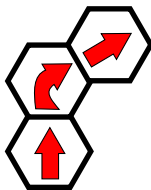


Fire **HALF REMAINING**
torps at
NEAREST TARGET



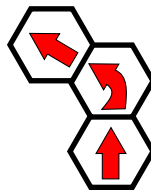
Move 3 **MINUS** any
move damage

Fire **HALF REMAINING**
torps at
NEAREST TARGET



Move 3
DON'T COUNT
move Damage

Fire **ONE BIGGEST GUN**
at
NEAREST TARGET



Move 3
DON'T COUNT
move Damage

Fire **ONE BIGGEST GUN**
at
NEAREST TARGET



Move 4 **MINUS** any
move damage



Move 5 **MINUS** any
move damage

Fire **TWO BIGGEST**
GUNS
at
NEAREST TARGET



Move 3
DON'T COUNT
move Damage

Fire **TWO BIGGEST**
GUNS
at
NEAREST TARGET



Move 3
DON'T COUNT
move Damage

Fire **TWO BIGGEST**
GUNS at
NEAREST TARGET
all **REMAINING GUNS**
at **NEXT NEAREST**
TARGET



Move 2, **TIGHT TURN**
DON'T COUNT
move Damage

RULES - deal 3 cards
Fire '**N**' **BIGGEST GUNS**
at **NEAREST TARGET**
means ones that will bare.

HALF TORPS means half of
each type.

MINUS MOVE DAMAGE
means one off for each
drive damage.

GUNS FIRE when indicated,
even if they have already
fired this turn.

Fire **TWO SMALLEST**
GUNS at
NEAREST TARGET



Move 1
DON'T COUNT
move Damage

Fire **TWO LONGEST**
RANGE
GUNS at
FURTHEST TARGET



Move 1
DON'T COUNT
move Damage

Fire **ALL**
GUNS at
NEAREST TARGET



Move 2, **TIGHT TURN**
DON'T COUNT
move Damage

REPAIR SMALLEST
destroyed gun



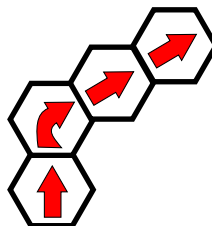
Move 1
DON'T COUNT
move Damage

Fire **TWO SMALLEST**
GUNS at
NEAREST TARGET



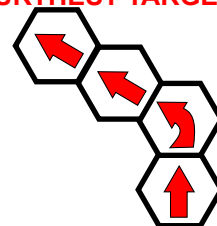
Move 1
DON'T COUNT
move Damage

Fire **HALF REMAINING**
torps at
NEAREST TARGET



Move 4
DON'T COUNT
move Damage

Fire **TWO LONGEST**
RANGE
GUNS at
FURTHEST TARGET



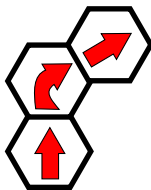
Move 4
DON'T COUNT
move Damage

Fire **ALL** remaining
torps at
NEAREST TARGET



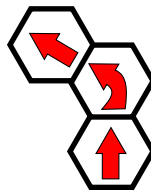
Move 3 **MINUS** any
move damage

Fire as many missiles
as possible at
NEAREST TARGET



Move 3
DON'T COUNT
move Damage

Fire **ALL** remaining
torps at
NEAREST TARGET

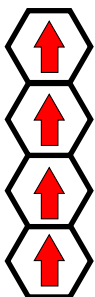


Move 3
DON'T COUNT
move Damage

Fire as many missiles
as possible at
NEAREST TARGET

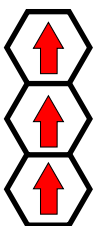


Move 4 **MINUS** any
move damage



Move 4 **MINUS** any
move damage

Fire **ALL**
GUNS
at
NEAREST TARGET



Move 3
DON'T COUNT
move Damage

Fire **TWO BIGGEST**
GUNS
at
NEAREST TARGET



Move 3
DON'T COUNT
move Damage

Fire **TWO BIGGEST**
GUNS at
NEAREST TARGET
all **REMAINING GUNS**
at **NEXT NEAREST**
TARGET



Move 2
DON'T COUNT
move Damage

BIGGEST/SMALLEST GUNS
means ones with the
most/least damage,
longest/shortest range,
biggest/least chance of a hit
(in that order)

REORIENTATE & PICK
CARD means turn ship to
original destination then
pick another card and use.

RANDOM OR TARGET
CHOICE? Roll a dice

HALF? Round up

REORIENTATE
TO DESTINATION
AND PICK ANOTHER
CARD IMMEDIATELY



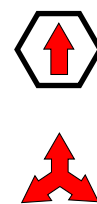
Move 2, **DON'T COUNT**
move Damage

REORIENTATE
TO DESTINATION
AND PICK ANOTHER
CARD IMMEDIATELY



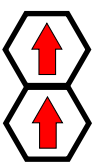
Move 2, **DON'T COUNT**
move Damage

REORIENTATE
TO DESTINATION
AND PICK ANOTHER
CARD IMMEDIATELY



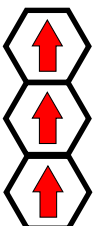
Move 1, **DON'T COUNT**
move Damage

REPAIR LARGEST
destroyed gun



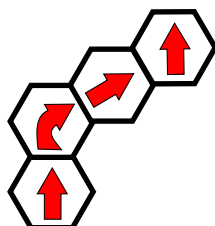
Move 2
DON'T COUNT
move Damage

REPAIR ONE RANDOM
destroyed
MISSILE LAUNCHER



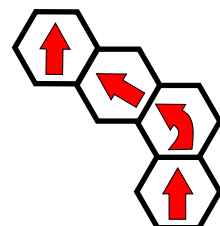
Move 3
DON'T COUNT
move Damage

Fire **ALL** remaining
torps at
NEAREST TARGET



Move 4, **DON'T COUNT**
move Damage

IF THEY ARE ALREADY
FIRE **RELOAD 1D4** of
the **BIGGEST TORPS**



Move 4, **DON'T COUNT**
move Damage



SILENT DEATH
DOOMSDAY
MACHINE



SILENT DEATH
DOOMSDAY
MACHINE



SILENT DEATH
DOOMSDAY
MACHINE



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