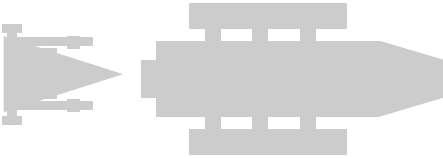
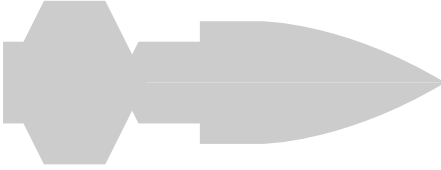


FIGHTER or INTERCEPTOR  Move 3 Move 2 + Guns 1 Move 1 + Guns 2 Guns 3 Interceptors Overrun. Fighters Roll 4 = Hit unless battle in deep space.	BOMBER or CRUISER  Move 2 Move 1 + Missile 1 Missile 2 Cruiser +1 Attack Dice. Bomber Roll 4 = Hit Cruiser, Carrier, or Dreadnaught.	DREADNAUGHT  Move 2 + Beam 1 Move 1 + Beam 2 Beam 3 Roll 4 = Reroll Once.
CARRIER  Move 2 Move 1 + Guns 1 Guns 2 Launch Squadron After.	WAR SUN  Move 1 + Beam 4 Launch Squadron After. Roll 4 = Hit Any except War Sun.	COMMAND DECISION Deploy any unit or Replace this card with a card from your discard pile and resolve it.
SPECIAL OPERATIONS Deploy any unit or Move up to 2 units 1 hex each. Then, those units may mine an asteroid or attack with Guns 1.	AMBUSH Deploy any unit. Afterward, that unit may attack with Guns 2.	HYPER JUMP Deploy any unit or Move one of your units up to 3 hexes. It may pass through occupied hexes, but must end on an unoccupied, empty hex.