Flechette Torpedoes (2)
⤢➡ 🗲 **3** •)) **2-3**

+1 stress if hull value ≤ 4
(no hit needed)

Plasma Torpedoes (3)
⤢➡ 🗲 **4** •)) **2-3**

additionally remove 1 shield

Proton Torpedoes (4)
⤢➡ 🗲 **4** •)) **2-3**

One 👁 into one 💥

Ion Torpedoes (5)
⤢➡ 🗲 **4** •)) **2-3**

If hits, defender and R1 ships 1 ion

Advanced Proton Torp. (6)
⤢➡ 🗲 **5** •)) **1**

Up to 3 blanks into 👁

XX-23 S-Thread Tracers (1)
👁 🗲 **3** •)) **1-3**

If hit, friendly R1-2 ships get TL
on defender, then **cancel** dice

Advanced Homing Missiles (3)
⤢ 🗲 **3** •)) **2**

If hit, 1 **faceup** damage card
on defender, then **cancel** dice

Ion Pulse Missiles (3)
⤢ 🗲 **3** •)) **2-3**

If hit, 1 damage and 2 ion,
then **cancel** dice

Proton Rockets (3)
👁 🗲 **2** •)) **1**

Additional attack dice equal
to your agility value (max +3)

Cluster Missiles (4)
⤢➡ 🗲 **3** •)) **1-2**

Perform attack **twice**

Concussion Missiles (4)
⤢ 🗲 **4** •)) **2-3**

1 blank into 💥

Assault Missiles (5)
⤢ 🗲 **4** •)) **2-3**

If hit, R1 ships of defender 1 damage

Homing Missiles (5)
⤢ 🗲 **4** •)) **2-3**

Defender cannot spend evade tokens

Ion Bomb (2)
Drop when revealing maneuver
Detonates end of activation phase

All R1 ships 2 ion

Seismic Charge (2)
Drop when revealing maneuver
Detonates end of activation phase

All R1 ships 1 damage

Proton Bomb (5)
Drop when revealing maneuver
Detonates end of activation phase

All R1 ships 1 **faceup** damage card

Proximity Mine (3)
Action: Drop

Ship or template touching token:
All 💥 and 💥 from 3 attack dice

Cluster Mine (4)
Action: Drop

Ship or template touching token:
All 💥 from 2 attack dice

Conner Net (4)
Action: Drop

Ship or template touching token:
1 damage, 2 ion, no action

Version 1.1