

SWARM (black and red) “Aliens”

BATTLESHIP		Points 3		
3 → 1	3	1	6	
Movement Secondary Movement	Attack	Defense	Hull	
Special Action Swarmship: Immediately deploy one available swarm token within short range of this ship. That token may not activate this turn. SWARM TOKEN: 4 Movement → 1 Secondary Movement 1 Attack 1 Defense 1 Hull				
Faction Special Ability When this ship is destroyed, you may roll a die. On a result of 6, you may redeploy this ship at the end of the round.				

CRUISER		Points 2		
3 → 2	2	2	4	
Movement Secondary Movement	Attack	Defense	Hull	
Special Action None.				
Faction Special Ability When this ship is destroyed, you may roll a die. On a result of 5 or higher, you may redeploy this ship at the end of the round.				

FRIGATE		Points 1		
5 → 2	1	3	1	
Movement Secondary Movement	Attack	Defense	Hull	
Special Action None.				
Faction Special Ability When this ship is destroyed, you may roll a die. On a result of 4 or higher, you may redeploy this ship at the end of the round.				

HIVE		Points 0		
0 → 0	0	3	9	
Movement Secondary Movement	Attack	Defense	Hull	
Special Action None.				
Objective Base Ability You may reroll failed ship redeployment rolls, but must keep the result of the reroll.				

ALLIANCE (blue and white) “Soldiers”

BATTLESHIP		Points 3		
3 → 1		3	1	6
Movement	Secondary Movement	Attack	Defense	Hull
Special Action				
Railgun Barrage: Pick a target outside your firing range, in Line of Sight. Make a 2-die attack against that ship.				
Faction Special Ability				
Alliance ships may reroll attack dice results of 1, but must keep the result of the reroll.				

CRUISER		Points 2		
3 → 2		2	2	4
Movement	Secondary Movement	Attack	Defense	Hull
Special Action				
None.				
Faction Special Ability				
Alliance ships may reroll attack dice results of 1, but must keep the result of the reroll.				

FRIGATE		Points 1		
5 → 2		1	3	1
Movement	Secondary Movement	Attack	Defense	Hull
Special Action				
None.				
Faction Special Ability				
Alliance ships may reroll attack dice results of 1, but must keep the result of the reroll.				

STATION		Points 0		
0 → 0		0	2	12
Movement	Secondary Movement	Attack	Defense	Hull
Special Action				
None.				
Objective Base Ability				
This ship automatically cancels the result of the lowest hit against it without having to roll a defense die. It still rolls 2 dice to defend against any other hit results from the attack.				

Republik (red and brown) “Pirates”

BATTLESHIP		Points 3		
3 → 1 Movement	Secondary Movement	3 Attack	1 Defense	6 Hull
Special Action Flak Cannon: If this ship is in short range of its target, it has 5 attack dice.				
Faction Special Ability This ship ignores the effects of colliding with ships; it can end its primary or secondary movement on another ship's base. If it does, the ship it moves into (if it is not another Republik ship) is the target of an immediate 1-die attack.				

CRUISER		Points 2		
3 → 2 Movement	Secondary Movement	2 Attack	2 Defense	4 Hull
Special Action None.				
Faction Special Ability This ship ignores the effects of colliding with ships; it can end its primary or secondary movement on another ship's base. If it does, the ship it moves into (if it is not another Republik ship) is the target of an immediate 1-die attack.				

FRIGATE		Points 1		
5 → 2 Movement	Secondary Movement	1 Attack	3 Defense	1 Hull
Special Action None.				
Faction Special Ability This ship ignores the effects of colliding with ships; it can end its primary or secondary movement on another ship's base. If it does, the ship it moves into (if it is not another Republik ship) is the target of an immediate 1-die attack.				

LAIR		Points 0		
0 → 0 Movement	Secondary Movement	0 Attack	2 Defense	10 Hull
Special Action Gun Batteries: Pick a target in short range and in line of sight. This ship makes a 2-die attack against the target.				
Objective Base Ability None.				

Wardens (green and gray) “Ghosts”

BATTLESHIP		Points 3		
2 → 2	3	1	6	
Movement	Secondary Movement	Attack	Defense	Hull
Special Action				
Graviton Generator: Make an attack roll against a target ship an opponent controls in range and line of sight. If any of the dice score a hit, no hull points are lost, but the target ship must make a move action in the direction of your choice, using its full primary movement value. This may move the target ship into another ship, scenery, or out of the play area.				
Faction Special Ability				
This ship does not collide with scenery if it is able to pass completely through it during its primary move or its secondary move.				

CRUISER		Points 2		
2 → 3	2	2	4	
Movement	Secondary Movement	Attack	Defense	Hull
Special Action				
None.				
Faction Special Ability				
This ship does not collide with scenery if it is able to pass completely through it during its primary move or its secondary move.				

FRIGATE		Points 1		
4 → 3	1	3	1	
Movement	Secondary Movement	Attack	Defense	Hull
Special Action				
None.				
Faction Special Ability				
This ship does not collide with scenery if it is able to pass completely through it during its primary move or its secondary move.				

NODE		Points 0		
0 → 0	0	3	9	
Movement	Secondary Movement	Attack	Defense	Hull
Special Action				
None.				
Objective Base Ability				
When this ship is dealt damage, one other Warden ship may immediately turn 45 or 90 degrees and/or move 1 (this is an optional action which does not count as the ship’s activation).				