

2 Grid Tactician **4**

Those who excel at coordinating resources are best left unfettered. Masa Akayuke is one of the best.

CHARACTER • CHUJO • TECH • UNIT

POWER **1** TACTICS **1** DEFENSE **3**

You generate 1 more energy here.

ILLUS. BY KAY ALLEN TM & © 2004 DECIPHER, INC. 1C70

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4 •Kujiko Torako **5**

"Understand, I still want to kill you. My duty requires I sublimate my desire." - A Matter of Life or Death

CHARACTER • KIZEN • SHIKAMI • UNIT

POWER **3** TACTICS **4** DEFENSE **6**

• Lose 2 energy ≈ This character is immune to attrition until end of turn.
When this character enters play, you may play a unit here that costs 2 energy or less. That unit costs no energy to play.

ILLUS. BY KIERAN YANNER TM & © 2004 DECIPHER, INC. 1F72

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3 Ikazuchi Leader **2**

"Both the victor and the vanquished are but drops of dew, but bolts of lightning..." - Ikazuchi battle chant

CHARACTER • IKAZUCHI • WARRIOR • UNIT

POWER **1** TACTICS **3** DEFENSE **2**

When this character enters play, reveal the top card of your reserve. If it's a Gongen unit, you may play it here. It costs 3 less energy to play.

ILLUS. BY CHRISTIAN PEARCE TM & © 2004 DECIPHER, INC. 1U76

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2 Loremaster **4**

Though they live on a new world, the people of Gongen value their past.



CHARACTER • CHIJO • WARRIOR • UNIT

POWER **1** TACTICS **2** DEFENSE **1**

When this character is lost from a location, you may put target other card from your lost pile on the bottom of your active pile.

ILLUS. BY PAUL BURROW TM & © 2004 DECIPHER, INC. 1 U 85

4 Resource Technician **2**

Gongen are able to find the building blocks of energy in the most unlikely places.



CHARACTER • CHIJO • TECH • UNIT

POWER **2** TACTICS **2** DEFENSE **4**

As long as this character is at site that has no support icons on your side, you generate 2 more energy here.

ILLUS. BY KIERAN YANNER TM & © 2004 DECIPHER, INC. 1 C 93

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ILLUS. BY KIERAN YANNER TM & © 2004 DECIPHER, INC. 1 C 93

2 Shikami Follower **2**

The rage of Skikami inspires believers such as Tennaru Hari.



CHARACTER • SHIKAMI • WARRIOR • UNIT

POWER **2** TACTICS **3** DEFENSE **2**

Dismiss one of your other units here ~ Make your opponent's battle destiny in target battle here -3.

ILLUS. BY CHRIS APPEL TM & © 2004 DECIPHER, INC. 1 U 99

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ILLUS. BY CHRIS APPEL TM & © 2004 DECIPHER, INC. 1 U 99

4 Ikazuchi T.S.U. **1**

Originally built for low altitude reconnaissance, they were refitted with plasma cannon.



VEHICLE • IKAZUCHI • UNIT

POWER **3** TACTICS **2** DEFENSE **3**

Size 3 (This vehicle counts three times against a ship's capacity.)
Transport 4 (Each time this vehicle moves, you may move with it up to four of your characters.)
 Each time a site battle begins here, your opponent pays 3 energy.

ILLUS. BY CORTNEY SKINNER TM & © 2004 DECIPHER, INC. 1 U 77

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ILLUS. BY CORTNEY SKINNER TM & © 2004 DECIPHER, INC. 11077

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2 Shikami T.S.U. **4**

Tenryu Strike Vehicles provide fire support for the kokata units of each NiBot.



VEHICLE • SHIKAMI • UNIT

POWER **3** TACTICS **1** DEFENSE **2**

Size 3 (This vehicle counts three times against a ship's capacity.)

Transport 4 (Each time this vehicle moves, you may move with it up to four of your characters.)

• Pay 2 energy = If this vehicle is at a site, make target unit here defense -2 until end of turn.

ILLUS. BY CORTNEY SKINNER TM & © 2004 DECIPHER, INC. 11000

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ILLUS. BY CORTNEY SKINNER TM & © 2004 DECIPHER, INC. 11000

4 Guardian-Class Carrier **1**

When accompanied by a fighter group, grav drives ablaze, it evokes the image of an Asian junk alight with hundreds of paper lanterns.



SHIP (CAPACITY 6) • TENNO • CAPITAL

POWER **4** TACTICS **3** DEFENSE **5**

Transport 4 (Each time this ship moves, you may move with it up to four of your fighters.)

ILLUS. BY CHRISTIAN SCHWAGER TM & © 2004 DECIPHER, INC. 11071

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ILLUS. BY CHRISTIAN SCHWAGER TM & © 2004 DECIPHER, INC. 11071

1 *Jikoku Fighter* **1**

Gongen fighters are designed to create an overlapping field of electronic noise when flying in close formation, disrupting enemy targeting systems.



SHIP (CAPACITY 1) • TENNO • FIGHTER

POWER **2** TACTICS **2** DEFENSE **4**

As long as you have at least two other Gongen fighters here, this ship is defense +2.

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER, INC. 1 C 80

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ILLUS. BY ROB BURNS TM & © 2004 DECIPHER, INC. 1 C 80

3 *Komoku* **2**

"...and in the twilight that blankets the West, Komoku will strike swiftly in stealth against invaders." - Tenryu naming ceremony, 2382



SHIP (CAPACITY 6) • TENNO • CAPITAL

POWER **4** TACTICS **3** DEFENSE **5**

Transport 4 (Each time this ship moves, you may move with it up to four of your fighters.)

This ship costs 1 less energy to play at a sector for each site related to that sector where you have a unit.

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3 *Tamon Fighter* **3**

Gongen pilots train to "speak" with the onboard programming of their ships. Only when the mind and machine are one can victory be certain.



SHIP (CAPACITY 1) • TENNO • FIGHTER

POWER **2** TACTICS **2** DEFENSE **4**

When this ship enters play, you may retrieve a card.

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER, INC. 1 C 83

3 *Tamon Fighter* **3**

Gongen pilots train to "speak" with the onboard programming of their ships. Only when the mind and machine are one can victory be certain.



SHIP (CAPACITY 1) • TENNO • FIGHTER

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POWER **2** TACTICS **2** DEFENSE **4**

When this ship enters play, you may retrieve a card.

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER, INC. 1 C 83

4 *Zocho* **1**

"...from the South tsunami and flood come to heap destruction on our shores. Zocho will stand to hold back the tides." - Tenryu naming ceremony, 2382



SHIP (CAPACITY 6) • TENNO • CAPITAL

POWER **4** TACTICS **3** DEFENSE **5**

Transport 4 (Each time this ship moves, you may move with it up to four of your fighters.)

This ship is power +1 for each of your other ships here.

ILLUS. BY CHRISTIAN SCHWAGER TM & © 2004 DECIPHER, INC. 1 U 87

1 *Zocho Fighter* **2**

Zocho's tactical matrix allows the fighters assigned to it to perform an elaborate and deadly dance.

SHIP (CAPACITY 1) • TENNO • FIGHTER

POWER **2** TACTICS **2** DEFENSE **4**

As long as you have at least two other Gongen fighters here, this ship is power +1.

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER, INC. 1 C 110

1 *Zocho Fighter* **2**

Zocho's tactical matrix allows the fighters assigned to it to perform an elaborate and deadly dance.

SHIP (CAPACITY 1) • TENNO • FIGHTER

POWER **2** TACTICS **2** DEFENSE **4**

As long as you have at least two other Gongen fighters here, this ship is power +1.

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER, INC. 1 C 110

1 *Zocho Fighter* **2**

Zocho's tactical matrix allows the fighters assigned to it to perform an elaborate and deadly dance.

SHIP (CAPACITY 1) • TENNO • FIGHTER

POWER **2** TACTICS **2** DEFENSE **4**

As long as you have at least two other Gongen fighters here, this ship is power +1.

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER, INC. 1 C 110

1 *Zocho Fighter* **2**

Zocho's tactical matrix allows the fighters assigned to it to perform an elaborate and deadly dance.

SHIP (CAPACITY 1) • TENNO • FIGHTER

POWER **2** TACTICS **2** DEFENSE **4**

As long as you have at least two other Gongen fighters here, this ship is power +1.

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER, INC. 1 C 110

0 *Taihu* **2**

Called tai for short, these energy weapons fire plasma bursts at a rapid rate. In great numbers they shred metal like a meteor storm.

WEAPON (FIGHTER) • RANGED

This fighter is defense +2.

- Pay 3 energy ≈ Choose target ship your opponent has in a sector battle here. Damage target if its defense < **D** + the number of Gongen ships you have here.

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER, INC. 1 U 105

0 *Taihu* **2**

Called tai for short, these energy weapons fire plasma bursts at a rapid rate. In great numbers they shred metal like a meteor storm.

WEAPON (FIGHTER) • RANGED

This fighter is defense +2.

- Pay 3 energy ≈ Choose target ship your opponent has in a sector battle here. Damage target if its defense < **D** + the number of Gongen ships you have here.

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER, INC. 1 U 105

0 *Taihu* **2**

Called tai for short, these energy weapons fire plasma bursts at a rapid rate. In great numbers they shred metal like a meteor storm.

WEAPON (FIGHTER) • RANGED

This fighter is defense +2.

- Pay 3 energy ≈ Choose target ship your opponent has in a sector battle here. Damage target if its defense < **D** + the number of Gongen ships you have here.

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER, INC. 1 U 105

0 *Cloud* **6**

Few escape the consuming cloud; it seeps into every crevice and blinds every effort, leaving death.

INTERRUPT (Lost)

Choose target ship in a sector battle. Damage target if opponent's **D** < the number of fighters you have at that sector.

ILLUS. BY SEAN McNALLY TM & © 2004 DECIPHER, INC. 1 U 61

1 *Dauntless Defense* **5**

Kokata units stand side by side with the NOBots which they are named after, defending the people of Gongen.

INTERRUPT (Used)

Make each of your units and ships in a battle at target location defense +1 until end of turn.

ILLUS. BY CHRISTIAN PEARCE TM & © 2004 DECIPHER, INC. 1 C 63

1 Dauntless Defense **5**

Kokata units stand side by side with the NoBots which they are named after, defending the people of Gongen.

INTERRUPT (Used)

Make each of your units and ships in a battle at target location defense +1 until end of turn.

ILLUS. BY CHRISTIAN FEARCE TM & © 2004 DECIPHER, INC. 1 C 63

1 Dauntless Defense **5**

Kokata units stand side by side with the NoBots which they are named after, defending the people of Gongen.

INTERRUPT (Used)

Make each of your units and ships in a battle at target location defense +1 until end of turn.

ILLUS. BY CHRISTIAN FEARCE TM & © 2004 DECIPHER, INC. 1 C 63

0 Rising Morale **6**

"Exploit your enemy's weakness and it will give you strength renewed. Each bloody death blow will thicken our blood!" — Cry heard at the Battle of Phobos

INTERRUPT (Lost)

As an additional cost to play this interrupt, you must have at least two fighters at the same sector.

Activate 4 energy.

ILLUS. BY SEAN McNALLY TM & © 2004 DECIPHER, INC. 1 U 94

0 Rising Morale **6**

"Exploit your enemy's weakness and it will give you strength renewed. Each bloody death blow will thicken our blood!" — Cry heard at the Battle of Phobos

INTERRUPT (Lost)

As an additional cost to play this interrupt, you must have at least two fighters at the same sector.

Activate 4 energy.

ILLUS. BY SEAN McNALLY TM & © 2004 DECIPHER, INC. 1 U 94

Ceres/Belt Hideaway **3**

LOCATION (SECTOR) • ASTEROID

Unlimited (You may have any number of copies of this card in your deck.)

Each card a player reveals for battle destiny during a battle here is destiny -2.

ILLUS. BY DENNIS CALERO TM & © 2004 DECIPHER, INC. 1 S 296

Ganymede/Pilgrims' Camp **0**

LOCATION (SITE)

Unlimited, Encampment (Stack this card beneath target location where you have an energy icon, unit, or ship. This card is no longer a location or site and target gains this card's energy and support icons that are on your side. You may stack only one encampment here.)

ILLUS. BY FRANCIS TSAI TM & © 2004 DECIPHER, INC. 1 S 308

Ganymede/Pilgrims' Camp **0**

LOCATION (SITE)

Unlimited, Encampment (Stack this card beneath target location where you have an energy icon, unit, or ship. This card is no longer a location or site and target gains this card's energy and support icons that are on your side. You may stack only one encampment here.)

ILLUS. BY FRANCIS TSAI TM & © 2004 DECIPHER, INC. 1 S 308

Ganymede/Pilgrims' Camp **0**

LOCATION (SITE)

Unlimited, Encampment (Stack this card beneath target location where you have an energy icon, unit, or ship. This card is no longer a location or site and target gains this card's energy and support icons that are on your side. You may stack only one encampment here.)

ILLUS. BY FRANCIS TSAI TM & © 2004 DECIPHER, INC. 1 S 308

Ganymede/Pilgrims' Camp **0**

LOCATION (SITE)

Unlimited, Encampment (Stack this card beneath target location where you have an energy icon, unit, or ship. This card is no longer a location or site and target gains this card's energy and support icons that are on your side. You may stack only one encampment here.)

ILLUS. BY FRANCIS TSAI TM & © 2004 DECIPHER, INC. 1 S 308

• Ganymede/Pilgrims' Camp

0

LOCATION (SITE)

Unlimited, Encampment (Stack this card beneath target location where you have an energy icon, unit, or ship. This card is no longer a location or site and target gains this card's energy and support icons that are on your side. You may stack only one encampment here.)

ILLUS. BY FRANCIS TSAI

• Ganymede/Traginium Source

3

LOCATION (SECTOR) • MOON

Each player's drain here is +1 for each related site he or she controls.

ILLUS. BY DAVID DEEN

• Ganymede/Underground Bunker

0

LOCATION (SITE) • UNDERGROUND

As long as you have a unit here, your side of this location gains a support icon.

ILLUS. BY FRANCIS TSAI

• Ganymede/Lamtage Point

3

LOCATION (SITE)

When this location enters play, you may pay 1 energy. If you do, download a location that has "Ganymede" in its title.

ILLUS. BY DAVID DEEN

• Gongen/Pilgrims' Haven

0

LOCATION (SECTOR) • PLANET

Each player who has at least two support icons in play generates 1 more energy here.

ILLUS. BY ROB ALEXANDER

• Mercury/Untapped Planet

3

LOCATION (SECTOR) • PLANET

As long as a player has exactly two ships here, that player's total power here is +4.

ILLUS. BY ROB ALEXANDER