

1 **Frenzied Luhus** **3**

The battle rage of the Luhus is a fiery bloodlust with complete disregard for self-preservation. They know neither friend nor foe.



CHARACTER • LUHUS • INVERTER • UNIT

POWER **0** TACTICS **1** DEFENSE **5**

Pay 3 energy and put two of your other characters here on top of their owners' used piles in any order ≈ Invert this unit.

0 DEFENSE TACTICS 1 POWER 7

ILLUS. BY MATTIAS SMYGG TM & © 2004 DECIPHER INC. C23

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1 **Katal Inciter** **3**

It is said that a Quay warrior is vulnerable while recovering from kundanaka. So far, no one has been able to prove this claim.



CHARACTER • KATAL • PREDATOR • UNIT

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

Each time you win a battle here, you may put the top card of your used pile in your hand.

ILLUS. BY JAMES RYMAN TM & © 2004 DECIPHER INC. C27

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2 **Luhus Mauler** **2**

Maulers are evolved from excavators and have additional appendages. After kundanaka, they emit deadly levels of radiation and heat.



CHARACTER • LUHUS • INVERTER • UNIT

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

Pay 5 energy ≈ Invert this unit.

When you invert this character during a battle here, you may damage target unit here.

5 DEFENSE TACTICS 2 POWER 1

ILLUS. BY TREVOR CLAXTON TM & © 2004 DECIPHER INC. C24

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POWER **5** TACTICS **2** DEFENSE **1**

ILLUS. BY TREVOR CLAXTON TM & © 2004 DECIPHER INC. LC 244

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ILLUS. BY TREVOR CLAXTON TM & © 2004 DECIPHER INC. LC 244

1 **Makal Shrieker** **6**

A male Quay can generate a primal howl, a sound that terrorizes all who oppose him.



CHARACTER • MAKAL • PREDATOR • UNIT

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

Pay 3 energy ≈ Make this unit power +2 until end of turn.

ILLUS. BY MATTHIAS SMYGG TM & © 2004 DECIPHER INC. LC 248

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ILLUS. BY MATTHIAS SMYGG TM & © 2004 DECIPHER INC. LC 248

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2 **Qurim Rager** **3**

"A warrior understands an opponent's weakness, a predator exploits it for a quick death." — Qurim tribe training maxim



CHARACTER • QURIM • PREDATOR • UNIT

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

As long as this character is at a site, each character here that has piloting is defense -2.

ILLUS. BY ERIC DESCHAMPS TM & © 2004 DECIPHER INC. LC 253

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ILLUS. BY ERIC DESCHAMPS TM & © 2004 DECIPHER INC. LC 253

4 **Talkan** **4**

Talkan assumed control of the Qurim tribe by killing the leader during ritual combat. His fury leads him into battle ahead of his troops.



CHARACTER • KIZEN • QURIM • UNIT

POWER **3** TACTICS **2** DEFENSE **6**

- Put two cards from your hand on top of your used pile in any order ≈ This character is immune to attrition until end of turn.
- Put target character you have here on top of its owner's used pile ≈ Make this unit power +2 until end of turn.

ILLUS. BY TORSTEIN NORDSTRAND TM & © 2004 DECIPHER INC. TFF 5

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ILLUS. BY TORSTEIN NORDSTRAND TM & © 2004 DECIPHER, INC. C275

1 Torrid Katal **3**

After kundanakan, their hides become ashen, and their minds burn with rage.

CHARACTER • KATAL • INVERTER • UNIT

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

Pay 2 energy ≈ Invert this unit.

until end of turn.
• Pay 2 energy ≈ You cause attrition +1 here

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

ILLUS. BY MATTIAS SMYGG TM & © 2004 DECIPHER, INC. C271

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ILLUS. BY MATTIAS SMYGG TM & © 2004 DECIPHER, INC. C271

4 Volt Scrounge **2**

Vital for maintaining energy supply to command bunkers, these specialists will often tap into existing enemy power conduits.

CHARACTER • KATAL • INVERTER • UNIT

POWER **2** TACTICS **4** DEFENSE **6**

Put target other character you have here on top of its owner's used pile ≈ Invert this unit.

When you invert this character, your opponent pays 2 energy and you activate up to 2 energy.

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

ILLUS. BY SAMUEL ARAYA TM & © 2004 DECIPHER, INC. U273

1 Ilna Hekaton **3**

Ilna excel as pilots and navigators. They strike by surprise in agile groups and revel in the chaos of a firefight.

SHIP (CAPACITY 1) • QURIM • FIGHTER

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

When this ship enters play, your opponent pays 1 energy.

ILLUS. BY MATTIAS SMYGG TM & © 2004 DECIPHER, INC. C255

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When this ship enters play, your opponent pays 1 energy.

ILLUS. BY MATTIAS SMYGG TM & © 2004 DECIPHER INC. 1C255

6 **Qurim Life Ship** **2**

"I observed as the hideous vessel extended barbed tendrils down into the planet's surface and sucked power from its magnetic field." — Earther commander



SHIP (CAPACITY 4) • QURIM • CAPITAL

POWER **5** TACTICS **3** DEFENSE **7**

Characters aboard this ship don't count against its capacity.

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER INC. 1C255

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ILLUS. BY ROB BURNS TM & © 2004 DECIPHER INC. 1C255

4 **Tahka Life Ship** **2**

Life ships are propelled by thousands of hekatons.



SHIP (CAPACITY 4) • TAHKA • CAPITAL

POWER **4** TACTICS **3** DEFENSE **7**

Characters aboard this ship don't count against its capacity.
Put a unit from aboard this ship on top of its owner's used pile ≈ Make this ship power +1 until end of turn.

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER INC. 1C268

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Life ships are propelled by thousands of hekatons.



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POWER **4** TACTICS **3** DEFENSE **7**

Characters aboard this ship don't count against its capacity.
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ILLUS. BY ROB BURNS TM & © 2004 DECIPHER INC. 1C268

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ILLUS. BY ROB BURNS TM & © 2004 DECIPHER INC. 1C268

3 Type II Fighter **4**

Sturdy and reliable, Type II fighters are still a training mainstay for iCom.



SHIP (CAPACITY 1) • FIGHTER

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

As long as this ship is at a sector that has no support icons, this ship is power +2 and defense +2.

ILLUS. BY LORIN WOOD TM & © 2004 DECIPHER, INC. 1C292

3 Type II Fighter **4**

Sturdy and reliable, Type II fighters are still a training mainstay for iCom.



SHIP (CAPACITY 1) • FIGHTER

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

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ILLUS. BY LORIN WOOD TM & © 2004 DECIPHER, INC. 1C292

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

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ILLUS. BY LORIN WOOD TM & © 2004 DECIPHER, INC. 1C292

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ILLUS. BY LORIN WOOD TM & © 2004 DECIPHER, INC. 1C292

2 Luhus Dalaka **4**

Secondary spurs expand when a Quay becomes enraged, inflicting grievous wounds.



WEAPON (CHARACTER) • MELEE

• Pay 0 energy = You may pay **D** energy. If you do, damage target unit your opponent has in a site battle here that has defense < 5.

ILLUS. BY BRITT MARTIN TM & © 2004 DECIPHER, INC. 1C283

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ILLUS. BY BRITT MARTIN TM & © 2004 DECIPHER, INC. 1C283

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ILLUS. BY BRITT MARTIN TM & © 2004 DECIPHER, INC. 1C283

0 Expansion **3**

Location, location, location.



INTERRUPT (Lost)

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. 1C280

2 Revenge **4**

"The Shi may reign, but they do not rule. Show them this, and make your point in blood." — Ialkan



INTERRUPT (Lost)

Your opponent loses 2 energy from his or her reserve.

ILLUS. BY KIERAN YANNER TM & © 2004 DECIPHER, INC. 1C280

0 **The Beckoning** **4**

In times of distress, Quay call for aid through minute vibrations of their carapace.



ORDER (Used)

Search your used pile for an inverter, put it in your hand, then shuffle your used pile.

ILLUS. BY ERIC WILKERSON TM & © 2004 DECIPHER INC. LC 270

0 **The Beckoning** **4**

In times of distress, Quay call for aid through minute vibrations of their carapace.



ORDER (Used)

Search your used pile for an inverter, put it in your hand, then shuffle your used pile.

ILLUS. BY ERIC WILKERSON TM & © 2004 DECIPHER INC. LC 270

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ILLUS. BY ERIC WILKERSON TM & © 2004 DECIPHER INC. LC 270

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ORDER (Used)

Search your used pile for an inverter, put it in your hand, then shuffle your used pile.

ILLUS. BY ERIC WILKERSON TM & © 2004 DECIPHER INC. LC 270

1 **Rally Cry** **2**

Tribal calls are used in victory, and in need. It is honorable to call for reinforcements, as long as your enemy does not live to talk about it.



ASSET

Pay 3 energy ≈ Reveal the top card of your used pile. If it's a Quay unit, put it in your hand.

ILLUS. BY MICHAEL PHILIPPI TM & © 2004 DECIPHER INC. LC 251

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. LS 296

Ganymede/Hunters' Camp



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.)

0

ILLUS. BY LEO WINSFELD TM & © 2004 DECIPHER INC. LS 305

Ganymede/Hunters' Camp



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.)

0

ILLUS. BY LEO WINSFELD TM & © 2004 DECIPHER INC. LS 305

Ganymede/Hunters' Camp



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.)

0

ILLUS. BY LEO WINSFELD TM & © 2004 DECIPHER INC. LS 305

0

Ganymede/Hunters' Camp

LOCATION (SITE)

Unlimited, Encampment (Stack this card beneath target location where you have an energy (con, 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 LEO WINSFALO

T.M. & © 2004 DECIPHER INC. LC 309

0

Ganymede/Hunters' Camp

LOCATION (SITE)

Unlimited, Encampment (Stack this card beneath target location where you have an energy (con, 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 LEO WINSFALO

T.M. & © 2004 DECIPHER INC. LC 309

0

Ganymede/Occupied Tunnels

LOCATION (SITE) • UNDERGROUND

Vehicles don't add their power to a player's total power during a battle here.

ILLUS. BY PHILIPPE 'HRYX' GUYENNE

T.M. & © 2004 DECIPHER INC. LC 309

3

Ganymede/Traginium Source

LOCATION (SECTOR) • MOON

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

ILLUS. BY DAVID DEEN

T.M. & © 2004 DECIPHER INC. LC 309

3

Ganymede/Traginium Source

LOCATION (SECTOR) • MOON

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

ILLUS. BY DAVID DEEN

T.M. & © 2004 DECIPHER INC. LC 309

3

Ganymede/Valley

LOCATION (SITE)

Each time a card is revealed for destiny while using an ability of a weapon here, that card's destiny is +2.

ILLUS. BY DAVID DEEN

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