



## MODIFICATION CARDS

Modification cards can be added to any Category 1-5 unit (i.e. not troops). Only one of each card type can be added to a unit.



**ARMOR +3**  
COST: 10 PTS.



**HULL +1**  
COST: 5 PTS.



**MOVE +1**  
COST: 5 PTS.



**SPARK +1**  
COST: 20 PTS.



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COST: 10 PTS.



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COST: 5 PTS.



**MOVE +1**  
COST: 5 PTS.



**SPARK +1**  
COST: 20 PTS.



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