These special action cards that Graphics Director Joel Shutts created will shake up your next game of Star Fleet Battle Force!

**Smart Drones:** This card will make drone attacks more powerful. Just don’t ask us where Joel got the ideas as we cannot find any of those special rules in SFB!

**Sabotage:** This is a special attack card, perhaps damaging an enemy ship (that your opponent thought was safe) in addition to your normal attack.

**Resupply:** This card can be used when your hand is full of cards you can’t (or don’t want to) use but you still want to get some new cards to use in the future.

**Devil’s Gambit:** One of your captains pulled a maneuver that was so sneaky you still aren’t exactly sure what he did, but you got back a ship you thought was dead so quit asking questions!

**Ambush:** Your enemy was prepared for anything — except for what you did! This turn, one target has no defensive cards and is vulnerable to your desperate attack!

**Ancient Power:** The strange energy field has the listed effects on every player in the game including yourself.

**WATCH FOR KICKSTARTER**

As soon as we can get printer quotes, we plan to put the long-delayed SFBF expansions on Kickstarter.