

HOSTILE RAIDER

Captain Skill 4

ACTIVATION PHASE: After the Execute Maneuver Step:

If this ship is within Range 1 of an opposing ship, perform a  Action as a Free Action.

3  **LOADOUT**

HOSTILE RAIDER

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WHEN ATTACKING: If the target ship has an  Token beside it:

Roll +1 attack die.

3  **LOADOUT**

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WHEN ATTACKING: If the defending ship is hit:


Place an  Token beside the defending ship.


3  **LOADOUT**

HOSTILE RAIDER

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ACTIVATION PHASE: After all ships have moved:

If this ship is in the Primary Firing Arc of an opposing ship but the opposing ship is not in this ship's Primary Firing Arc, this ship may immediately perform a  Action (even if this ship is not Cloaked).

3  **LOADOUT**

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WHEN ATTACKING: During the Roll Attack Dice Step:

Roll +1 attack die for every other friendly ship within Range 1 of this ship (max +2).

3  **LOADOUT**

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Captain Skill 4

COMBAT PHASE: After attacking, this ship may perform an additional 1 Straight or 1 Bank maneuver.

3  **LOADOUT**

HOSTILE CRUISER

Captain Skill 5

COMBAT PHASE: After this ship attacks, this ship may perform a 2  or 2  Maneuver.


6  **LOADOUT**

HOSTILE CRUISER

Captain Skill 5

WHEN DEFENDING: If this ship's Shields or Hull are damaged by an opposing ship within this ship's Primary Firing Arc, this ship may immediately make 1 free attack against that ship with its Primary Weapon.

This ship may not make this attack if it is destroyed.

6  **LOADOUT**

HOSTILE CRUISER

Captain Skill 5

WHEN ATTACKING: This ship may re-roll 1 attack die for every damage card applied to this ship.

6  **LOADOUT**

HOSTILE RAIDER
Captain Skill 1



3 LOADOUT



HOSTILE RAIDER
Captain Skill 1



3 LOADOUT



HOSTILE RAIDER
Captain Skill 1



3 LOADOUT



HOSTILE RAIDER
Captain Skill 1



3 LOADOUT



HOSTILE RAIDER
Captain Skill 1



3 LOADOUT




HOSTILE RAIDER
Captain Skill 1




3 LOADOUT



HOSTILE CRUISER
Captain Skill 2




6 LOADOUT




HOSTILE CRUISER
Captain Skill 2




6 LOADOUT



HOSTILE CRUISER
Captain Skill 2



6 LOADOUT



HOSTILE CRUISER

Captain Skill 5

WHEN ATTACKING AT RANGE 3: The defending ship does not roll an extra defense die.


6+  **LOADOUT**

HOSTILE CRUISER

Captain Skill 5

WHEN ATTACKING A SHIP WITH DAMAGED SHIELDS: During the Modify Attack Dice step:


Re-roll a number of attack dice up to the number of the defending ship's damaged Shields.


6+  **LOADOUT**

HOSTILE CRUISER

Captain Skill 5

WHEN DEFENDING: During the Modify Attack Dice step:

Force the attacking ship to re-roll 1 of its  or  results.

6+  **LOADOUT**

HOSTILE WARSHIP

Captain Skill 7

ACTIVATION PHASE: After the Execute Maneuver Step:

If at least one friendly ship is within Range 1 of this ship, repair 1 damage to this ship's Hull or Shields.

7+  **LOADOUT**

HOSTILE WARSHIP

Captain Skill 7

WHEN DEFENDING: If this ship is within Range 1-2 of any friendly ships:

Roll +1 defense die.

7+  **LOADOUT**

HOSTILE WARSHIP

Captain Skill 7

All friendly ships within Range 1 of this ship roll +1 attack die.

7+  **LOADOUT**

HOSTILE WARSHIP

Captain Skill 7


COMBAT PHASE: Roll 1 attack die. On a  or  result, place 1  Token beside this ship.


This ship attacks before every other ship this round.


7+  **LOADOUT**

HOSTILE WARSHIP

Captain Skill 7

COMBAT PHASE: If this ship is within the Primary Firing Arc of an opposing ship and does not have a  Token beside it:

Place a  Token beside this ship.

7+  **LOADOUT**


HOSTILE WARSHIP

Captain Skill 7

Increase this ship's Shield Value by 1.

WHEN THIS SHIP OVERLAPS AN OBSTACLE:

This ship does not lose its Action.

7+  **LOADOUT**

