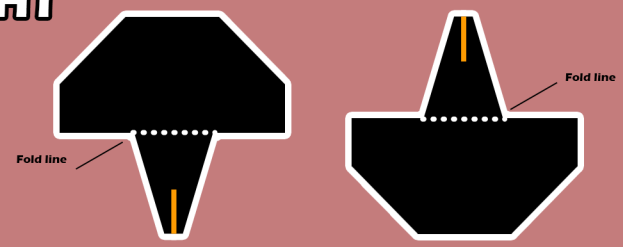
Left Side Piece



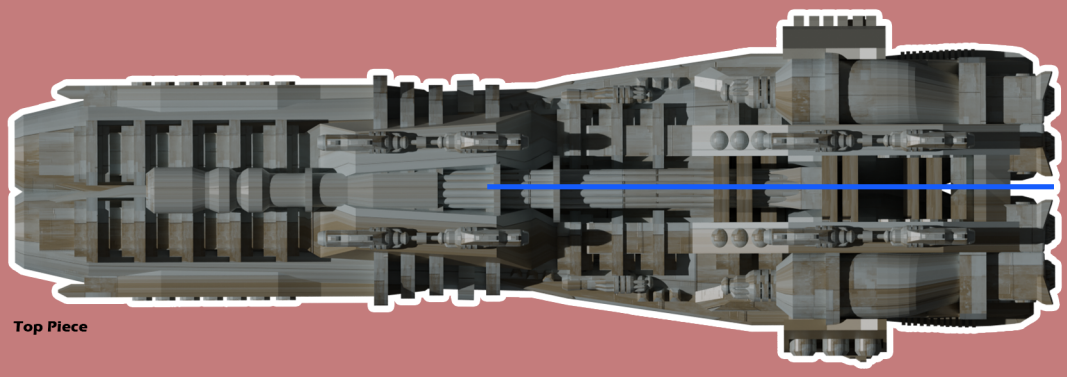
Right Side Piece



WOLF DREADNOUGHT

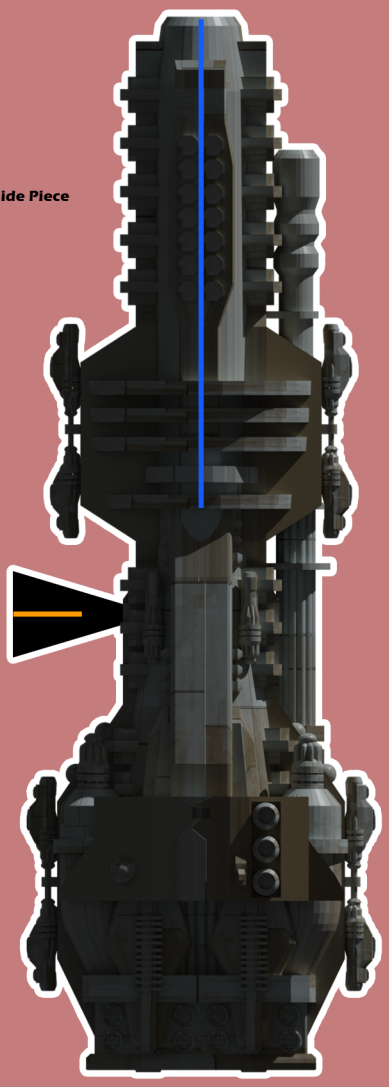


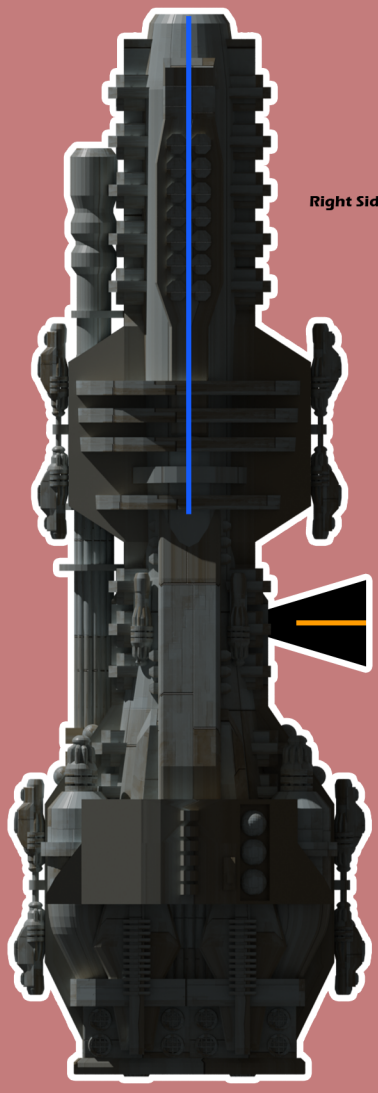
Bottom Piece



Top Piece

Left Side Piece

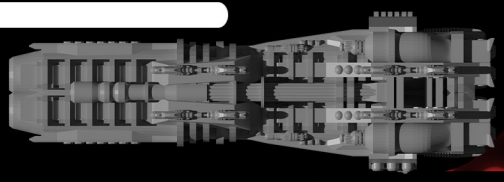




Right Side Piece

Wolf Dreadnought

Name:



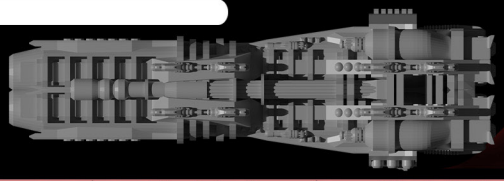
M 6 Rg 4

	Module 1	Module 2	Module 3	Module 4	Module 5
A 6					
D 5					
B					

R

Wolf Dreadnought

Name:



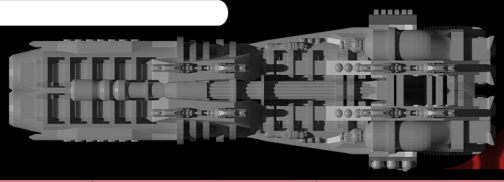
M 6 Rg 4

	Module 1	Module 2	Module 3	Module 4	Module 5
A 6					
D 5					
B					

R

Wolf Dreadnought

Name:

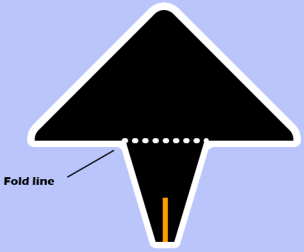


M 6 Rg 4

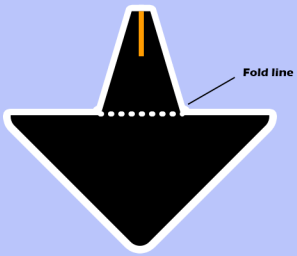
	Module 1	Module 2	Module 3	Module 4	Module 5
A 6					
D 5					
B					

R

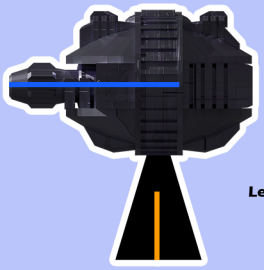
SYSTEM CORVETTE



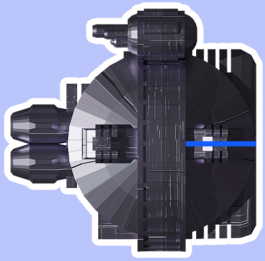
Base Pieces



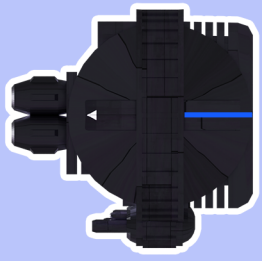
Right Side Piece



Left Side Piece

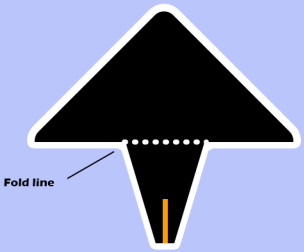


Top Piece

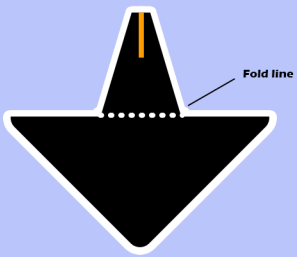


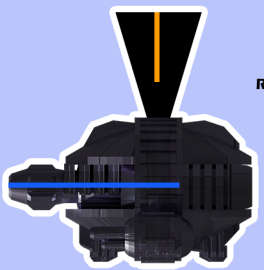
Bottom Piece

SYSTEM CORVETTE



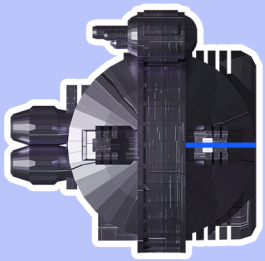
Base Pieces



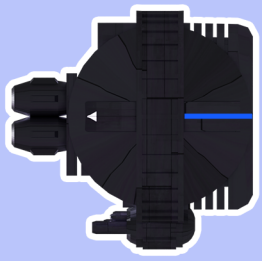


Right Side Piece

Left Side Piece

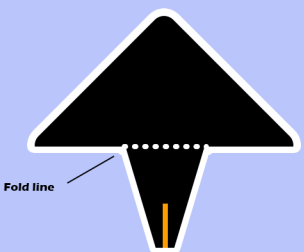


Top Piece

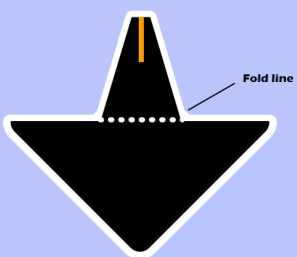


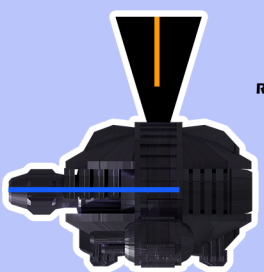
Bottom Piece

SYSTEM CORVETTE

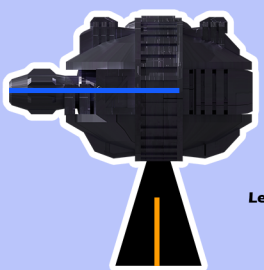


Base Pieces

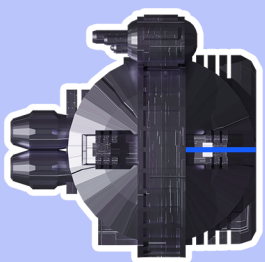




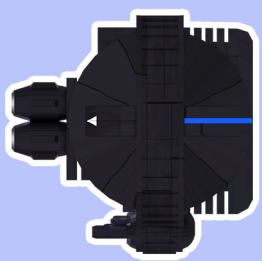
Right Side Piece



Left Side Piece



Top Piece



Bottom Piece

System Corvette

Name:

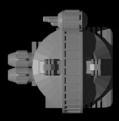
M 3 Rg 4

	Module 1	Module 2	Module 3	Module 4	Module 5
A 2					
D 1					
B					

R 1 2

System Corvette

Name:



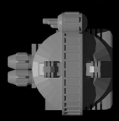
M 3 Rg 4

	Module 1	Module 2	Module 3	Module 4	Module 5
A 2					
D 1					
B					

R 1 2

System Corvette

Name:

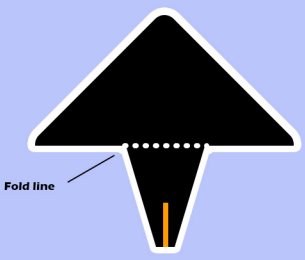


M 3 Rg 4

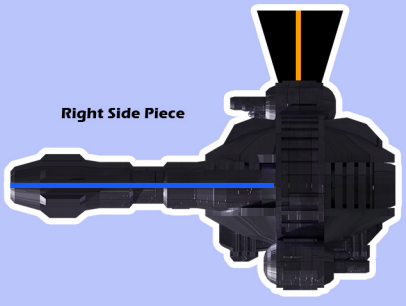
	Module 1	Module 2	Module 3	Module 4	Module 5
A 2					
D 1					
B					

R 1 2

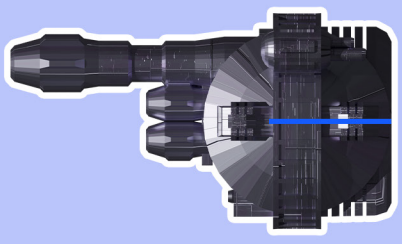
SYSTEM FRIGATE



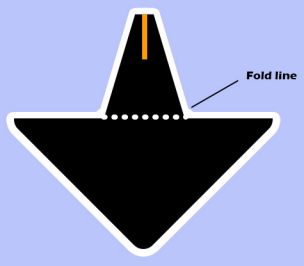
Base Pieces

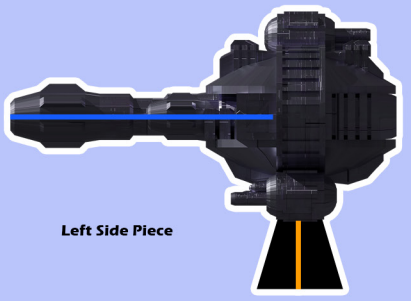


Right Side Piece



Top Piece





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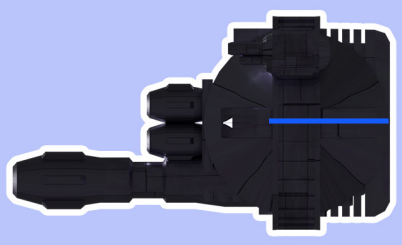
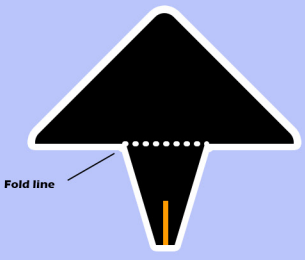
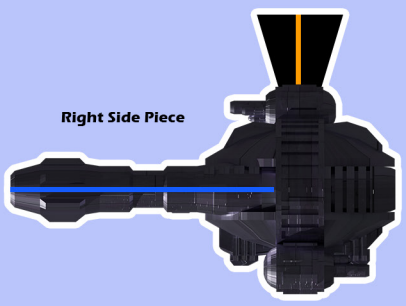


Bottom Piece

SYSTEM FRIGATE



Base Pieces



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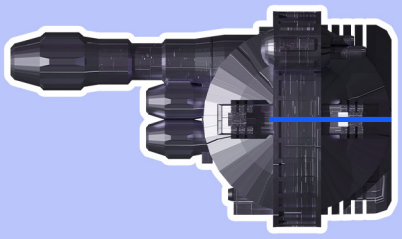

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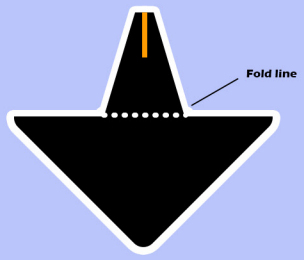
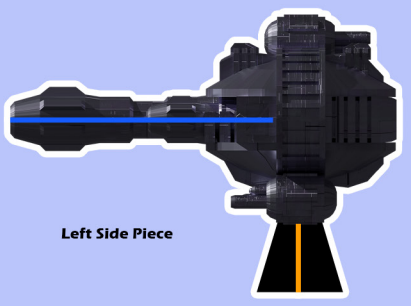
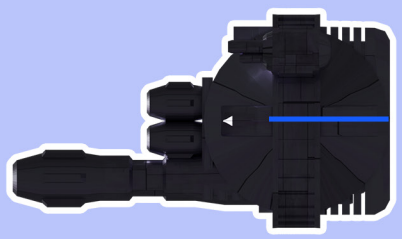




Left Side Piece



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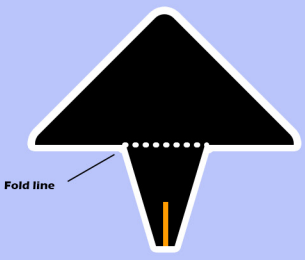
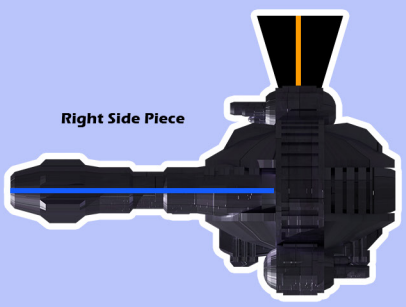
SYSTEM FRIGATE



Base Pieces



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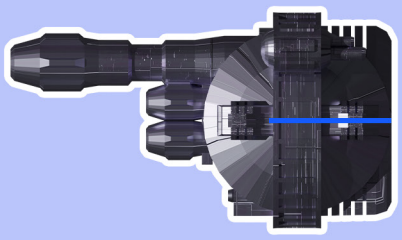

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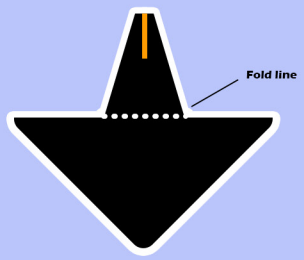

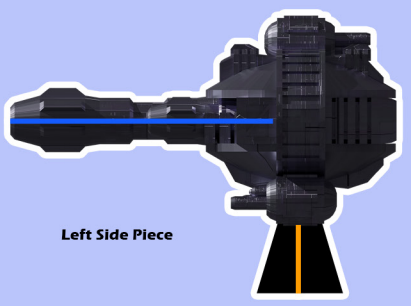

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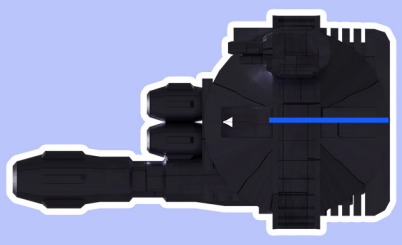
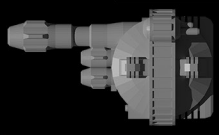


Bottom Piece

System Frigate

Name:



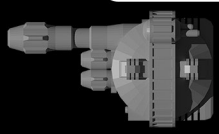
M 4 Rg 5

	Module 1	Module 2	Module 3	Module 4	Module 5
A 3					
D 2					
B					

R 1 2

System Frigate

Name:



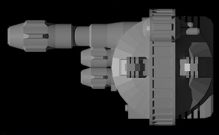
M 4 Rg 5

	Module 1	Module 2	Module 3	Module 4	Module 5
A 3					
D 2					
B					

R 1 2

System Frigate

Name:

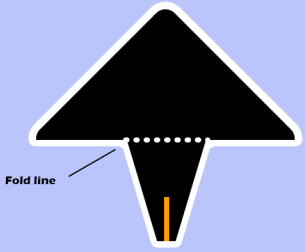


M 4 Rg 5

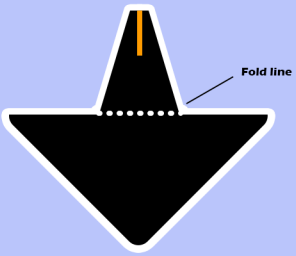
	Module 1	Module 2	Module 3	Module 4	Module 5
A 3					
D 2					
B					

R 1 2

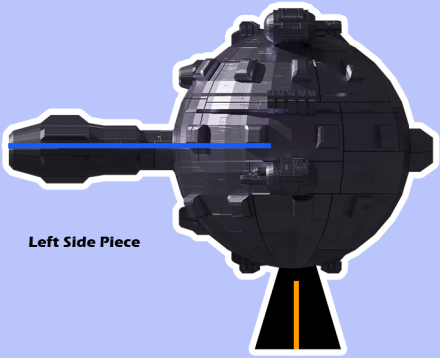
SYSTEM DESTROYER



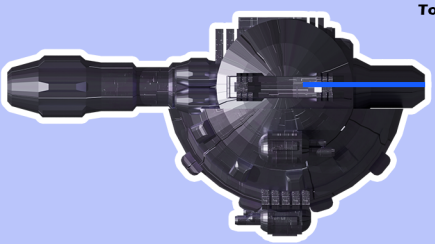
Base Pieces



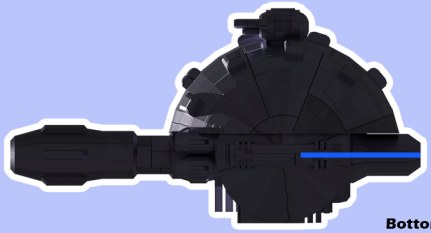
Right Side Piece



Left Side Piece

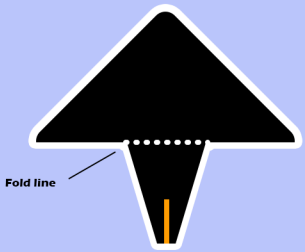


Top Piece

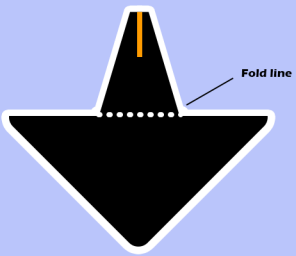


Bottom Piece

SYSTEM DESTROYER



Base Pieces



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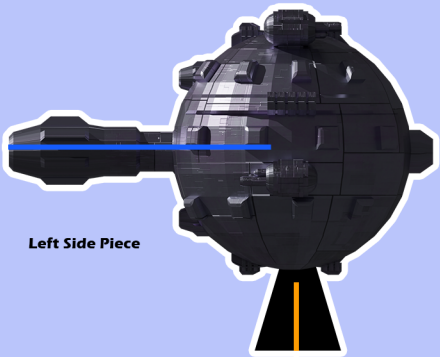
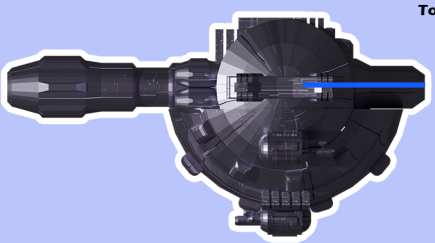


Left Side Piece



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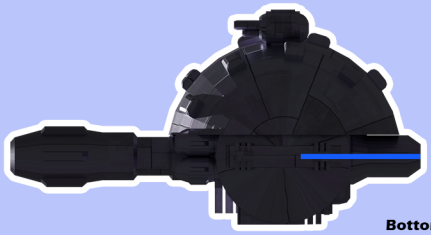
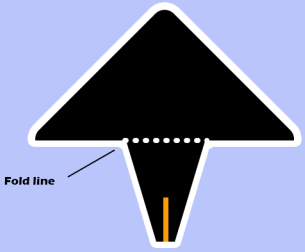
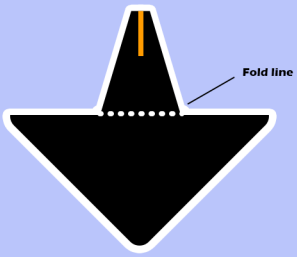


Bottom Piece

SYSTEM DESTROYER



Base Pieces



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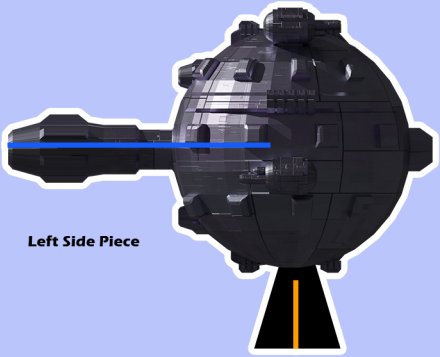

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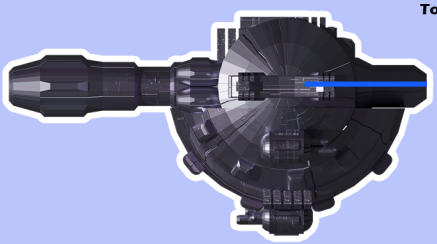

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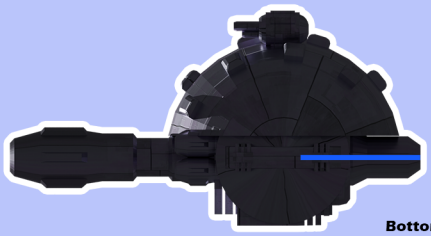
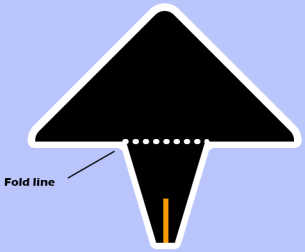
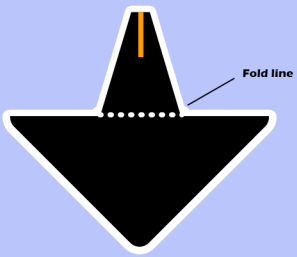


Bottom Piece

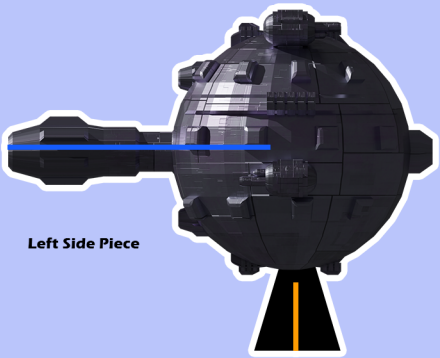
SYSTEM DESTROYER



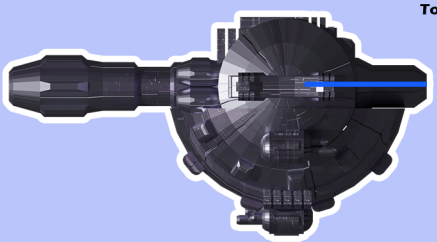
Base Pieces



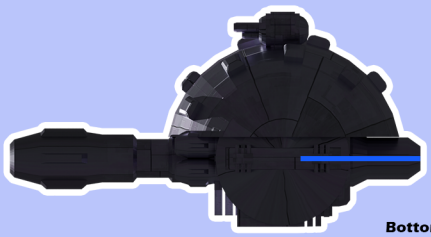
Right Side Piece



Left Side Piece



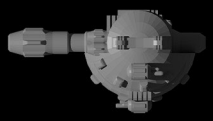
Top Piece



Bottom Piece

System Destroyer

Name:



M 4 Rg 6

	Module 1	Module 2	Module 3	Module 4	Module 5
A 4					
D 3					
B					

R 1 2 3 4

System Destroyer

Name:

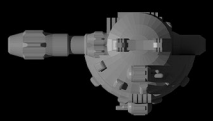
M 4 Rg 6

	Module 1	Module 2	Module 3	Module 4	Module 5
A 4					
D 3					
B					

R 1 2 3 4

System Destroyer

Name:

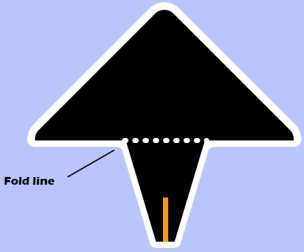


M 4 Rg 6

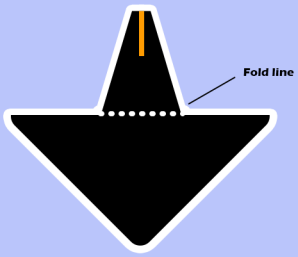
	Module 1	Module 2	Module 3	Module 4	Module 5
A 4					
D 3					
B					

R 1 2 3 4

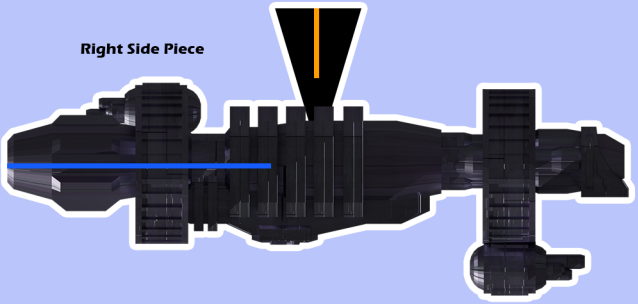
SYSTEM LIGHT CRUISER



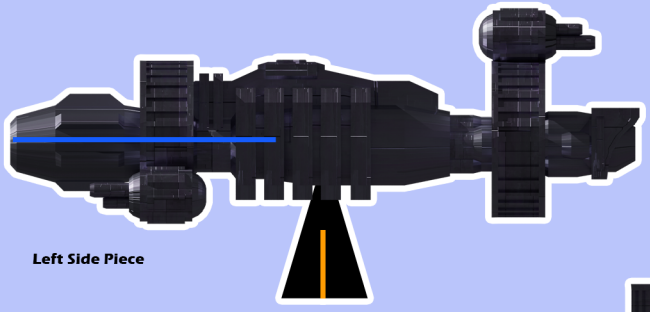
Base Pieces



Right Side Piece

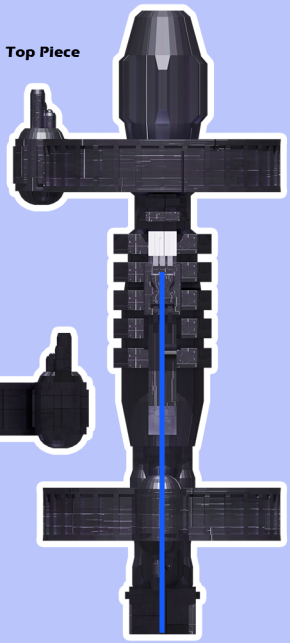


Left Side Piece

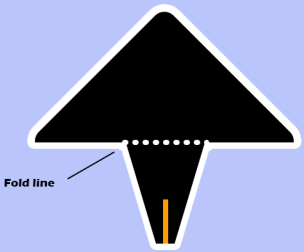


Bottom Piece

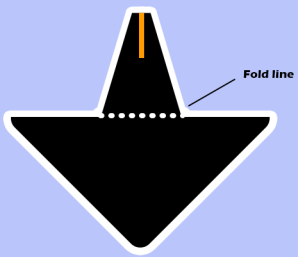
Top Piece



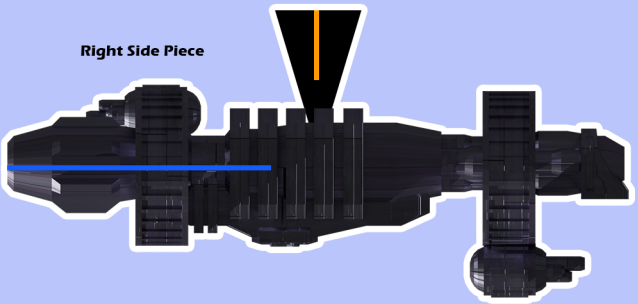
SYSTEM LIGHT CRUISER



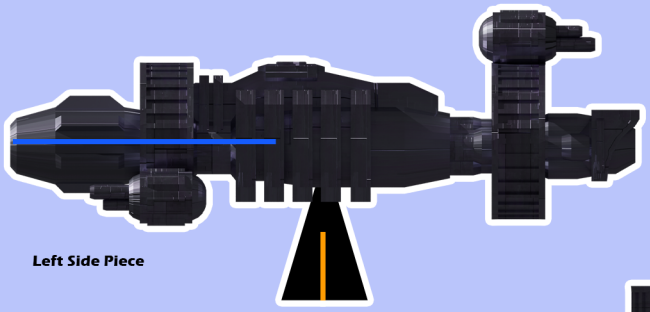
Base Pieces



Right Side Piece

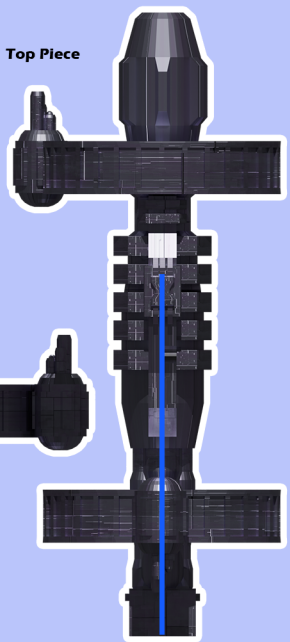


Left Side Piece



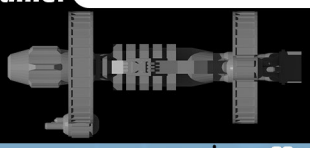
Bottom Piece

Top Piece



System Light Cruiser

Name:



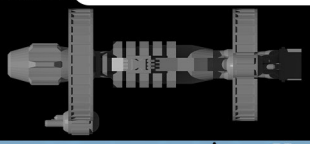
M 4 Rg 7

	Module 1	Module 2	Module 3	Module 4	Module 5
A 5					
D 2					
B					

R 1 2 3 4 5

System Light Cruiser

Name:



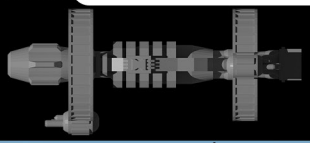
M 4 Rg 7

	Module 1	Module 2	Module 3	Module 4	Module 5
A 5					
D 2					
B					

R 1 2 3 4 5

System Light Cruiser

Name:



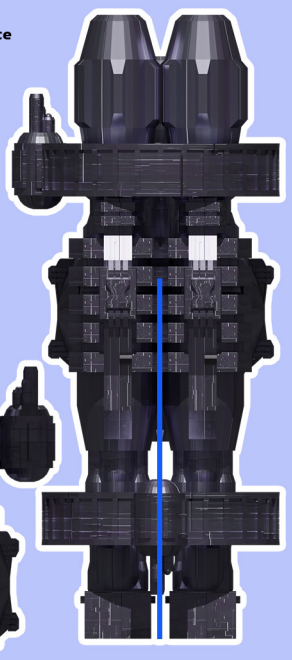
M 4 Rg 7

	Module 1	Module 2	Module 3	Module 4	Module 5
A 5					
D 2					
B					

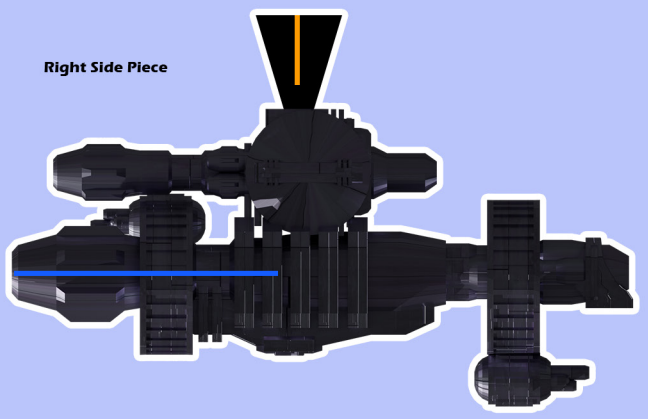
R 1 2 3 4 5

SYSTEM HEAVY CRUISER

Top Piece

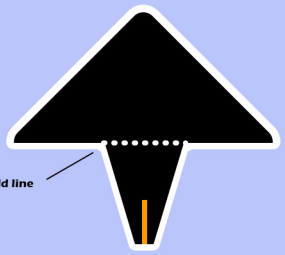


Right Side Piece



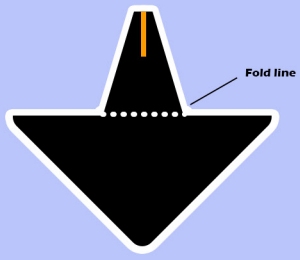
Bottom Piece

Fold line



Base Pieces

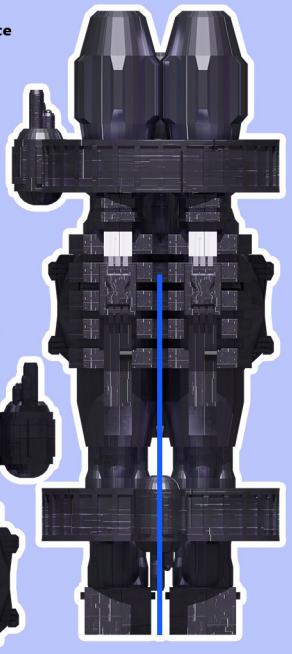
Fold line



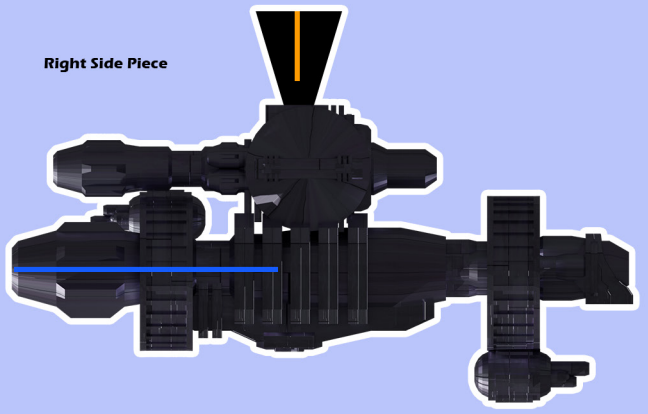
Left Side Piece

SYSTEM HEAVY CRUISER

Top Piece

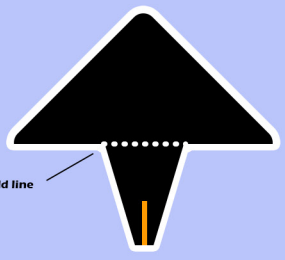


Right Side Piece



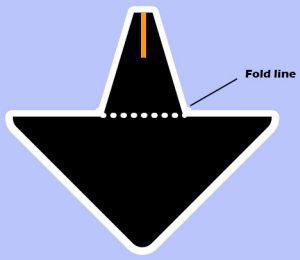
Bottom Piece

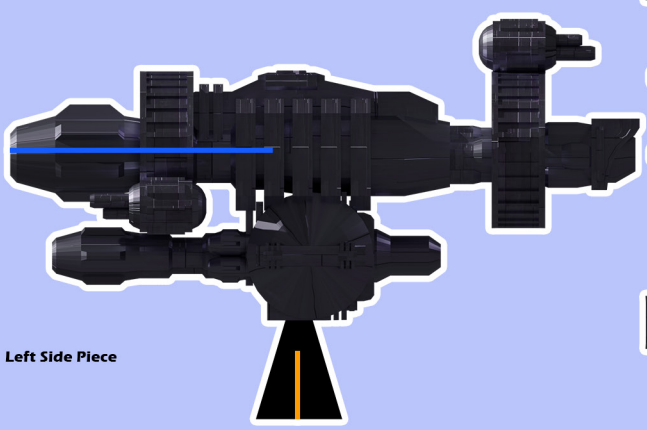
Fold line



Base Pieces

Fold line

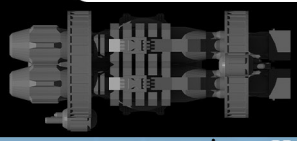




Left Side Piece

System Heavy Cruiser

Name:



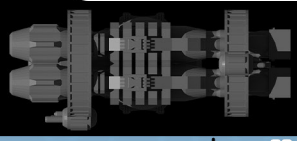
M 3 Rg 8

	Module 1	Module 2	Module 3	Module 4	Module 5
A 6					
D 3					
B					

R 1 2 3 4 5 6 7

System Heavy Cruiser

Name:



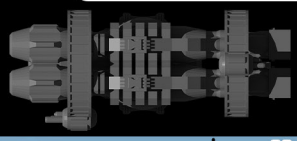
M 3 Rg 8

	Module 1	Module 2	Module 3	Module 4	Module 5
A 6					
D 3					
B					

R 1 2 3 4 5 6 7

System Heavy Cruiser

Name:

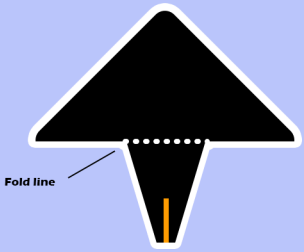


M 3 Rg 8

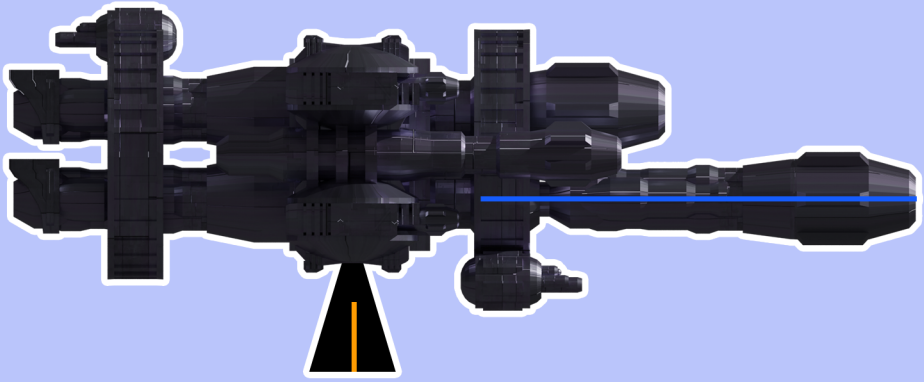
	Module 1	Module 2	Module 3	Module 4	Module 5
A 6					
D 3					
B					

R 1 2 3 4 5 6 7

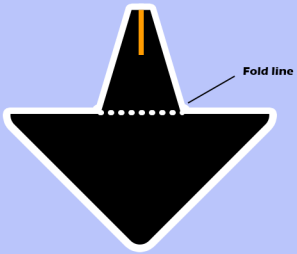
SYSTEM DREADNOUGHT



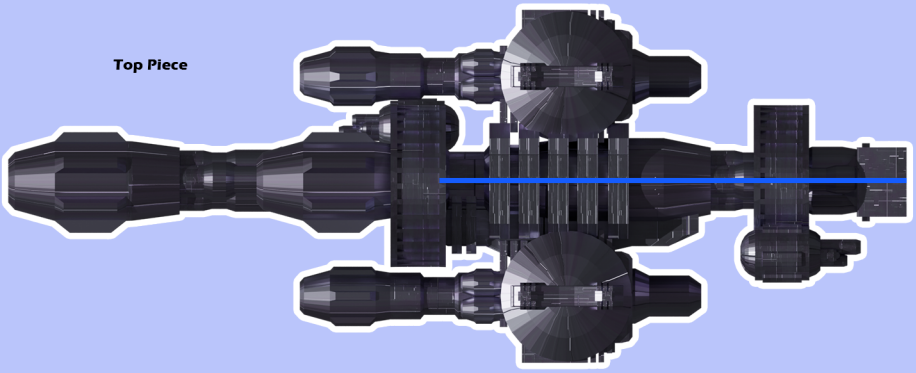
Right Side Piece



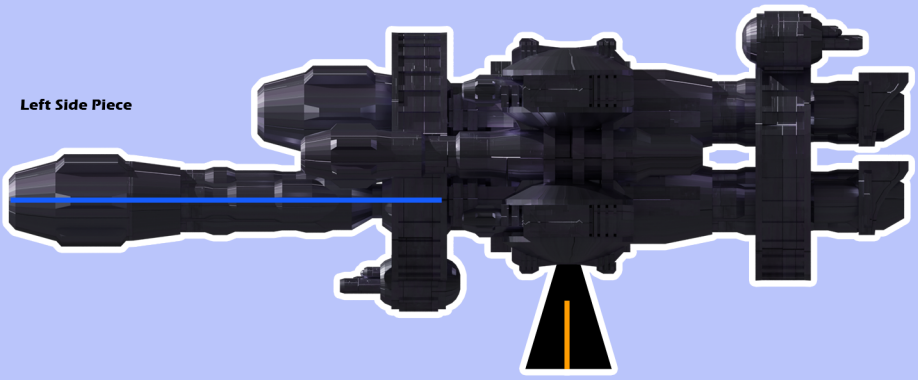
Base Pieces



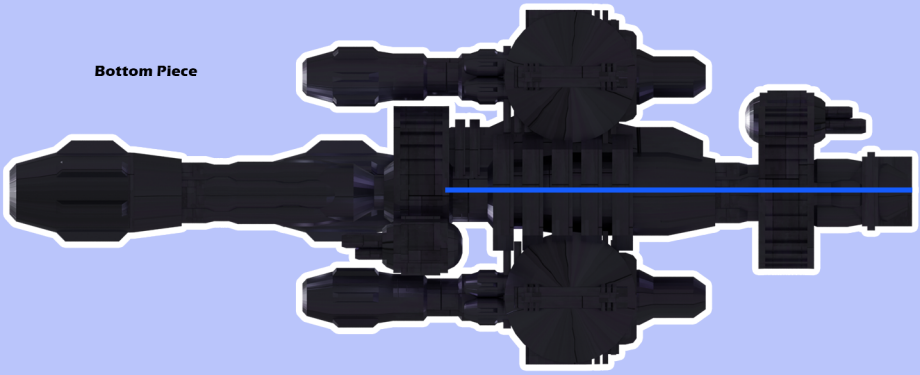
Top Piece



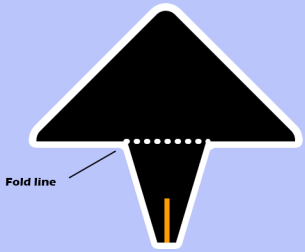
Left Side Piece



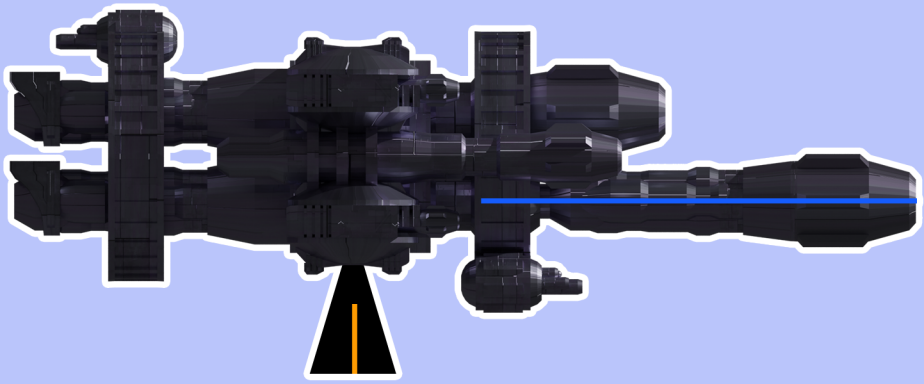
Bottom Piece



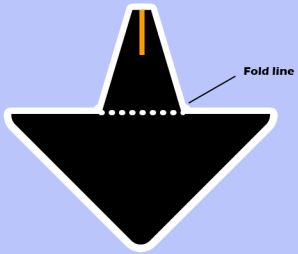
SYSTEM DREADNOUGHT



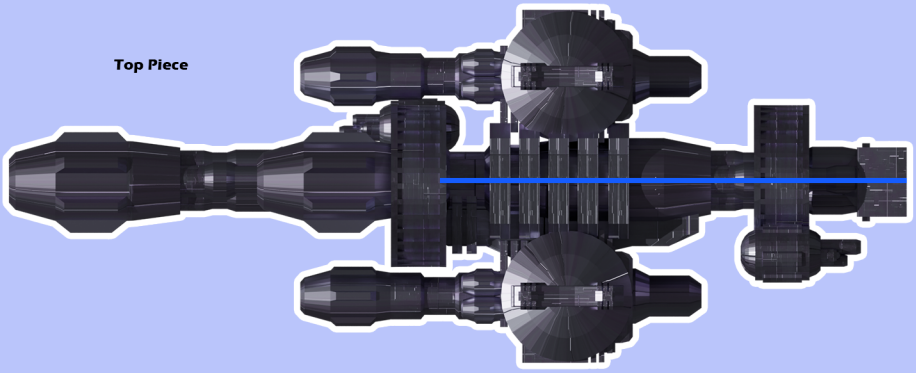
Right Side Piece



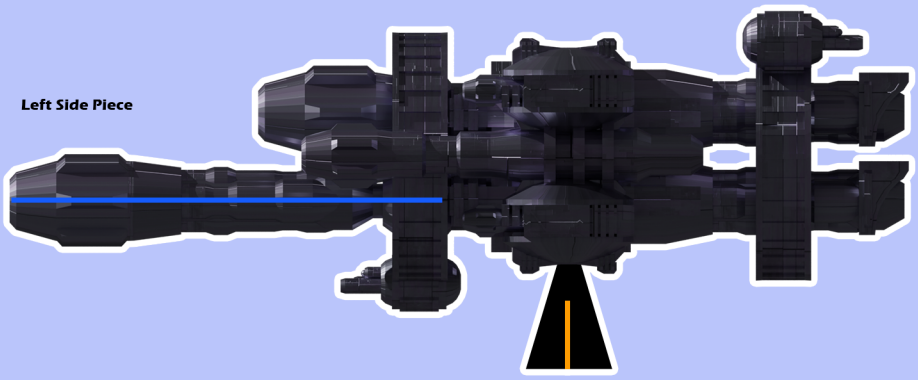
Base Pieces



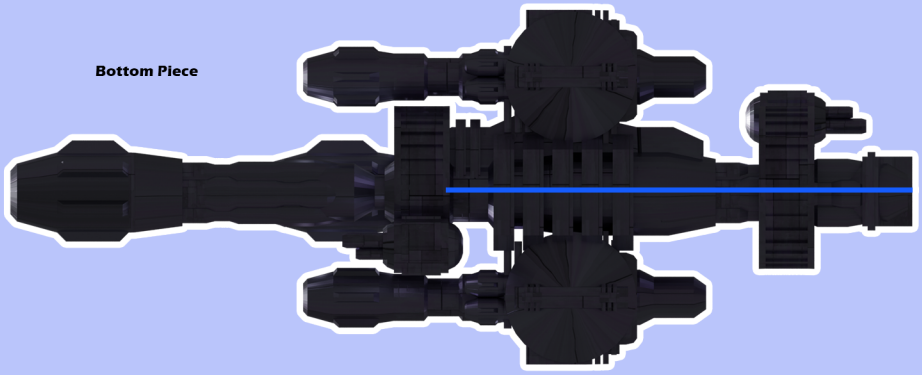
Top Piece



Left Side Piece

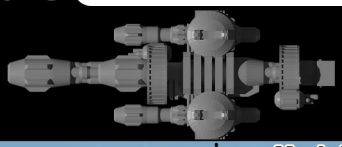


Bottom Piece



System Dreadnought

Name:



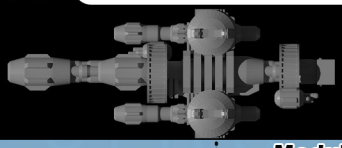
M 3 Rg 9

	Module 1	Module 2	Module 3	Module 4	Module 5
A 8					
D 3					
B					

R

System Dreadnought

Name:



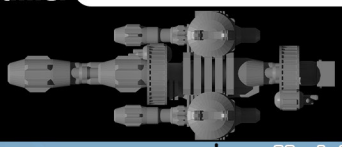
M 3 Rg 9

	Module 1	Module 2	Module 3	Module 4	Module 5
A 8					
D 3					
B					

R

System Dreadnought

Name:



M 3 Rg 9

	Module 1	Module 2	Module 3	Module 4	Module 5
A 8					
D 3					
B					

R

Critical Thrust Tokens

Drone Squadron Tokens

Irradiated Hull Tokens

Phase Jump Tokens