

2



1



BATTLE GROUP

This Fleet may re-roll To Hit rolls of 1 in Space Battles.



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

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

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 STARBASE / FLEET

Place a Starbase or group Ships onto a Fleet Card.

COMMAND PHASE



UCR2.0

3



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