

4 Anant Aeronaut **4**

Anant pilots are known for their bravery — and for taking risks. They are the most decorated pilots among the Shi.



CHARACTER • CROWN • ANANT • UNIT

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

Piloting 3 (As long as this character is aboard a ship, that ship is power +3 and tactics +3.)

- Pay 2 energy ≈ If this character is aboard a ship that has a weapon beneath it, damage target ship in a battle here.

ILLUS. BY SEAN MURRAY TM & © 2004 DECIPHER, INC. TC 135

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4 •Devanar-Damir **1**

Devanar's interrogation skills are well known to the Quay.



CHARACTER • CROWN • DAMIR • UNIT

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

At the end of each of your opponent's battle phases, if your opponent has a unit or ship here and didn't attack here, he or she loses 1 energy.

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5 •Irama-Ulshal **1**

An experienced explorer, Irama is confident enough to investigate other cultures in their own environments.



CHARACTER • KIZEN • CROWN • VISHAL • UNIT

POWER **3** TACTICS **3** DEFENSE **7**

As long as this character is at a location where you have no support icons, this character is immune to attrition.

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5 •Irama-Ulshal **1**

An experienced explorer, Irama is confident enough to investigate other cultures in their own environments.



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POWER **3** TACTICS **3** DEFENSE **7**

As long as this character is at a location where you have no support icons, this character is immune to attrition.

ILLUS. BY SEAN MURRAY TM & © 2004 DECIPHER, INC. TC 183

2 Kizen Sentinel **2**

Travellers among the Tilak family are often tasked with guarding the most sacred Shi locations.



CHARACTER • KIZEN • TILAK • WARRIOR • UNIT

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

As long as you have another kizen here, this character is power +2.

ILLUS. BY JEREMY McHUGH TM & © 2004 DECIPHER, INC. TC 187

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ILLUS. BY JEREMY McHUGH TM & © 2004 DECIPHER, INC. TC 187

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ILLUS. BY JEREMY McHUGH TM & © 2004 DECIPHER, INC. TC 187

3 **Himble Jockey** **3**

"What idiot fitted a plasma accelerator in front of the filter? Wait... that was me."



CHARACTER • HELLCATS • UNIT

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

Piloting 2 (As long as this character is aboard a ship, that ship is power +2 and tactics +2.)

- Pay 4 energy ≈ Make a ship this character is aboard power +**D** until end of turn.

ILLUS. BY MICHELLE SPALDING TM & © 2004 DECIPHER, INC. TC 141

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ILLUS. BY MICHELLE SPALDING TM & © 2004 DECIPHER, INC. TC 141

3 **Ore Hound** **2**

Before he'd even closed the analyzer door, the sample's density told him it was platinum ore – or better.



CHARACTER • CARTEL • TECH • UNIT

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

As long as this character is at a site, your side of that site gains an energy icon.

ILLUS. BY KIERAN YANNER TM & © 2004 DECIPHER, INC. TC 142

3 **Ore Hound** **2**

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As long as this character is at a site, your side of that site gains an energy icon.

ILLUS. BY KIERAN YANNER TM & © 2004 DECIPHER, INC. TC 142

4 **Ranarti-Anant** **5**

A consummate pilot and wayfarer, Ranarti favors exploration over conflict. Its skills have brought it tremendous success in both endeavors.



CHARACTER • KIZEN • CROWN • ANANT • UNIT

POWER **1** TACTICS **5** DEFENSE **3**

Piloting 3 (As long as this character is aboard a ship, that ship is power +3 and tactics +3.)

- Dismiss target other unit you have here ≈ This character is immune to attrition until end of turn.
- Pay 2 energy ≈ If this character is aboard a ship, move that ship to a sector battle at another sector.

ILLUS. BY KAY ALLEN TM & © 2004 DECIPHER, INC. TH 4

4 **Ranarti-Anant** **5**

A consummate pilot and wayfarer, Ranarti favors exploration over conflict. Its skills have brought it tremendous success in both endeavors.



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Piloting 3 (As long as this character is aboard a ship, that ship is power +3 and tactics +3.)

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ILLUS. BY KAY ALLEN TM & © 2004 DECIPHER, INC. TH 4

1 **Selfless Protector** **5**

Shi warriors do not hesitate to defend their consul.



CHARACTER • DAMIR • WARRIOR • UNIT

POWER **2** TACTICS **2** DEFENSE **5**

You may play this character at no energy cost at a site that has a **S** support icon on your side.

This character can't move from a site that has a **S** support icon on your side.

ILLUS. BY MARIANNE PLUMRIDGE TM & © 2004 DECIPHER, INC. TC 202

1 **Sultry Opportunist** **3**

Nicky Strahl laughed and shouted for another drink. "Hand over those dice. We're gonna let it ride."



CHARACTER • NEST • ROGUE • UNIT

POWER **1** TACTICS **1** DEFENSE **4**

At the start of each of your control phases, you may pay 2 energy. If you do, and **D** > opponent's **D**, retrieve a card.

ILLUS. BY MICHELLE SPALDING TM & © 2004 DECIPHER, INC. TU 157

4 **Stinger** **3**

Pieces of so many different vehicles have been grafted to this one that no one remembers what it looked like in the beginning.



VEHICLE • HELLCATS • UNIT

POWER **3** TACTICS **2** DEFENSE **5**

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

Transport 2 (Each time this vehicle moves, you may move with it up to two of your characters.)

ILLUS. BY BRYAN HEYBOER TM & © 2004 DECIPHER, INC. TC 155

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ILLUS. BY BRYAN HEYBOER TM & © 2004 DECIPHER, INC. TC 155

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ILLUS. BY BRYAN HEYBOER TM & © 2004 DECIPHER, INC. TC 155

3 **Independent Transport** **3**

The priorities of the Mavericks are simple: function over form. Unless, of course, you're talking about personal appearance.



SHIP (CAPACITY 3) • CAPITAL

POWER **2** TACTICS **1** DEFENSE **4**

Pay 2 energy ≈ Your side of this ship's location gains a support icon until end of turn.

ILLUS. BY SIMON TAYLOR TM & © 2004 DECIPHER, INC. TC 282

3 **Independent Transport** **3**

The priorities of the Mavericks are simple: function over form. Unless, of course, you're talking about personal appearance.



SHIP (CAPACITY 3) • CAPITAL

POWER **2** TACTICS **1** DEFENSE **4**

Pay 2 energy ≈ Your side of this ship's location gains a support icon until end of turn.

ILLUS. BY SIMON TAYLOR TM & © 2004 DECIPHER, INC. TC 282

3 **Seyalshi Upholder** **3**

The Sun provides awesome power and the Shi plan to keep it to themselves.



SHIP (CAPACITY 1) • DAMIR • FIGHTER

POWER **3** TACTICS **1** DEFENSE **6**

As long as your side of all locations have more total support icons than any other type of support icons, this ship is power +2.

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER, INC. TC 203

3 **Seyalshi Upholder** **3**

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SHIP (CAPACITY 1) • DAMIR • FIGHTER

POWER **3** TACTICS **1** DEFENSE **6**

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ILLUS. BY ROB BURNS TM & © 2004 DECIPHER, INC. TC 203

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ILLUS. BY ROB BURNS TM & © 2004 DECIPHER, INC. TC 203

4 Squadron Lead **3**

Shi pilots fly in formation, unless in pursuit of an enemy ship.



SHIP (CAPACITY 1) • VISHAL • FIGHTER

POWER **3** TACTICS **1** DEFENSE **6**

As long as you have no other ships here, for each of your opponent's ships here, this fighter is power +1 and defense +1.

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4 Squadron Lead **3**

Shi pilots fly in formation, unless in pursuit of an enemy ship.



SHIP (CAPACITY 1) • VISHAL • FIGHTER

POWER **3** TACTICS **1** DEFENSE **6**

As long as you have no other ships here, for each of your opponent's ships here, this fighter is power +1 and defense +1.

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER, INC. 1C 204

3 Sudeva Quarrel **3**

The Shi are protective of their assets, especially those envied by their enemies.



SHIP (CAPACITY 1) • SUDEVA • FIGHTER

POWER **3** TACTICS **1** DEFENSE **6**

As long as this ship is at a sector that has "Seyal" in its title, this ship is power +2.

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER, INC. 1C 208

3 Sudeva Quarrel **3**

The Shi are protective of their assets, especially those envied by their enemies.



SHIP (CAPACITY 1) • SUDEVA • FIGHTER

POWER **3** TACTICS **1** DEFENSE **6**

As long as this ship is at a sector that has "Seyal" in its title, this ship is power +2.

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER, INC. 1C 208

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ILLUS. BY ROB BURNS TM & © 2004 DECIPHER, INC. 1C 208

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ILLUS. BY ROB BURNS TM & © 2004 DECIPHER, INC. 1C 208

3 Tilak Quarrel **3**

"Always keep one eye on your six. Those blue blobs have a way of sneaking up on you." – Hellcat flyer



SHIP (CAPACITY 1) • TILAK • FIGHTER

POWER **3** TACTICS **1** DEFENSE **6**

As long as this ship is at a sector where you have no support icons, this ship is power +2.

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER, INC. 1C 212

3 Tilak Quarrel **3**

"Always keep one eye on your six. Those blue blobs have a way of sneaking up on you." – Hellcat flyer



SHIP (CAPACITY 1) • TILAK • FIGHTER

POWER **3** TACTICS **1** DEFENSE **6**

As long as this ship is at a sector where you have no support icons, this ship is power +2.

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER, INC. 1C 212

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SHIP (CAPACITY 1) • TILAK • FIGHTER

POWER **3** TACTICS **1** DEFENSE **6**

As long as this ship is at a sector where you have no support icons, this ship is power +2.

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Ganymede/Harvesting 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 JOEL BOUDEN TM & © 2004 DECIPHER INC. 15 303

Ganymede/Harvesting 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 JOEL BOUDEN TM & © 2004 DECIPHER INC. 15 303

Ganymede/Harvesting 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 JOEL BOUDEN TM & © 2004 DECIPHER INC. 15 303

Ganymede/Frontier 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 DENNIS CALERO TM & © 2004 DECIPHER INC. 15 303

Ganymede/Frontier Camp

0

LOCATION (SITE)

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ILLUS. BY DENNIS CALERO TM & © 2004 DECIPHER INC. 15 303

Ganymede/Frontier Camp

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ILLUS. BY DENNIS CALERO TM & © 2004 DECIPHER INC. 15 303

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. 15 296

Ganymede/Forward Base

0

LOCATION (SITE)

As long as you control this site and have a kizen here, your total power is +2 at each related site.

ILLUS. BY ALTHEA HIGDON TM & © 2004 DECIPHER INC. 15 303

Ganymede/Frontier 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 DENNIS CALERO TM & © 2004 DECIPHER INC. 15 303

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 DIEN TM & © 2004 DECIPHER INC. 1 C 309

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 DIEN TM & © 2004 DECIPHER INC. 1 C 310

Seyal/Light Side 0

LOCATION (SECTOR) • PLANET

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

ILLUS. BY DON FRY TM & © 2004 DECIPHER INC. 1 C 321

Themis/Mobile Asteroid 0

LOCATION (SECTOR) • ASTEROID

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

ILLUS. BY JEFF DEGENHARDT TM & © 2004 DECIPHER INC. 1 C 323

Assailing Vatarma 6

WEAPON (Character) • Melee • RANGED

Seyalshi duels are expected to be bloody. They wouldn't be entertaining otherwise.

Put a card from your hand on top of your used pile ≈ Your opponent chooses his or her target unit in a site battle here and damages it, unless he or she puts two cards from his or her hand on top of his or her used pile in any order. Your opponent can't choose a damaged unit.

ILLUS. BY JOE BOULDEN TM & © 2004 DECIPHER INC. 1 U 168

Assailing Vatarma 6

WEAPON (Character) • Melee • RANGED

Seyalshi duels are expected to be bloody. They wouldn't be entertaining otherwise.

Put a card from your hand on top of your used pile ≈ Your opponent chooses his or her target unit in a site battle here and damages it, unless he or she puts two cards from his or her hand on top of his or her used pile in any order. Your opponent can't choose a damaged unit.

ILLUS. BY JOE BOULDEN TM & © 2004 DECIPHER INC. 1 U 168

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WEAPON (Character) • Melee • RANGED

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Put a card from your hand on top of your used pile ≈ Your opponent chooses his or her target unit in a site battle here and damages it, unless he or she puts two cards from his or her hand on top of his or her used pile in any order. Your opponent can't choose a damaged unit.

ILLUS. BY JOE BOULDEN TM & © 2004 DECIPHER INC. 1 U 168

Expansion 3

INTERRUPT (Lost)

Location, location, location.

Choose one: Download an encampment that has a support icon matching one you have in play; or, if you have only one type of support icon in play, download an encampment.

(When you download a card, search your reserve for that card, reveal it to your opponent, and put it in your hand. Then shuffle your reserve.)

ILLUS. BY CHRIS DIEN TM & © 2004 DECIPHER INC. 1 C 280

Expansion 3

INTERRUPT (Lost)

Location, location, location.

Choose one: Download an encampment that has a support icon matching one you have in play; or, if you have only one type of support icon in play, download an encampment.

(When you download a card, search your reserve for that card, reveal it to your opponent, and put it in your hand. Then shuffle your reserve.)

ILLUS. BY CHRIS DIEN TM & © 2004 DECIPHER INC. 1 C 280

1 **Traginium Heist** **6**

If the Mavs can't win it in battle on Ganymede, they can jack it from a transport near lo.



INTERRUPT (Used)

You may only play this interrupt if you've won a battle this turn.

Your opponent reveals two cards from his or her hand, then puts them on top of his or her reserve pile in any order.

ILLUS. BY LIZ DANFORTH TM & © 2004 DECIPHER, INC. T C 150

1 **Traginium Heist** **6**

If the Mavs can't win it in battle on Ganymede, they can jack it from a transport near lo.



INTERRUPT (Used)

You may only play this interrupt if you've won a battle this turn.

Your opponent reveals two cards from his or her hand, then puts them on top of his or her reserve pile in any order.

ILLUS. BY LIZ DANFORTH TM & © 2004 DECIPHER, INC. T C 150

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If the Mavs can't win it in battle on Ganymede, they can jack it from a transport near lo.



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Your opponent reveals two cards from his or her hand, then puts them on top of his or her reserve pile in any order.

ILLUS. BY LIZ DANFORTH TM & © 2004 DECIPHER, INC. T C 150

0 **Well-concealed Charge** **6**

The Shi are always finding new and inventive ways to torment their enemies.



ASSET (LOCATION)

You may play this asset beneath one of your opponent's locations.

- Pay 3 energy = Make your total power here +4 until end of turn.

When your opponent controls this location, dismiss this asset.

ILLUS. BY JENNIFER RODGERS TM & © 2004 DECIPHER, INC. T C 219

0 **Well-concealed Charge** **6**

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ILLUS. BY JENNIFER RODGERS TM & © 2004 DECIPHER, INC. T C 219

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ILLUS. BY JENNIFER RODGERS TM & © 2004 DECIPHER, INC. T C 219