

Anaheim Manufacturing

Qty	Card Name	Type
1	Anaheim Production Platform	Station
1	Marine Combat Outpost	Station: Module
1	Overload Shield Emitter	Station: Module
1	Orbital Laboratory	Station: Module
1	Automated Repair Facilities	Station: Module
1	Sustainment Base	Station: Module
1	Special Mining Techniques	Breakthru
1	Superior Salvage Operations	Breakthru
1	Economic Boom	Event
1	Orbital Minefields	Event
3	Quick Reaction Force	Marine
1	Artemis A&C Security Company	Marine
1	Direct Assault Response Team	Marine
2	Artemis A&C Tactical Company	Marine
1	'Glory Hounds' Company	Marine
1	Proven in Action	Option
1	'Inquisitor' Sensor Drones	Ship: Drones
3	'Regulator' Repair Drones	Ship: Drones
1	Zephyr	Ship: Fighter Wing
1	Shrike	Ship: Fighter Wing
1	Raven	Ship: Frigate
1	Skua	Ship: Destroyer
1	Rook	Ship: Destroyer
1	Seagull	Ship: Cruiser
1	Cockatrice	Ship: Cruiser
1	Drake	Ship: Cruiser
1	Petrel	Ship: Cruiser
1	Lark	Ship: Cruiser
1	Vulture	Ship: Cruiser
1	Hawk	Ship: Heavy Cruiser
1	Osprey	Ship: Battle Cruiser
1	Caspian	Ship: Battle Cruiser
2	Heron	Ship: Battle Cruiser
1	Condor	Ship: Battleship
1	Chimera	Ship: Battleship
1	Clever Distraction	Tactic
1	Explosive Decompression	Tactic
1	First and Only	Upgrade
1	Integrated Fire Control Systems	Upgrade
1	Gifted Logistician	Upgrade
2	Shipboard Barracks	Upgrade
1	Battle-Seasoned Crew	Upgrade

2	Damage Control Teams	Upgrade
1	Insured Asset	Upgrade
1	'Hoplon' Point Defense	Upgrade
1	Currency Stockpile	Stockpile Card
1	Resource Stockpile	Stockpile Card

Bank of the Galaxy		
Qty	Card Name	Type
1	BOTG Regional Headquarters	Station
1	Mint and Press Facility	Station: Module
1	Stellar Trade Commission	Station: Module
1	Galaxy News Network	Station: Module
1	Fighter Wing Garrison	Station: Module
1	Marine Combat Outpost	Station: Module
1	Trade Revolution	Breakthru
1	Unexpected Turn of Events	Event
1	Sabotage	Event
1	Subspace Fissure	Event
1	Diplomacy First	Event
1	Manipulated Markets	Event
1	Technological Backlash	Event
1	Industrial Espionage	Event
1	Political Intrigue	Event
2	Artemis A&C Security Company	Marine
1	Direct Assault Response Team	Marine
2	Artemis A&C Tactical Company	Marine
1	Artemis A&C Marauder Company	Marine
2	BOTG Saboteur Team	Option
1	Proven in Action	Option
1	Superior Shipboard Armory	Option
1	'Inquisitor' Sensor Drones	Ship: Drones
1	'Vandal' Saboteur Drones	Ship: Drones
1	Nightingale	Ship: Fighter Wing
1	Starling	Ship: Fighter Wing
1	Merlin	Ship: Frigate
1	Raven	Ship: Frigate
1	Crow	Ship: Destroyer
1	Raptor	Ship: Cruiser
2	Falcon	Ship: Cruiser
1	Egret	Ship: Cruiser
1	Petrel	Ship: Cruiser
2	Harpy	Ship: Cruiser
1	Vulture	Ship: Cruiser

2	Osprey	Ship: Heavy Cruiser
2	Caspian	Ship: Battle Cruiser
1	Chimera	Ship: Battleship
1	Financial Network Intrusion	Tactic
1	The Enemy Within	Tactic
1	Procurement Liaison	Upgrade
1	'Daedalus' Anti-Assault Rockets	Upgrade
1	Insured Asset	Upgrade
1	'Icarus' Point Defense	Upgrade
1	'Hades' MK II Assault Package	Upgrade
1	'Hoplon' Point Defense	Upgrade
1	Currency Stockpile	Stockpile Card
1	Resource Stockpile	Stockpile Card

Xeros Orbital Shipyards		
Qty	Card Name	Type
1	Xeros Orbital Shipyards	Station
1	Salvage Yard	Station: Module
1	Strip Miners	Station: Module
1	Interstellar Stock Exchange	Station: Module
1	Station Defense Suite	Station: Module
1	Automated Repair Facilities	Station: Module
1	Cybernetic Enhancements	Breakthru
1	Upgraded Ordinance	Breakthru
1	Planetside Disturbance	Event
1	Material Shortages	Event
1	Undiscovered Country	Event
1	Critical Design Failure	Event
1	Direct Assault Response Team	Marine
2	Marine Rifle Company	Marine
1	'Glory Hounds' Company	Marine
3	Xeros Contractors	Marine
1	Special Weapons Platoon	Option
1	Combat Medics	Option
3	'Deadeye' Designator Drones	Ship: Drones
1	'Inquisitor' Sensor Drones	Ship: Drones
1	Zephyr	Ship: Fighter Wing
1	Fury	Ship: Fighter Wing
1	Kestrel	Ship: Frigate
2	Razor Bill	Ship: Destroyer
1	Crow	Ship: Destroyer
1	Seagull	Ship: Cruiser
1	Cockatrice	Ship: Cruiser

2	King Fisher	Ship: Cruiser
1	Falcon	Ship: Cruiser
1	Egret	Ship: Cruiser
2	Harpy	Ship: Cruiser
1	Vulture	Ship: Cruiser
1	Osprey	Ship: Battle Cruiser
1	Caspian	Ship: Battle Cruiser
1	Heron	Ship: Battle Cruiser
2	Griffin	Ship: Battleship
1	Phoenix	Ship: Capital Ship
1	Sandpiper	Ship: Transport
1	Jump Drive Failure	Tactic
1	One Last Chance	Tactic
1	Shipboard Spies	Tactic
1	Talented Engineer	Upgrade
1	Insured Asset	Upgrade
1	'Hades' MK II Assault Package	Upgrade
1	Currency Stockpile	Stockpile Card
1	Resource Stockpile	Stockpile Card

Deep Space Colony		
Qty	Card Name	Type
1	Deepspace Colony	Station
1	Strip Miners	Station: Module
1	Interstellar Stock Exchange	Station: Module
1	Material Depot	Station: Module
1	Mint and Press Facility	Station: Module
1	'Nightwatch' Sentry Batteries	Station: Module
1	Early Warning Systems	Station: Module
1	Resource Management Center	Station: Module
1	Genetic Grooming	Breakthru
1	Inertial Dampeners	Breakthru
1	Feign Complicity	Event
1	Countermand	Event
1	Diplomacy First	Event
1	Derelict Ship's Knowledge	Event
1	Engineer Sapper Company	Marine
3	Colonial 'Pioneer' Company	Marine
1	Colonial 'Dragoon' Detachment	Marine
1	Combat Medics	Option
3	'Warlock' Countermeasure Drones	Ship: Drones
1	'Vandal' Saboteur Drones	Ship: Drones
1	Zephyr	Ship: Fighter Wing

1	Shrike	Ship: Fighter Wing
1	Merlin	Ship: Frigate
2	Pegasus	Ship: Frigate
1	Crow	Ship: Destroyer
1	Cockatrice	Ship: Cruiser
2	Drake	Ship: Cruiser
1	Harpy	Ship: Cruiser
1	Vulture	Ship: Cruiser
1	Tyrant	Ship: Heavy Cruiser
1	Eagle	Ship: Heavy Cruiser
1	Caspian	Ship: Battle Cruiser
1	Valkyrie	Ship: Battle Cruiser
1	Condor	Ship: Battleship
1	Griffin	Ship: Battleship
1	Ostrich	Ship: Capital Ship
1	Murrelet	Ship: Transport
1	Sector Defense Initiative	Tactic
1	Ambush	Tactic
1	Evening the Odds	Tactic
1	'Nike' Engine Augmentation	Upgrade
1	Kingmaker	Upgrade
1	Beloved Politician	Upgrade
1	'Daedalus' Anti-Assault Rockets	Upgrade
1	'Icarus' Point Defense	Upgrade
1	Supplemental Sensor Suite	Upgrade
1	'Aegis' Reactive Defense Systems	Upgrade
1	Currency Stockpile	Stockpile Card
1	Resource Stockpile	Stockpile Card

R.D.F. Skyline Defense HQ		
Qty	Card Name	Type
1	Skyline Defense Headquarters	Station
1	Salvage Yard	Station: Module
1	Strip Miners	Station: Module
1	Interstellar Stock Exchange	Station: Module
1	Marine Combat Outpost	Station: Module
1	Fire Support Center	Station: Module
1	Advanced Star Fighters	Breakthru
1	Accelerated Pilot Training	Breakthru
1	En Masse Deployment	Event
1	RDF Special Operations Group	Marine
3	Marine Rifle Company	Marine
2	RDF Red-I Company	Marine

1	Special Weapons Platoon	Option
1	Proven in Action	Option
1	Superior Shipboard Armory	Option
3	'Deadeye' Designator Drones	Ship: Drones
1	'Inquisitor' Sensor Drones	Ship: Drones
1	Zephyr	Ship: Fighter Wing
1	Shrike	Ship: Fighter Wing
1	Starling	Ship: Fighter Wing
1	Thrush	Ship: Fighter Wing
1	Kestrel	Ship: Frigate
1	Raven	Ship: Frigate
1	Razor Bill	Ship: Destroyer
1	Crow	Ship: Destroyer
1	Seagull	Ship: Cruiser
2	Drake	Ship: Cruiser
1	Lark	Ship: Cruiser
1	Harpy	Ship: Cruiser
1	Vulture	Ship: Cruiser
1	Owl	Ship: Heavy Cruiser
1	Hawk	Ship: Battle Cruiser
1	Osprey	Ship: Battle Cruiser
1	Dragon	Ship: Battle Cruiser
1	Roc	Ship: Battleship
2	Condor	Ship: Battleship
1	Long Spur	Ship: Capital Ship
1	The Bigger They Are	Tactic
1	Martyrdom	Tactic
1	Magazine Detonator	Tactic
1	Uncanny Luck	Tactic
1	Tenacious Ship's Captain	Upgrade
1	Ace Pilots	Upgrade
1	Retrofitted Fighter Bays	Upgrade
2	Battle-Seasoned Crew	Upgrade
1	Currency Stockpile	Stockpile Card
1	Resource Stockpile	Stockpile Card

Stellar Tax Gate		
Qty	Card Name	Type
1	Stellar Gate Tax Bureau	Station
1	Stellar Trade Commission	Station: Module
1	Distribution Center	Station: Module
1	Counter Intelligence Annex	Station: Module

1	Fighter Wing Garrison	Station: Module
1	Automated Repair Facilities	Station: Module
1	Sustainment Base	Station: Module
1	Improved Station Design	Breakthru
1	Galactic Economic Depression	Event
1	Political Refugees	Event
1	Artemis A&C Security Company	Marine
1	Direct Assault Response Team	Marine
1	Marine Rifle Company	Marine
2	Artemis A&C Tactical Company	Marine
1	'Glory Hounds' Company	Marine
1	Xeros Contractors	Marine
1	'Ares' Model Powered Armor	Option
1	'Apollo' Zero G Combat Armor	Option
2	'Sidekick' Decoy Drones	Ship: Drones
1	Shrike	Ship: Fighter Wing
1	Starling	Ship: Fighter Wing
1	Fury	Ship: Fighter Wing
1	Merlin	Ship: Frigate
1	Pegasus	Ship: Frigate
1	Razor Bill	Ship: Destroyer
1	Crow	Ship: Destroyer
1	Corsair	Ship: Cruiser
1	Raptor	Ship: Cruiser
1	Cockatrice	Ship: Cruiser
1	King Fisher	Ship: Cruiser
1	Drake	Ship: Cruiser
1	Falcon	Ship: Cruiser
1	Egret	Ship: Cruiser
1	Petrel	Ship: Cruiser
1	Tern	Ship: Heavy Cruiser
1	Seraphim	Ship: Heavy Cruiser
1	Eagle	Ship: Heavy Cruiser
1	Osprey	Ship: Battle Cruiser
1	Caspian	Ship: Battle Cruiser
1	Condor	Ship: Battleship

1	Chimera	Ship: Battleship
2	Griffin	Ship: Battleship
1	Puffin	Ship: Freighter
1	Pelican	Ship: Freighter
1	Jaeger	Ship: Transport
1	Uninvited Guests	Tactic
1	Ramming Speed	Tactic
1	Picket Admiral	Upgrade
1	Fleet Chaplain	Upgrade
1	Improved Weapons Package	Upgrade
1	Currency Stockpile	Stockpile Card
1	Resource Stockpile	Stockpile Card

Independent Shipping Outfit		
Qty	Card Name	Type
1	Independent Shipping Outfit	Station
1	Distribution Center	Station: Module
1	Station Defense Suite	Station: Module
1	Resource Management Center	Station: Module
1	Port of Call	Station: Module
1	ECM Jamming Array	Station: Module
1	Terrorist Attack	Event
1	Lost in the Fold	Event
1	Quick Reaction Force	Marine
2	Artemis A&C Marauder Company	Marine
1	Merchant Marines	Marine
2	Colonial 'Dragoon' Detachment	Marine
1	Superior Shipboard Armory	Option
3	'Warlock' Countermeasure Drones	Ship: Drones
1	'Inquisitor' Sensor Drones	Ship: Drones
2	'Sidekick' Decoy Drones	Ship: Drones
1	Pegasus	Ship: Frigate
1	Kestrel	Ship: Frigate
1	Raven	Ship: Frigate
1	Skua	Ship: Destroyer
1	Razor Bill	Ship: Destroyer
1	Corsair	Ship: Cruiser
1	Raptor	Ship: Cruiser
2	Seagull	Ship: Cruiser
1	King Fisher	Ship: Cruiser
1	Falcon	Ship: Cruiser
1	Petrel	Ship: Cruiser
1	Tyrant	Ship: Heavy Cruiser

1	Eagle	Ship: Heavy Cruiser
1	Caspian	Ship: Battle Cruiser
1	Valkyrie	Ship: Battle Cruiser
2	Hydra	Ship: Battleship
1	Archangel	Ship: Battleship
1	Puffin	Ship: Freighter
2	Pelican	Ship: Freighter
1	Cormorant	Ship: Freighter
1	Murrelet	Ship: Transport
1	Exceptional Heroism	Tactic
1	Trojan Horses	Tactic
1	Salvage Opportunity	Tactic
1	Underestimated	Tactic
1	'Nemesis' Auto-Destruct Failsafe	Upgrade
1	Extreme Long Range Sensors	Upgrade
1	Drone Annex	Upgrade
1	'Aegis' Reactive Defense Systems	Upgrade
1	Currency Stockpile	Stockpile Card
1	Resource Stockpile	Stockpile Card

Marine Training Division		
Qty	Card Name	Type
1	Marine Training Division	Station
1	'Prometheus' Assault Batteries	Station: Module
1	Vanguard Station Fortification	Station: Module
1	Counter Intelligence Annex	Station: Module
1	Fighter Wing Garrison	Station: Module
1	Sky Marshal Police Annex	Station: Module
1	Reactive Armor Plating	Breakthru
1	Emergency Transporters	Breakthru
1	For the Glory of the Regiment	Event
1	Vanguard Battalion	Marine
1	Quick Reaction Force	Marine
1	RDF Special Operations Group	Marine
3	Military Police Company	Marine
1	Artemis A&C Security Company	Marine
1	RDF Red-I Company	Marine
1	RDF Mechanized Infantry Company	Marine
1	Veteran Sergeant Major	Option

1	Shock Troops	Option
1	Combat Medics	Option
1	Zephyr	Ship: Fighter Wing
1	Shrike	Ship: Fighter Wing
1	Starling	Ship: Fighter Wing
2	Fury	Ship: Fighter Wing
1	Pegasus	Ship: Frigate
1	Kestrel	Ship: Frigate
1	Raven	Ship: Frigate
1	Skua	Ship: Destroyer
1	Crow	Ship: Destroyer
1	Cockatrice	Ship: Cruiser
2	King Fisher	Ship: Cruiser
1	Drake	Ship: Cruiser
1	Owl	Ship: Heavy Cruiser
2	Osprey	Ship: Battle Cruiser
2	Sphinx	Ship: Battle Cruiser
1	Albatross	Ship: Capital Ship
2	Vireo	Ship: Transport
1	Jaeger	Ship: Transport
3	Sandpiper	Ship: Transport
1	Semper Fidelis	Tactic
1	Heroic Last Stand	Tactic
1	Limited Objective	Tactic
1	Caught in the Open	Tactic
1	Integrated Fire Control Systems	Upgrade
1	Damage Control Teams	Upgrade
1	Currency Stockpile	Stockpile Card
1	Resource Stockpile	Stockpile Card

Merchant Marines Logistics Center		
Qty	Card Name	Type
1	Merchant Marines Logistics Center	Station
1	Material Depot	Station: Module
1	Distribution Center	Station: Module
1	Sustainment Base	Station: Module
1	Sky Marshal Police Annex	Station: Module
1	Customs House	Station: Module
1	An Elephant Graveyard	Event
1	Privateers	Event
1	Equipment Surplus	Event
1	Successful Command Acquisition	Event
1	Free Trade Agreement	Event

3	Military Police Company	Marine
1	Artemis A&C Security Company	Marine
2	Xeros Contractors	Marine
2	Merchant Marines	Marine
1	Master at Arms	Option
1	Shock Troops	Option
1	'Inquisitor' Sensor Drones	Ship: Drones
2	'Sidekick' Decoy Drones	Ship: Drones
1	Fury	Ship: Fighter Wing
1	Merlin	Ship: Frigate
1	Pegasus	Ship: Frigate
1	Kestrel	Ship: Frigate
1	Razor Bill	Ship: Destroyer
1	Rook	Ship: Destroyer
1	King Fisher	Ship: Cruiser
1	Falcon	Ship: Cruiser
1	Petrel	Ship: Cruiser
1	Lark	Ship: Cruiser
1	Vulture	Ship: Cruiser
1	Owl	Ship: Heavy Cruiser
1	Hawk	Ship: Heavy Cruiser
2	Caspian	Ship: Battle Cruiser
1	Sphinx	Ship: Battle Cruiser
1	Wyvern	Ship: Capital Ship
1	Oriole	Ship: Freighter
1	Puffin	Ship: Freighter
2	Pelican	Ship: Freighter
1	Vireo	Ship: Transport
1	Murrelet	Ship: Transport
1	Sandpiper	Ship: Transport
1	Last Ditch Attempt	Tactic
1	Reserved Reinforcements	Tactic
1	Shipboard Barracks	Upgrade
1	Nihilus Focusing Matrix	Upgrade
1	'Aegis' Reactive Defense Systems	Upgrade
1	Currency Stockpile	Stockpile Card
1	Resource Stockpile	Stockpile Card

Rattlesnake Confederacy		
Qty	Card Name	Type
1	Rattlesnake Confederation Outpost	Station
1	Devastator Cannon	Station: Module
1	Material Depot	Station: Module

1	Mint and Press Facility	Station: Module
1	Remote Observation Relay	Station: Module
1	Titanic Solar Flare	Event
1	Countermand	Event
1	Luddite Revolt	Event
1	Quick Reaction Force	Marine
3	Colonial 'Pioneer' Company	Marine
3	Colonial 'Dragoon' Detachment	Marine
1	Special Weapons Platoon	Option
1	Shock Troops	Option
1	'Vandal' Saboteur Drones	Ship: Drones
1	Zephyr	Ship: Fighter Wing
1	Shrike	Ship: Fighter Wing
2	Starling	Ship: Fighter Wing
1	Fury	Ship: Fighter Wing
2	Merlin	Ship: Frigate
1	Kestrel	Ship: Frigate
1	Raven	Ship: Frigate
1	Rook	Ship: Destroyer
1	Corsair	Ship: Cruiser
1	Seagull	Ship: Cruiser
1	Cockatrice	Ship: Cruiser
2	King Fisher	Ship: Cruiser
2	Drake	Ship: Cruiser
1	Petrel	Ship: Cruiser
1	Tyrant	Ship: Heavy Cruiser
1	Osprey	Ship: Battle Cruiser
1	Valkyrie	Ship: Battle Cruiser
1	Condor	Ship: Battleship
1	Hydra	Ship: Battleship
1	Moa	Ship: Capital Ship
1	Pelican	Ship: Freighter
1	Jaeger	Ship: Transport
1	Sandpiper	Ship: Transport
1	Hull Breach	Tactic
1	Crackshot	Tactic
1	Bait and Switch	Tactic
1	Lunatics and Madmen	Tactic
1	Devastated Morale	Tactic
1	Integrated Fire Control Systems	Upgrade
1	'Icarus' Point Defense	Upgrade
1	Reinforced Superstructure	Upgrade
1	Currency Stockpile	Stockpile Card
1	Resource Stockpile	Stockpile Card