

2



FLANKING FLEET

At any time while at Warp, if a Ship of any Faction exits Warp in a Sector this Fleet could reach with its current Warp movement (without placing new Space Lanes), this Fleet may immediately exit Warp in that Sector and initiate a Space Battle without spending any Commands.



UCR2.0

1



INTERCEPTOR WING

When this Fleet exits Warp, each Ship may make a separate Impulse move without using a Command. If the Fleet drops below three Ships it disbands.



UCR2.0

On your turn, you may Exhaust Commands to do the following:

MOVE / Move a Ship or Fleet at Impulse or Warp Speed.

PLACE SLAVE GIRL / Place a Slave Girl token on a Developed System you Orbit.

HEGEMONY / Attempt to Culturally Take Control of a Developed System you Occupy.



INVADE SYSTEM / Attack a Developed System you Occupy.

INITIATE SPACE BATTLE / Attack Rival Ships in the same or Adjacent Sector.

LAUNCH PROJECTS / Start a new Project; discard Projects as needed to stay below max.

COMMISSION FLEET / Group Ships onto a Fleet Card.

COMMAND PHASE



UCR2.0

3



RAGTAG FLEET

During your turn and in Sectors where you can Commission Fleets, you may place Ships from Contraband in this Fleet for free. You may use Ships directly from Contraband to build this Fleet as a Bonus Fleet Build. For each separate Faction represented by a Ship in this Fleet, it rolls 1 additional die in Combat. If Ships originally belonging to other Factions leave this Fleet, they revert to their original owners.



UCR2.0

TRADE AGREEMENT

TM & © 2018 CBS. ARR.

TRADE AGREEMENT

TM & © 2018 CBS. ARR.

TRADE AGREEMENT

TM & © 2018 CBS. ARR.