

6
WARFARE II

Primary Ability:

Place the HighAlertToken in a system.
Your ships in the system with the token gain
+1 movement and +1 on all combat rolls.
If you move any ships from this system,
you may move the token with them.
Remove the token from the board
at the start of the next status phase.

Secondary Ability:

Spend 1CC(SA)
to move up to two of your ships
from unactivated systems into
any adjacent systems you control.
This does not activate the destination system(s).

6
WARFARE II

Primary Ability:

Place the HighAlertToken in a system.
Your ships in the system with the token gain
+1 movement and +1 on all combat rolls.
If you move any ships from this system,
you may move the token with them.
Remove the token from the board
at the start of the next status phase.

Secondary Ability:

Spend 1CC(SA)
to move up to two of your ships
from unactivated systems into
any adjacent systems you control.
This does not activate the destination system(s).

6
WARFARE II

Primary Ability:

Place the HighAlertToken in a system.
Your ships in the system with the token gain
+1 movement and +1 on all combat rolls.
If you move any ships from this system,
you may move the token with them.
Remove the token from the board
at the start of the next status phase.

Secondary Ability:

Spend 1CC(SA)
to move up to two of your ships
from unactivated systems into
any adjacent systems you control.
This does not activate the destination system(s).

6
WARFARE II

Primary Ability:

Place the HighAlertToken in a system.
Your ships in the system with the token gain
+1 movement and +1 on all combat rolls.
If you move any ships from this system,
you may move the token with them.
Remove the token from the board
at the start of the next status phase.

Secondary Ability:

Spend 1CC(SA)
to move up to two of your ships
from unactivated systems into
any adjacent systems you control.
This does not activate the destination system(s).