

## GENERIC ADMIRALS

ANY NUMBER

LEVEL	PTS	AP / PHASE	AVAILABLE IN
L 2	20	3	Skirmish (501-1000) · 16 Groups
L 3	40	4	Clash (1001-2000) · 20 Groups
L 4	60	5	Battle (2001-3000) · 24 Groups

AP = 1+ Admiral Level per Planning Phase. Generics provide no command abilities.

## FACTION ADMIRALS

ONE, OR FAMOUS

 UCM Captain **25** pts  
 LEVEL 1 · +1 UCM ABILITY

**2AP** *Dedicated Survey Teams.* When you activate a Group of a single Ship, that Ship may Survey a Dropsite and attack with a single weapon this round (still cannot launch Assets).

 UCM Rear Admiral **65** pts  
 LEVEL 3 · +1 UCM ABILITY

**2AP** *Overcharge Lasers.* When assigning a Group's weapons to a target, pick one attacking Weapon System with "Laser" in its name. It gains Fusillade-2 for that attack sequence.

**2AP** *Push Engines to Max.* At the start of a friendly Group's activation, each Ship suffers 1 Damage and improves its Thrust by 2" until end of activation.

## FAMOUS ADMIRALS

ONE, OR FACTION

 Tobias Tayne · *Aurum Eyes II* · Warsaw-Class Heavy Cruiser **155** pts (45+110)  
 L2 HEAVY CRUISER · +1 ABILITY

**2AP** *Close Quarter Battle.* When a friendly Group moves, each ship in it suffers 1 Damage and gains Vectored until end of round.

 Weaver · *Nicolom's Wrath* · Perth-Class Battlecruiser **210** pts (65+145)  
 L3 BATTLECRUISER · +1 ABILITY

**2AP** *Laser Bombardment.* When assigning targets to a weapon with "Laser" in its name and Arc FN, it gains Bombardment for that attack.

 June Havelock · *Carpe Noctum* · New York-Class Battleship **330** pts (85+245)  
 L4 BATTLESHIP · +1 ABILITY

**2AP** *Ballistic Prediction.* When assigning a Group's weapons to a target, pick one attacking Weapon System with "Mass Driver" in its name. Lock improves by 1 for that attack sequence.

 Supreme Admiral Jacob 'Granite' Halsey · *Shield of Aurum* · Washington-Class Dreadnought **635** pts (105+530)  
 L5 SUPERCARRIER · +2 ABILITIES

**4AP** *Master Tactician.* At end of this Group's activation, discard a Pass Token and target another friendly L/M Group. It may turn up to 45°, move a quarter Thrust, then each Ship attacks with a single weapon.

## LAUNCH ASSETS

LOAD	THRUST	ATT	LOCK	DMG	TYPE	SPECIAL
FIGHTERS	13"	—	—	—	—	2 re-rolls vs Bombers / Close Action
BOMBERS	10"	2	3+	1	K	—
HEAVY BOMBERS	8"	2	3+	1	K	Calibre-H/C, Penetrator
LIGHT TORPEDO	6"	4	2+	1	K	Penetrator
MEDIUM TORPEDO	6"	4	2+	2	K	Penetrator
HEAVY TORPEDO	4"	4	2+	4	K	Penetrator
MINE	4"	2	2+	2	K	—

## SECONDARY OBJECTIVES

Pick 2 secondaries during listbuilding · Reveal your 2 before first planning phase · Score highest 1 at game end

 **KEY SITE.** 2 / 3 VP Nominate a Dropsite at least 24" from your DZ. Control at game end: **2VP**. If that Dropsite is within 6" of or inside opponent's DZ, score **3VP** instead.

 **PRIORITY TARGET.** 2 / 3 VP Nominate a M or L Dropsite at least 24" from your DZ. Level at game end: **2VP**. If that Dropsite is within 6" of or inside opponent's DZ, score **3VP** instead.

 **LONG SHOT.** 2 VP Nominate a Feature in a Dropsite within 12" of opponent's DZ. Destroyed at game end: **2VP**. Each Feature can only be nominated once.

 **ANNIHILATE.** max 3 VP 1VP per 500 pts of Ships and Admirals destroyed.

## CORE ABILITIES

ALL FACTIONS

 **\*AP** *AP Re-roll.* Once per Group, Asset, or Dropsite activation, after rolling any dice you may re-roll any number. Must re-roll at least one die, spending 1AP per die.

 **2AP** *Brace for Impact.* When a player would roll for Crippling Effects, instead make the result a 4 (for you or opponent).

 **2AP** *Contain Reactor.* When a player would roll for Explosion, instead make the result a 2 (for you or opponent).

 **2AP** *Time to Target.* After moving a Wing of Fighters or Bombers, move that Wing again up to 6" in any direction. Cannot divide or merge Wings from this additional move.

## UCM ABILITIES

 **2AP** *Colonial Legions.* After the Battalion Combat step of the Asset Phase, target a Dropsite or Feature. If any enemy Battalions completely removed any friendly Battalions from that Dropsite or Feature, place 1 Battalion on that Dropsite or Feature.

 **2AP** *Intensify Point-Defence.* At the end of the Planning Phase, pick one friendly Group. All Ships in that Group improve their Aegis-X value by 2 or gain Aegis-1 if they do not have the Aegis-X special rule.

 **2AP** *Infiltrate and Sabotage.* At the end of the Planning Phase, pick one Dropsite within 6" of a friendly Group. That Dropsite takes D3+1 Core hits.

 **1AP** *Mass Driver Volley.* When you assign a Group's weapons to a target, each of the attacking Group's Weapon Systems with "Mass Driver" in their name improve their Lock by 1 for that attack sequence.

 **2AP** *Atmospheric Bombing Run.* At the start of the Asset Phase, target one friendly Wing of Bombers. That Wing gains the Bombardment special rule until the end of the round.

 **2AP** *Next-Gen Armour Plating.* At the end of the Planning Phase, target one friendly Group. That Group may re-roll failed Energy Saves until the end of the round.

## DEPLOYABLE FEATURES

**Deploy:** Ships with Feature Carrier (Yokohama, Milwaukee, New Dubai) pick one Feature pre-game. Launched as an Asset, range 6", any Orbital Layer.

### AEGIS PLATFORM

ES 6+ · KS 4+ · Aegis-4

Each friendly Aegis Platform is its own Group for Aegis-X. While deployed, friendly Groups treat the Dropsite as a friendly Ship with Aegis-4 on the same Orbital Layer vs enemy close action &amp; bombers. Aegis here affects Ships in Orbit and Atmosphere. When enemy assets end movement within 4", are placed within 4", or deploy here, roll a die each: 5+ removes (enemy Features only on 6+). One Aegis Platform per Asset; Battalions already on the Dropsite ignored.

### COMMS PLATFORM

ES 5+ · KS 5+

Friendly Ships with Command Ship-X within 8" of one or more Dropsites hosting a friendly Comms Platform improve X by 1 when generating AP. Friendly Ships within 8" of this Feature's Dropsite ignore Scanners Offline.

### TORPEDO PLATFORM

ES 5+ · KS 5+ · Limited-4

Launches 1 Medium Torpedo per activation (Limited-4). When an attack would remove this Feature and it still has Torpedoes remaining, the attacker may remove one additional Feature and its assigned Battalions from this Dropsite.

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L 4	60	5	Battle (2001-3000) · 24 Groups
—	—	—	Reconquest (3001+) · 28 Groups +4/1k

AP = 1+ Admiral Level per Planning Phase. Generics provide no command abilities.

## FACTION ADMIRALS

ONE, OR FAMOUS

PHR Vizier **25 pts**

LEVEL 1 · +1 PHR ABILITY

**1AP Akira Manoeuvre.** When you activate a Group of a single Ship, that Group must go on General Quarters. Only removes a single Spike and does not turn before movement. After moving, the Group must turn between 45° and 90°, then continue its activation as normal.

PHR Vice Director **65 pts**

LEVEL 3 · +1 PHR ABILITY

**1AP Re-route Systems.** At the start of a friendly Group's activation, remove one Crippling Effect token (of any type) from that Group.

**3AP Ranked Fire.** When assigning targets to Broadside Arc weapons, select one with the Volley-X special rule. That weapon does not need to alternate arcs due to Volley-X for that attack (can attack the same target in the same arc using each Volley attack).

## FAMOUS ADMIRALS

ONE, OR FACTION

Helena of Asgard · Pompeius-Class Battlecruiser **200 pts (60+140)**

L2 BATTLECRUISER · +1 ABILITY

**2AP Experimental Munitions.** When assigning targets to weapons, select one with the Calibre-X special rule. That weapon gains the benefits of Calibre-X regardless of the Tonnage of the target Group for that attack.

Director Javelin · Achilles-Class Heavy Cruiser **207 pts (65+142)**

L3 HEAVY CRUISER · +1 ABILITY

**2AP Heavy Sniper.** When assigning targets to a weapon with the Calibre-H special rule, the attacking Ship doubles its Scan value against H Tonnage Ships for that weapon's attack (other attacks and weapons unaffected).

Claudia Rhee · Heracles-Class Battleship **310 pts (75+235)**

L4 BATTLESHIP · +2 ABILITIES

**2AP High-G Manoeuvre.** When a friendly Group is given a Max Thrust order, it may turn as if it was on General Quarters.

Gaius Chau · Romulus-Class Dreadnought **555 pts (105+450)**

L5 DREADNOUGHT · +2 ABILITIES

**2AP Backup Systems Engaged.** When a friendly ship would roll for Crippling Damage, roll a dice. On a 4+ that Ship does not roll on the Crippling Damage table but is still Crippled.

## LAUNCH ASSETS

LOAD	THRUST	ATT	LOCK	DMG	TYPE	SPECIAL
FIGHTERS	12"	—	—	—	—	2 re-rolls vs Bombers / Close Action only
BOMBERS	9"	2	2+	1	K	—
TORPEDO	6"	4	2+	2	K	Penetrator
MINES	4"	2	2+	2	K	—

## SECONDARY OBJECTIVES

Pick 2 secondaries during listbuilding · Reveal your 2 before first planning phase · Score highest 1 at game end

**KEY SITE.** 2 / 3 VP Nominate a Dropsite at least 24" from your DZ. Control at game end: 2VP. If that Dropsite is within 6" of or inside opponent's DZ, score 3VP instead.

**PRIORITY TARGET.** 2 / 3 VP Nominate a M or L Dropsite at least 24" from your DZ. Level at game end: 2VP. If that Dropsite is within 6" of or inside opponent's DZ, score 3VP instead.

**LONG SHOT.** 2 VP Nominate a Feature in a Dropsite within 12" of opponent's DZ. Destroyed at game end: 2VP. Each Feature can only be nominated once.

**ANNIHILATE.** max 3 VP 1VP per 500 pts of Ships and Admirals destroyed.

## CORE ABILITIES

ALL FACTIONS

**\*AP AP Re-roll.** Once per Group, Asset, or Dropsite activation, after rolling any dice you may re-roll any number. Must re-roll at least one die, spending 1AP per die.

**2AP Brace for Impact.** When a player would roll for Crippling Effects, instead make the result a 4 (for you or opponent).

**2AP Contain Reactor.** When a player would roll for Explosion, instead make the result a 2 (for you or opponent).

**2AP Time to Target.** After moving a Wing of Fighters or Bombers, move that Wing again up to 6" in any direction. Cannot divide or merge Wings from this additional move.

## PHR ABILITIES

**1AP Countermeasures Hack.** At the start of a friendly Group's activation, target an enemy Group a friendly Admiral can draw line of sight to. Until end of activation, that Group cannot use Backup Save, cannot benefit from Aegis, and cannot benefit from Fighters' Close Protection. Costs 2AP vs H or C tonnage.

**2AP Weapons Hack.** Once per round, at the start of an enemy Group's activation, choose one of that Group's Weapon Systems. Until end of that Group's activation, each of that weapon's attack dice results of 1 causes the attacking Ship to lose the weapon's unmodified Damage value in hull points.

**1AP Ship Of The Line.** When you assign targets to a Group's weapons, that Group's Broadside Arc weapons with *Fusillade-X* gain the benefit of Fusillade regardless of the Group's Order this activation. If on Weapons Free, instead **double** the Fusillade value of those weapons for that attack.

**2AP Drive Hack.** Once per round, at end of the Planning Phase, target an enemy Group a friendly Admiral can draw line of sight to. At the start of that Group's activation, it must make a single Backup save. If it fails (or has no Backup save), that Group **cannot go on Course Change or Max Thrust.**

**1AP Repair Drone Squadron.** At end of the Repair step of the End Phase, target a friendly Ship. That Ship recovers **D3** lost Hull Points.

**2AP Elite Ground Forces.** At start of the Battalion Combat step of the Asset Phase, choose a Feature containing friendly Battalions. Until end of that step, those Battalions remove 2 enemy Battalions instead of 1 and may also remove enemy Battalions from **anywhere on that Dropsite** in the 3rd step of the combat sequence.

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L 4	60	5	Battle (2001-3000) · 24 Groups
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AP = 1+ Admiral Level per Planning Phase. Generics provide no command abilities.

## FACTION ADMIRALS

ONE, OR FAMOUS

Scourge Fleet Thrall **25** pts  
**LEVEL 1 · +1 SCOURGE ABILITY**  
**1AP** **Reaving Gaze.** When you assign a Group's weapons to a target, pick one of the attacking Group's Weapon Systems with "Oculus" in its name. That Weapon System replaces its **Scald-X** rule with **Reave-X** (same value) for that attack. Costs **2AP** if the attacking Group has 2 or more Ships.

Scourge Fleet Champion **65** pts  
**LEVEL 3 · +1 SCOURGE ABILITY**  
**1AP** **Dissipate Energy.** At the end of any Group's activation, target a friendly Group. Remove a Spike from the friendly Group.  
**2AP** **Silent Launch.** When a friendly Group is given the Silent Running Order, that Group may use Launch Assets this round in addition to reducing its Signature to 0" until the start of its next activation.

## FAMOUS ADMIRALS

ONE, OR FACTION

Enslaver · *Raju*-Class Heavy Cruiser **170** pts (45+125)  
**L2 HEAVY CRUISER · +1 ABILITY**  
**2AP** **Infernal Maw.** After you roll to hit with a **Furnace** weapon, you may re-roll any of that weapon's attack dice (both hits and misses).

Flayer · *Shadow*-Class Battlecruiser **285** pts (65+220)  
**L3 BATTLECRUISER · +1 ABILITY**  
**2AP** **Close in and Personal.** When a friendly Group is given the Max Thrust special order, each Ship in that Group may fire a single Close Action weapon during this activation.

Baba Yaga · *Daemon*-Class Battleship **265** pts (55+210)  
**L2 BATTLESHIP · +2 ABILITIES**  
**1AP** **Death Dispenser.** When you launch Dropships or Bulk Landers at a Dropsite, place an additional **D3** Battalion tokens on that Dropsite.

Overlord of Flies · *Nosferatu*-Class Dreadnought **575** pts (85+490)  
**L4 DREADNOUGHT · +2 ABILITIES**  
**1AP** **Limitless Pestilence.** When a friendly Fighter or Bomber Wing is completely removed due to an opponent's Fighters, you may immediately launch a single Fighter or Bomber from this Admiral's ship.

## LAUNCH ASSETS

LOAD	THRUST	ATT	LOCK	DMG	TYPE	SPECIAL
FIGHTERS	14"	—	—	—	—	2 re-rolls vs Bombers / Close Action only
BOMBERS	12"	2	3+	1	K	Crippling-Fire *
TORPEDO	8"	6	4+	1	K	Corruptor-2, Crippling-Fire
MINES	6"	3	4+	1	K	Corruptor-1

\*Attacks containing 7 or more Bombers can cause Crippling-Fire to place a **2nd Fire token** on the target.

\***Corruptor-X:** When this weapon successfully inflicts damage, place **X** Battalions on the target.

## SECONDARY OBJECTIVES

Pick 2 secondaries during listbuilding · Reveal your 2 before first planning phase · Score highest 1 at game end

- KEY SITE.** **2 / 3 VP** Nominate a Dropsite at least 24" from your DZ. Control at game end: **2VP**. If that Dropsite is within 6" of or inside opponent's DZ, score **3VP** instead.
- PRIORITY TARGET.** **2 / 3 VP** Nominate a M or L Dropsite at least 24" from your DZ. Level at game end: **2VP**. If that Dropsite is within 6" of or inside opponent's DZ, score **3VP** instead.
- LONG SHOT.** **2 VP** Nominate a Feature in a Dropsite within 12" of opponent's DZ. Destroyed at game end: **2VP**. Each Feature can only be nominated once.
- ANNIHILATE.** **max 3 VP** 1VP per 500 pts of Ships and Admirals destroyed.

## CORE ABILITIES

ALL FACTIONS

- \*AP** **AP Re-roll.** Once per Group, Asset, or Dropsite activation, after rolling any dice you may re-roll any number. Must re-roll at least one die, spending 1AP per die.
- 2AP** **Brace for Impact.** When a player would roll for Crippling Effects, instead make the result a 4 (for you or opponent).
- 2AP** **Contain Reactor.** When a player would roll for Explosion, instead make the result a 2 (for you or opponent).
- 2AP** **Time to Target.** After moving a Wing of Fighters or Bombers, move that Wing again up to 6" in any direction. Cannot divide or merge Wings from this additional move.

## SCOURGE ABILITIES

- 1AP** **For the Species.** At the end of a friendly Group's activation, pick a Crippled Ship in that Group and target an enemy Ship within 3" of it on the same Orbital Layer. Roll a die for each of the friendly Ship's remaining Hull Points — the target is inflicted **1 Damage** for each result of 3+. The friendly Ship is destroyed and does not roll for explosion.
- 3AP** **Augmentations.** At the start of a friendly Carrier's activation, if it has **2 or more Bulk Landers**, replace all its Bulk Landers with a single deployable **Orbital Defence Gun** Feature until end of round. Once per round.
- 2AP** **Abandon all Hope.** At the end of the Planning Phase, target an opponent. That opponent **discards D3 Ability Points**.
- 1AP** **Assimilated Bioforms.** At the start of the Battalion Combat step of the Asset Phase, pick a City with friendly Battalions on it. Deploy **D3 Assimilated Battalions** to that City. At the end of the step, remove any remaining Assimilated Battalions from the Dropsite.
- 2AP** **High Speed Launch.** At the end of the Planning Phase, pick a friendly Group. That Group gains **Rapid Drop** and may launch Assets at the end of its activation while on the **Max Thrust** order until end of round.
- 1AP** **Expert Defence Crews.** At the start of the Asset Phase, pick a friendly Group. That Group gains **Marines-2D3** until end of round.

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## FACTION ADMIRALS

ONE, OR FAMOUS

Shaltari Skychief **25** pts

LEVEL 1 · +1 SHALTARI ABILITY

**1AP Voidgate Redeployment.** At the start of the Asset Phase, before Battalion Combat, select a Dropsite/Feature with friendly Battalions within 3" of a friendly *Gateship*. Move Battalions from it to another Dropsite (or one of its Features) within 3" of another Ship in the same Gateship chain. May not move more than the Gateship-X of the final Ship/Dropsite used.

Shaltari Starchief **65** pts

LEVEL 3 · +1 SHALTARI ABILITY

**2AP Overclock Gates.** At the start of the Activation Phase, pick a friendly Ship with *Gateship-X*. That Ship **doubles its X value** until end of round. A Ship can only be affected by this Ability once per round.

**3AP Espionage.** When an opponent declares the use of an Ability, **negate that use** of that Ability (AP is still spent as usual; subsequent uses are unaffected).

## FAMOUS ADMIRALS

ONE, OR FACTION

Twins of Aaru · *Amber-Class Cruisers* (x2) **245** pts (45+200)

L2 & 2 CRUISERS · +2 ABILITIES

**2AP Cunning Positioning.** When you move a Group of M Tonnage, that Group gains **Vectored** for that movement.

Seth · *Sapphire-Class Battlecruiser* **195** pts (45+150)

L2 BATTLECRUISER · +1 ABILITY

**2AP Master of Gravity.** At the start of an enemy Group's activation, pick another enemy Group that has not activated this round. Turn all Ships in that Group up to **90°** in the same direction.

**2AP Gravity Assist.** At the start of a friendly Group's activation, turn all Ships in that Group up to **45°** in the same direction. Those Ships gain **Vectored** until end of round.

Mergen the Learned · *Diamond-Class Battleship* **295** pts (65+230)

L3 BATTLESHIP · +1 ABILITY

**1AP Ancient Teleportation Node.** Once per round, at the end of the Planning Phase, target a Dropsite with friendly Battalions. That Dropsite gains **Gateship-1** until end of round, treating the Dropsite as a Ship for this rule (other rules unaffected).

Quetzalcoatl · *Uranium-Class Dreadnought* **495** pts (85+410)

L4 DREADNOUGHT · +2 ABILITIES

**2AP Radioactivity.** Before any player rolls for Explosion (friendly or enemy), make **final result a 5**.

## LAUNCH ASSETS

LOAD	THRUST	ATT	LOCK	DMG	TYPE	SPECIAL
FIGHTERS	16"	—	—	—	—	2 re-rolls vs Bombers / Close Action only
BOMBERS	13"	2	3+	1	E	—
TORPEDO	6"	3	4+	3	C	Flash-2
FIRE SHIPS	7"	4	5+	1	K	—
MINES	6"	4	3+	1	E	—
IMPEL MINES	6"	3	4+	1	E	Arrest-4, Impel-1

\*Flash-2: When this Weapon inflicts damage, the damaged Group gains **2 Spikes**.

\*Arrest-4: A Ship damaged by this Weapon reduces its **Thrust by 4"** during its next activation. A Ship can only be affected by this rule once each round.

\*Impel-1: If an attacking Group scores at least 1 critical hit with this Weapon System against a Group, choose one per affected Group: (a) turn all Ships 45° in the same direction (or 90° if it scored at least twice); (b) move all Ships up to twice X in inches directly forward (cannot move into Large Objects or off the table). Each effect applies once per Weapon System per attack sequence.

## SECONDARY OBJECTIVES

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**PRIORITY TARGET.** 2 / 3 VP Nominate a M or L Dropsite at least 24" from your DZ. Level at game end: **2VP**. If that Dropsite is within 6" of or inside opponent's DZ, score **3VP instead**.

**LONG SHOT.** 2 VP Nominate a Feature in a Dropsite within 12" of opponent's DZ. Destroyed at game end: **2VP**. Each Feature can only be nominated once.

**ANNIHILATE.** max 3 VP 1VP per 500 pts of Ships and Admirals destroyed.

## CORE ABILITIES

ALL FACTIONS

**\*AP AP Re-roll.** Once per Group, Asset, or Dropsite activation, after rolling any dice you may re-roll any number. Must re-roll at least one die, spending 1AP per die.

**2AP Brace for Impact.** When a player would roll for Crippling Effects, instead make the result a 4 (for you or opponent).

**2AP Contain Reactor.** When a player would roll for Explosion, instead make the result a 2 (for you or opponent).

**2AP Time to Target.** After moving a Wing of Fighters or Bombers, move that Wing again up to 6" in any direction. Cannot divide or merge Wings from this additional move.

## SHALTARI ABILITIES

**1AP Impel Mines.** When a friendly Carrier with H or C Tonnage launches Assets, it may launch a single *Impel Mine* in addition to its normal Assets this round.

**1AP Advanced Picket Ships.** When you use a Group's Shield-X special rule, roll a dice. On a 4+, do not gain a Spike from that use of Shield-X (other uses unaffected).

**1AP Misdirection.** At the start of the Asset Phase, pick a Dropsite. You may **redistribute the allocation** of all friendly Assets in that Dropsite and its Features.

**1AP Navigational Mastery.** At the start of a friendly Group's activation, that Group increases its **Thrust by D3"** until end of activation.

**2AP Power to the Weapons.** At the start of a friendly Group's activation, that Group may fire any number of its Weapons on *General Quarters*, but may not use Shield Saves until end of round.

**\*AP Lives of Experience.** At the start of each round, pick one Ability from any other Admiral on the table. This Ability becomes a copy of that Ability until end of round.

## DEPLOYABLE FEATURES

**Deploy:** Ships with **Feature Carrier** pick one Feature pre-game. Launched as an Asset, range 6", any Orbital Layer. All Shaltari Features require **3+ Battalions removed in Battalion Combat**, and **3 damage** to remove by attacks.

**STELLARGATE** **ES 4+ · KS 4+ · Launch 2 F&B**

After Battalion Combat on this Feature's Dropsite, if it contains **any number** of friendly Stellargates, deploy **one** Battalion to that Dropsite. A Dropsite can only have a single Battalion deployed to it this way each round.

While you have one or more Stellargates on a Dropsite, that Dropsite counts as a Controlled Dropsite with Gateship-X for the purposes of the Mothership special rule, where X is the total number of friendly Stellargates on that Dropsite. Additionally, the Dropsite forms a part of a Gateship chain with friendly Gateships and Motherships within 18".

This feature only requires 3 or more Battalions to be removed during Battalion Combat and 3 damage to remove due to attacks.

**ELECTROSURGE TORUS**

**ES 4+ · KS 4+**

Armed with **Electrowave Caster** (Scan 8", Att 3, Lock 2+, DMG 1, E — *Close Action, Escape Velocity, Status*) and launches **2 Fighters & Bombers**. Effects caused by Electrowave Caster's Status rule are removed at the start of the **next round's** End Phase instead of this round's.

**WORLDSTRIDER**

**ES 4+ · KS 4+**

When you activate this Feature, pick another Feature on its Dropsite and roll a dice. On a 3+, remove that Feature and any Battalions deployed on it from this Dropsite. If any Battalions are removed by this, roll again: on a 5+ this Feature remains in play, otherwise it is removed.

\*Status (*Electrowave Caster*): When you hit, pick one token — *Defence Systems Offline, Scanners Offline, or Navigation Offline*. At end of Inflict Damage, assign it to one defending Ship regardless of damage or saves. Removed at start of End Phase, before repairs.

**TAKE PRIZES.** max 3 VP 1VP per 100 pts of Ships captured.

**GATHER INTEL.** max 2 VP 1VP per Survey over 24" from DZ. Capital Ship within 6" may sub attack/launch for Survey. One per Dropsite.

**DECAPITATE.** 2 VP Kill opponent's highest-Level Admiral (or one of if tied).

**OBJECTIVES BEYOND.** 1 / 2 VP Nominate one M+ Ship. It must permanently fly off in opponent's DZ. If not Crippled when it leaves: **1VP**. If it was Heavy or Colossal tonnage, score **2VP instead**.

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## FACTION ADMIRALS

ONE, OR FAMOUS

Resistance Engineer **25** pts

LEVEL 1 · +1 RESISTANCE ABILITY

**1AP** **Subsystem Network.** Before you attack with a Group of M tonnage, pick two of its weapon systems with the same name without the Linked-X rule. Those weapons gain **Linked-SSN** for that attack.

Resistance Artificer **65** pts

LEVEL 3 · +1 RESISTANCE ABILITY

**1AP** **Manic Repairs.** When you activate a Group, all Ships in that Group gain **Regenerate-2** until the end of the round.

**2AP** **Resistance Elite Force.** At the end of the round, remove **2D3 enemy Battalions** from a friendly Ship.

## FAMOUS ADMIRALS

ONE, OR FACTION

Typhoon Vasquez · *Red Baron* Heavy Cruiser **158** pts (45+113)

L2 HEAVY CRUISER · +1 ABILITY

**BULLET BARON.** Must take 2x N-8 Artillery Banks, 2x N-11 Artillery Turrets, Ablative Armour, and a Scanner Array (jury-rigged, no hardpoint/points cost).

**2AP** **Artillery Strike.** When assigning targets to a Weapon System with "Artillery" in its name, its damage type becomes **Core** for those attacks. Costs **3AP** if the Weapon System is on a H or C tonnage Ship.

Hagen · *Fortune's Fancy* Battlecruiser **255** pts (45+210)

L2 BATTLECRUISER · +1 ABILITY

**FORTUNE'S FANCY.** Carries standard launch plus internal Torpedo (Limited-2). Vanguard-3".

**3AP** **Reinforce Systems.** When a friendly Ship of H or C tonnage would roll its Backup save due to an attack, **improve its Backup save by 1** for that attack.

Magellan · *Coloniser* Interstellar Dreadnought **570** pts (45+525)

L3 DREADNOUGHT · +1 ABILITY

**ASSAULT CARRIER.** Must take two 10k Mass Drivers, two Heavy Vent Cannons, a Drive Refit (jury-rigged), plus assigned Launch Assets. Command Ship-2.

**2AP** **Magellan Expedition.** When you launch Bulk Landers from this Ship or a Ship within 6" of it, you may have that Ship launch an additional **2 or 4 Bulk Landers**. Any Ship that does **takes that much damage** (causing Crippling/Explosions where applicable).

Nguyen · *Grosses Messer* Grand Battleship **415** pts (85+330)

L4 GRAND BATTLESHIP · +1 ABILITY FROM THE LIST

**EXTENSIVE REACTOR MODS.** If Hull lost from Vent Cannon Overcharge would destroy this Ship, it rolls 3D3 for explosion and that explosion also affects Ships in other Orbital Layers.

**2AP** **Vent Cannon Mastery.** When you Overcharge a Group's weapon with "Vent" in its name, each Ship in the firing Group may **Overcharge a second weapon** this activation.

## LAUNCH ASSETS

LOAD	THRUST	ATT	LOCK	DMG	TYPE	SPECIAL
FIGHTERS	16"	—	—	—	—	3 re-rolls vs Bombers / Close Action only
BOMBERS	10"	3	4+	1	K	—
TORPEDO	6"	6	2+	1	K	Penetrator
FIRE SHIPS	3"	3	2+	1	E	With Bulk Landers, 2 Launch = 1 Fire Ship
MINES	3"	5	4+	1	K	—

## SECONDARY OBJECTIVES

Pick 2 secondaries during listbuilding · Reveal your 2 before first planning phase · Score highest 1 at game end

**KEY SITE.** 2 / 3 VP Nominate a Dropsite at least 24" from your DZ. Control at game end: **2VP**. If that Dropsite is within 6" of or inside opponent's DZ, score **3VP instead**.

**PRIORITY TARGET.** 2 / 3 VP Nominate a M or L Dropsite at least 24" from your DZ. Level at game end: **2VP**. If that Dropsite is within 6" of or inside opponent's DZ, score **3VP instead**.

**LONG SHOT.** 2 VP Nominate a Feature in a Dropsite within 12" of opponent's DZ. Destroyed at game end: **2VP**. Each Feature can only be nominated once.

**ANNIHILATE.** max 3 VP 1VP per 500 pts of Ships and Admirals destroyed.

## CORE ABILITIES

ALL FACTIONS

**\*AP** **AP Re-roll.** Once per Group, Asset, or Dropsite activation, after rolling any dice you may re-roll any number. Must re-roll at least one die, spending 1AP per die.

**2AP** **Brace for Impact.** When a player would roll for Crippling Effects, instead make the result a 4 (for you or opponent).

**2AP** **Contain Reactor.** When a player would roll for Explosion, instead make the result a 2 (for you or opponent).

**2AP** **Time to Target.** After moving a Wing of Fighters or Bombers, move that Wing again up to 6" in any direction. Cannot divide or merge Wings from this additional move.

## RESISTANCE ABILITIES

**2AP** **Expert Repair Crews.** At the start of the Repair step of the End Phase, **remove all Crippling effects** from a friendly Group.

**2AP** **Duct Tape and Bubblegum.** When a friendly M, H, or C tonnage Ship would be destroyed by an opponent's attack (including Crippling/Explosion), it remains in play until the start of the End Phase. At the start of the End Phase, roll for explosion and remove it. It still counts as destroyed.

**1AP** **Redundant Ship Systems.** When you would Roll for Crippling Effects for a friendly Ship (for any reason), roll **1D6 instead of 2D6**. Count a result of 1 as a result of 2.

**1AP** **Final Mission.** When you attack with Fire Ships, one of those attacking Wings gains **Corruptor-2** for that attack.

**1AP** **Never Tell Me The Odds.** When you move a Group through Scenery or move/place a Wing of Assets through Scenery, that Group/Wing **ignores the effects of that Scenery piece** until the end of the movement.

**2AP** **Sabotage.** At the end of the Activation Phase, before activating Dropsites, pick a Dropsite controlled by an enemy within 6" of a friendly Group. That Dropsite takes **D3+1 Core Hits**. You may spend **1AP extra** to re-roll the D3; treat as an attack for removing a feature.

## LOW POWER

If a Ship's Orders allow it to fire **Close Action** Weapons, it may attack with **one Low Power Weapon** in addition to any other Weapons allowed by its Order.

## GENERIC ADMIRALS

ANY NUMBER

LEVEL	PTS	AP / PHASE	AVAILABLE IN
L 2	20	3	Skirmish (501-1000) · 16 Groups
L 3	40	4	Clash (1001-2000) · 20 Groups
L 4	60	5	Battle (2001-3000) · 24 Groups
—	—	—	Reconquest (3001+) · 28 Groups +4/1k

AP = 1+ Admiral Level per Planning Phase. Generics provide no command abilities.

## FACTION ADMIRALS

ONE, OR FAMOUS

Bioficer Ardent **25** pts  
**LEVEL 1 · +1 BIOFICER ABILITY**  
**2AP** **Backpedal.** At the start of a friendly Group's activation, pick any friendly Group. You may move each Ship in that Group up to **3"** directly backwards.

Bioficer Accumulator **65** pts  
**LEVEL 3 · +1 BIOFICER ABILITY**  
**2AP** **Gravitic Manoeuvring.** When a friendly Group is given a **Max Thrust** Order, it may turn as if it was on General Quarters.  
**1AP** **Kinetic Deconstruction.** When a friendly Group makes an attack with any number of weapons with "Decon" in its name, those weapons change their Type to **Kinetic** until the end of its activation.

## FAMOUS ADMIRALS

ONE, OR FACTION

Atlas · *Catastrophe*-Class Heavy Cruiser **155** pts (45+110)  
**L2 HEAVY CRUISER · +1 ABILITY**  
**2AP** **Emergency Reattachment Protocol.** When an enemy would destroy one of your **Payload** Ships, it is not destroyed and is instead **reattached** to a valid **Porter** Ship within **6"**.  
**—** **One Upmanship.** If this Admiral is your highest level Admiral, whenever your opponent uses an Ability, roll a dice. On a **4+**, you gain **1AP**.

Atom · *Scion*-Class Battlecruiser **195** pts (45+150)  
**L2 BATTLECRUISER · +1 ABILITY**  
**1AP** **Vice Lightly.** When you assign targets to a weapon with "Lightvice" in its name, that weapon **ignores its Focused rule** for that attack.

Agency · *Bastion*-Class Battleship **310** pts (65+245)  
**L3 BATTLESHIP · +1 ABILITY**  
**2AP** **Synthetic Grav Waves.** When you inflict damage to an enemy Ship with a weapon with the **Arrest-X** special rule, each Ship in the damaged Group is affected by the **Arrest** rule and **increases its X value by 2** for that attack.

Ascendant · *Zenith*-Class Dreadnought **605** pts (85+520)  
**L4 DREADNOUGHT · +2 ABILITIES**  
**2AP** **Overwatch.** When you activate this Ship on General Quarters, you may forgo attacking. It goes on **Overwatch** until end of round or until it declares its use. At the end of any enemy Group's activation that moved through this Ship's Front arc while in weapons range, this Ship immediately makes an **Attack** as if on General Quarters against that Group, **even if out of arc and range**.

## LAUNCH ASSETS

LOAD	THRUST	ATT	LOCK	DMG	TYPE	SPECIAL
FIGHTERS	16"	—	—	—	—	1 re-roll vs Bombers / Close Action only
BOMBERS	13"	3	4+	1	K	—
TORPEDO	12"	3	2+	1	K	Corruptor-2*
MINES	5"	4	3+	1	K	—

**CORRUPTOR-2 \***  
 When this Torpedo successfully inflicts damage, place **2 Battalions** on the target. The Torpedo is automatically removed during the **Cleanup** step of the End Phase.

## SECONDARY OBJECTIVES

Pick 2 secondaries during listbuilding · Reveal your 2 before first planning phase · Score highest 1 at game end

- KEY SITE.** **2 / 3 VP** Nominate a Dropsite at least **24"** from your DZ. Control at game end: **2VP**. If that Dropsite is within **6"** of or inside opponent's DZ, score **3VP** instead.
- PRIORITY TARGET.** **2 / 3 VP** Nominate a M or L Dropsite at least **24"** from your DZ. Level at game end: **2VP**. If that Dropsite is within **6"** of or inside opponent's DZ, score **3VP** instead.
- LONG SHOT.** **2 VP** Nominate a Feature in a Dropsite within **12"** of opponent's DZ. Destroyed at game end: **2VP**. Each Feature can only be nominated once.
- ANNIHILATE.** **max 3 VP** 1VP per 500 pts of Ships and Admirals destroyed.

## CORE ABILITIES

ALL FACTIONS

- \*AP** **AP Re-roll.** Once per Group, Asset, or Dropsite activation, after rolling any dice you may re-roll any number. Must re-roll at least one die, spending **1AP** per die.
- 2AP** **Brace for Impact.** When a player would roll for Crippling Effects, instead make the result a **4** (for you or opponent).
- 2AP** **Contain Reactor.** When a player would roll for Explosion, instead make the result a **2** (for you or opponent).
- 2AP** **Time to Target.** After moving a Wing of Fighters or Bombers, move that Wing again up to **6"** in any direction. Cannot divide or merge Wings from this additional move.

## BIOFICER ABILITIES

- 1AP** **Good Fight, We Should Do It More Often.** If a friendly Group's attack would cause an enemy Group to be **completely removed** from the table, the friendly Group may immediately **turn up to 45°**.
- 3AP** **Maddening Communiqué.** At the start of the Activation Phase, pick an opponent. That opponent's Abilities cost **1 additional AP** to use until end of round.
- 2AP** **Forcing an Unfair Fight.** At the start of the Activation Phase, pick a Dropsite you contest. **Add a friendly Battalion** to each Feature on that Dropsite. In the Cleanup step, **remove a friendly Battalion** from each Feature on that Dropsite.
- 2AP** **Precision Strike.** When you assign a Group's weapons to targets, pick one of the attacking Group's Weapon Systems. **Improve its Lock by 1** for this attack sequence.
- 1AP** **Prismatic Surprise.** At the end of the Planning Phase, you may **swap the attached Payloads** of two **Porter** Ships with the same **Porter** value.
- 3AP** **Unsportsmanlike Behaviour.** During this round's Cleanup step, all players **retain any unspent AP** into the next round. Next round, only players who used this Ability this round can generate AP from Admirals in the Planning Phase.

## DEPLOYABLE FEATURES

**Deploy:** Purchased during list building. Must be assigned to a Ship with the **Porter** special rule as if it were a Ship with the **Payload S-1** special rule.

**GENITOR TOWER** **15** pts · **ES 4+** · **KS 4+**  
 When one or more **enemy Battalions** on this Dropsite and its Features are removed for any reason, place **2 friendly Battalions** on this Dropsite, regardless of the number of Battalions removed or number of Genitor Towers present. If these Battalions are gained through **Battalion Combat**, they are placed **after** **Battalion Combat**. When this Feature is **destroyed**, it contributes its points to the **Kill Points** of the opposing player that destroyed it.

## PAYLOAD & PORTER

**Payload S/L-X.** When building your fleet, you may take **any number** of **Payload** Ships—tonnage limits do not apply and they have **no Group size**. All **Payload S/L** Ships must be **assigned to a Porter S/L Ship with the same letter**, and take up **X capacity**. **Payload** Ships may not activate or be targeted until **detached**. During the **Porter's** activation, if it is on an Order that allows it to **Launch**, you may **detach** one or more **Payload** Ships and place them within **3"** of it. The round they are detached, they activate together immediately as part of the **Porter's** activation after it completes its Order. In subsequent rounds, all your **Payload** Ships count as a **single Group**. Crippling Effects, Spikes, and group-wide rules only affect the **targeted Payload Ship**. **Payload** Ships always follow **General Quarters** Orders, even if their **Porter** is on different Orders. They **ignore Coherency** (and gain no **Formation** Benefits), have **no Lead Ship**, are targeted individually, and attacks only damage the **targeted Payload Ship**. If a **Payload Ship** is **attached** when its **Porter** is **destroyed**, the **Payload** is **destroyed**. **Porter S/L-X.** May be assigned **Payload** Ships with the same letter up to total capacity **X**. During its activation, it may **reattach** any detached **Payload** Ships within **3"** if capacity is available. **Reattached** **Payloads** are **removed from the table** to be deployed in a later round. All tokens, Spikes, and effects on the **reattached Ship** are **removed**.