



Mercenaries (using Trade III strategy card)



52N6

- Sustain Damage
- At the start of a battle, you may choose 1 Technology. The enemy cannot use that Technology during this battle.

space	ground
7	7
2	
mov.	evasion



HEP'KUK

- When this Mercenary would be destroyed, you may instead destroy a friendly Fighter in this system.

space	ground
6	7
3	7
mov.	evasion



R'UNA

- During each round of a space battle, reduce the number of hits scored by your opponent by 1 (minimum of 1).

space	ground
5	9
2	4
mov.	evasion



BARUDIN

- Your cost to purchase Technology is reduced by 1.

space	ground
6	8
3	6
mov.	evasion



KAV'LIK

- At the start of a battle, destroy 1 enemy Fighter or Ground Force.

space	ground
5	5
2	8
mov.	evasion



RHELAT

- This Mercenary can be used as a PDS unit when on a planet.

space	ground
8	7
3	6
mov.	evasion



BLAKE STRYKER

- When you win a space battle in which this Mercenary participated, gain 1 trade good.

space	ground
5	7
2	5
mov.	evasion



KREVVIL

- At the start of a battle, you may deal 1 hit to a participating enemy Mercenary or ship of your choice.

space	ground
6	6
2	6
mov.	evasion



SARA CRANE

- Your cost to purchase Command Counters from strategy cards is reduced by 1.

space	ground
6	6
3	7
mov.	evasion



DAFFREN

- At the end of the Strategy Phase, you may give this Mercenary to another player to trade Strategy Cards with that player. Limit once per round.

space	ground
9x2	8
2	7
mov.	evasion



MURRAG

- When this Mercenary is destroyed, you may assign 1 hit to any 1 unit participating in this battle.

space	ground
6	5
2	6
mov.	evasion



SAYGRA

- At the start of a battle, you may spend 1 Trade Good to build a GF or Fighter in this system. It will participate in this battle.

space	ground
7	7
2	5
mov.	evasion



FELREY

- At the start of a battle draw 1 action card.

space	ground
5	6
3	7
mov.	evasion



NOLAD

- Capacity: 1

space	ground
6x2	6
2	7
mov.	evasion



T'UGAR

- At the start of a battle, you may look at your opponent's Action Cards and choose 1 to discard.

space	ground
6	7
2	6
mov.	evasion



URRSIK

- This Mercenary may move through systems containing enemy ships.

space	ground
5	7
3	6
mov.	evasion

Mercenary Reference

From ground to space:

- during Tactical or Transfer action

From space to ground:

- during Planetary Landing

Evasion (x):

roll a die when hit assigned

- [between x and 10]: Mercenary not destroyed
- [between 1 and (x-1)]: Mercenary is hit (destroyed)

General Notes:

- Comes into play ground side up on planet you control
- When in space, counts toward Fleet Supply
- May not claim planets and not considered Ground Force
- If only unit on a planet, planet reverts to neutral

Political Intrigue (using Political II or Assembly II strategy card)

During game setup: reveal two Political Cards face-up



Active Player:

A. Draws two Political Cards

B. Selects a player who chooses a Political Card from his hand

C. Gives Speaker Token to any player other than the one selected

Using Political II

Using Assembly II

Active Player:

A. Chooses one Political Card from those face-up

All Players:

1. Choose Representatives (face-down)

2. Resolve Spies (starting with Speaker)

- after all spies resolved, any remaining Representatives are turned face-up

3. Bargaining and Promissory Notes

4. Resolve Voting

- If player's Representative assassinated, player cannot vote
- If player had no Representative to chose, player cannot vote

Z. Reveal one Political Card face-up



Representatives

- Bonus votes added to player's total during voting
- Bodyguard cannot be assassinated
- If representative is killed (due to assassination or game effect), the Representative card is removed from game

Promissory Notes

- Each player may only offer one Promissory Note per Political Card (starting with Speaker)
- Promissory Notes are always offered--and returned, if refused--face down (hidden)
- Promissory Notes must be fulfilled when holder chooses to resolve. Verbal agreements are not binding.