

1 RAILGUN

Combat effect of win & draw
 You will choose the type of **Damage** your opponent sustains, unless they took **Evasive actions**, then it is their choice.

Random Event SUCCESS

2 DEFENSIVE

Combat effect of win & draw
 Your opponent chooses the type of **Damage** they sustain.
 An intact **Shield** allows them to convert the **Hit** to 2 **Heat** instead.

Random Event PARTIAL

3 BROADSIDE

Combat effect of win & draw
 Your opponent chooses the type of **Damage** they sustain,
 OR you may choose to add 1 **Heat** to their **Ship** instead of a **Hit**.

Random Event FAILURE

4 EVASIVE

Combat effect of win & draw
 There is no combat effect on your opponent when you take **Evasive actions**.

Random Event SCENARIO

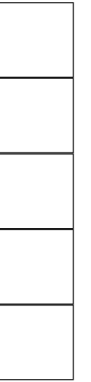


Cut &



Fold

Fits 61x93 mm card sleeves



Print scale grid 50x10 mm