As we continue to work on the expansions, we present five heavy battlecruiser cards for your enjoyment. (The Lyran was in CL#27 and we’ve handed out hundreds of Federation and Klingon BCH cards.) We apologize for the continued delay in publishing the expansions, but things keep taking longer than they should. The schedule trainwreck is discussed elsewhere and we need not belabor the point here. Some of the cards below are for new races presented in CL#25, CL#27, and CL#29. The ISC CC can fire two plasma-F cards (at fighters or PFs) from its plasma-F icon.

**WEAPONS TRANSLATION CHART**

**PPD:** Can fire any plasma torpedo. Doubles the damage caused by a plasma-F or plasma-S.

**ESG:** Can fire drone cards (which cannot be doubled by scatter-packs or legendary gunner). Ships using cloaks, erratic maneuvers, or wild weasels cannot use ESGs.

- **Offensively:** the ESG has the range limit, a tractor beam card used by the target reduces damage by 50%. A drone or hellbore card can be used defensively against an ESG attack and reduces ESG damage directly. Shield cards work but ECM, wild weasel, erratic maneuver, and other defenses don’t work.
- **Defensively:** reduce drone or hellbore attacks by 200% and fighter attacks by the stated value of the drone card.

**FUSION:** Can fire disruptor cards.

**HELLBORE:** Can fire photon cards.

**PHASER-G:** Can fire phaser-3 cards (note range limit) but the amount of damage is doubled.