

### A Good Day To Die!

Select a starship destroyed this turn (other than the flag commander).

The morale value of that starship is not added to the morale chart.

4

Morale Step

Flag

### A Leaf On The Wind

After all movement is complete, select a starship that did not perform an FTL manoeuvre.

Return that squadron to its original position this turn. Record a new plot and conduct the movement. This plot cannot include an FTL manoeuvre.

*The CP cost of this tactic is 1CP per 20 Mass Factor of the largest starship in the squadron, rounded, minimum 1.*

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Starship Movement Step

Any

### Ace Pilots

Select a starfighter combat.

All friendly starfighter squadrons in that combat receive a +1 to their furball ratings until the end of the turn. This tactic cannot raise a furball rating above 7.

2

Starfighter Combat Step

Any

### Banging Rocks Together

Select a starship.

That starship may repair a number of systems equal to the result of 1D6.

1

Repair Step

Any

### Bloodlust

Select a boarding combat.

You may reroll any number of dice during that boarding combat once.

1

Boarding Combat Step

Flag

### Brace For Impact

Select a friendly starship.

Increase all the target's armour ratings by 1 until the end of the turn.

Threat

Starship Combat Step

Any

Tactic

Tactic

Tactic

Tactic

Tactic

Tactic

**Bracketing Fire**

Select an enemy starship.

When a friendly starship fires on that starship this turn, it lowers the target's Target Rating by 1 for each other starship that already fired on it this turn.

1
Starship Combat Step
Any

**Evasive Pattern Omega**

Select a starship squadron.

All starships in that squadron receive a +1 to their Target Ratings until the end of the turn.

2
Starship Movement Step
Any

**Fire Discipline**

Select a starship that has not yet fired.

That starship fires, damage incurred, and critical hits rolled, before other starships fire this turn. All starships utilising this tactic fire simultaneously.

*The CP cost of this tactic is equal to the Threat of the selected starship.*

Threat
Starship Combat Step
Flag

**Flak Wall**

Select a starship that has not yet fired.

All PDSs on that starship may be used twice this turn. All weapons with a PD value may be used twice this turn but may not fire on starships. If the starship has Danger Close targets, its weapons with a PD value will ignore those targets.

2
Starship Combat Step
Any

**Flush The Decks**

Select a starship.

That starship doubles the launch capacity of all its hanger bays this turn.

1
Starfighter Operations Step
Any

**From The Shadows**

Select either activate or deactivate.

All starships in your fleet perform the chosen action with their stealth and/or cloak generators. Starships without those systems are unaffected.

4
Control Step
Flag

Tactic

Tactic

Tactic

Tactic

Tactic

Tactic

### Hunters In The Dark

Select a starship with an active and uncompromised stealth generator.

When that starship fires this turn, it may reroll any misses once.

2

Starship Combat Step

Any

### Iron Discipline

The morale points of your starships and starfighter squadrons lost this turn are not added to the morale chart. Next turn those morale points are added during the morale step and this cannot be avoided.

5

Morale Step

Flag

### Man The Guns

Select a starship that has not yet fired.

That starship may fire limited weapons that otherwise could not fire this turn.

2

Starship Combat Step

Any

### Mind Trick

Select a damage die that was just rolled.

Change the result to any facing of that die.

1

Combat Phase

Any

### Network Intrusion

Select a friendly starship and an enemy starship within 50cm of each other.

Both players roll 1D20 and add to the result the rating of one of their sensor systems. If the friendly result is higher, the player selects a non-primary system on the enemy starship and disables it. The sensor system used by the friendly starship can only be used for this purpose this turn.

1

Control Step

Flag

### Precision FTL

After all movement is complete, select a friendly starship squadron that performed an FTL manoeuvre.

If the squadron used dimensional or jump drives, move the squadron up to 20cm in any direction without changing heading.

If the squadron used warp or hyper drives, move the squadron 20cm forward or backward.

2

Starship Movement Step

Any

Tactic

Tactic

Tactic

Tactic

Tactic

Tactic

### Push The Limits

Select a starship squadron.

All starships in that squadron have the ratings of their STL drives doubled until the end of the turn.

2 Plot Movement Step Any

### Shield Wall

Select a starship.

All shield generators and shield batteries on that starship may be used twice this turn.

2 Repair Step Any

### Stand Fast

Select a starship.

That starship may ignore all danger close targets for purposes of target selection this turn.

*The CP cost of this tactic is equal to the Threat rating of the selected starship.*

Threat Starship Combat Step Any

### Stay On Target

Select an enemy starship.

All friendly starships that did not make any heading changes or advanced manoeuvres receive a +1 to the ratings of their sensor systems while firing on the target starship until the end of the turn.

1 Starship Combat Step Any

### Technobabble

Select a starship that just made a critical roll.

The results of that critical roll are not applied and the critical is ignored.

1 Critical Step Any

### Unstoppable Wave

Select a starfighter combat with more friendly starfighter squadrons than enemy starfighter squadrons.

All friendly starfighter squadrons in that combat receive a +2 to their defence rating until the end of the turn.

1 Starfighter Combat Step Any

Tactic

Tactic

Tactic

Tactic

Tactic

Tactic



**Victory Is Life**

Select a starship squadron.

All starships in that squadron automatically pass RAM tests this turn.

**2** Starship Movement Step **Any**

**We Are Legion**

Before repairing systems, select a starship that has lost crew and/or marine parties. Restore all lost crew and marine parties to intact hull layers.

**1** Repair Step **Any**

**1**  **Any**

**1**  **Any**

**1**  **Any**

**1**  **Any**

Tactic

Tactic

Tactic

Tactic

Tactic

Tactic