KEY

SP- SPACEPORT

WD- WEAPONS DEPOT

RC- RESISTANCE CITY

LS- LISTENING STATION

EN- ESPIONAGE NETWORK

DM- DARK MATTER MINE

MC- MILITARY COMPLEX

Kalki Complex (SP)

Shambhala (WD)

Olmo Resort (EN)

Satya Yuga ((DM)

Kalacakra (RC)

Fort Leccha (MC)

Tang.ra Outpost (LS)

Bennet Island (DM)

Sidchi Station (EN)

Rishi City (RC)

Cintamani Outpost (EN)

Chog,am City (WD)

Kamar Taj (RC)

Iwokrama Reserve (DM)

Samaelli (LS)

Maitreya (DM)

Agharta Complex (SP)

Fort Kato (MC)

Station 434 (LS)

Altai Coast (WD)

Fort Jade (MC)

Belukha Resort (SP)

Kurukabaru (RC)

Estevao Conclave (LS)

Cathay (MC)

Chenapau Resort (DM)

Panchen Nature
Reserve (RC)

Gleb Boki Resort (RC)

Roric's Town (WD)

Balkh 23 Station (EN)

Sander Korosi (DM)

Lama Station (EN)

Fort Logos (MC)

Barchenko
Spaceport (SP)

Kash Complex (LS)

SCOURGE	UCM	SHALTARI	PHR
Me 🟣	JJ ⚫	Ian 🔴	Will ⚪
Gareth 🟣	Luke ⚫	Chris 🟠	Dave 🟡
3 cities each	3 cities each	3 cities each	3 cities each

Player-Controlled Cities and Reinforcements

Matt- DM, SP, WD, 2 Reinforcement.

Gaz- MC, WD, EN, 4 Reinforcement. Scourge total: 6/ player wins: 4

JJ- LS, DM, MC, LS 2 Reinforcement.

Luke- SP, MC, DM, MC, 4 Reinforcement UCM total: 7/ player wins: 4

Ian- DM, MC 3 Reinforcement.

Chris- RC, WD, EN, MC, RC   Shaltari total: 7/ player wins: 6

Will- DM, EN, SP, LS 1 Reinforcement

Dave- LS, EN, RC 3 Reinforcement   PHR total: 7/ player wins: 6

Week 5 Results

JJ UCM 32 v 32 Matt Scourge

Luke UCM 20 v 16 Dave PHR

Gaz Scourge 28 v 40 Ian Shaltari

Will PHR 28 v 48 Chris Shaltari

Week 6 battle pairs:

JJ UCM (1100) v Dave PHR (1150)

Luke UCM (1200) v Will PHR (1050)

Gaz Scourge (1200) v Chris Shaltari (1000)

Matt Scourge (1100) v Ian Shaltari (1150)

MILITARY COMPLEX (MC)

Your forces below are well advanced, and will be able to quickly support your fleet from the ground.

At the start of the game, choose one military sector on the map. Place one friendly infantry token on it. Flip this card face down.

LISTENING STATION (LS)

You control the local radar station, which may be used to aid in triangulation of enemy ship positions.

The scan range of all your ships is increased by 1" for the whole game. (Ongoing, not cumulative)

(Maximum one per player)

ESPIONAGE NETWORK (EN)

Hackers on the ground have penetrated enemy comms, allowing you to anticipate their moves.

Once per game, during the activation phase, you may reduce the SR of one friendly battlegroup by 10. Then flip this card face-down.

WEAPONS DEPOT (WD)

A horde of pre-War ammunition has been repurposed for modern use, allowing less conservative ammunition policies.

Once per game, you may choose a group to re-roll all 1s for shooting that turn. Then flip this card face down.

DARK MATTER MINE (DM)

Pre-War, this facility mined a unique material, used for temporarily boosting starship engines.

Once per game, you may choose a single group to increase its Thrust stat by 3" for that turn only. Then flip this card face down.

RESISTANCE CITY (RC)

This area is controlled by the Resistance, who have agreed to aid your efforts on the ground through sabotage of the enemy.

Once per game, choose one enemy Infantry or Armour token. Remove that token, then flip this card face down.

SPACE-PORT (SP)

Having somewhere to safely land and make repairs to atmosphere-going craft in your fleet has allowed small improvements in survivability for these ships.

Once per game, when one of your frigates has rolled on the crippling chart, you may flip this card face down to ignore all effects of that roll.

REINFORCEMENTS!

After that crippling loss, Command has decided that you clearly need overwhelming numbers to succeed! Better luck next time.

Increase the points cap for your fleet by 50pts.

Keep this card until the end of the campaign.

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