Galaxy		Heavy Cruiser					Points 71	A
	Ship Abilities	Shields		20 (30)			Sensors	
	None	Imp	ulse	6			WPS	
		Hull		30			ECM	
		EP		3				
	Weapons	Qty	Hit	Dmg	Range	Arc	Extra	
	Phaser (F)	5	+3	3	12"	270		
	Phaser(P/S)	1	+3	3	12"	90		
	Phaser (A)	2	+3	3	12"	90		
	Photon Torpedos (F)	1	+4	8	8"	90	-2 vs shields, Burst 5	
	Photon Torpedos (A)	1	+4	8	8"	90	-2 vs shields	s, Burst 3

Roll	System	Effect
	Critical Hit	Damage *1.5 rounded down
1	Nothing happens	
2	Weapons damaged	-1
3	Sensors	-1
4	Impulse	-1D3
5	Hull breach	-2 Hull
6	Shield Disabled	1 turn
7	Secondary Weapons	Weapon receives a Red
l '	Secondary weapons	Disabled Token
	Warp core	Ship receives a red Power
8	malfunction	Token

Effect
+4
+1
+1
-1
-1 energy turn <90°
+1
-1 energy
-1 EP, Power to green

Abilities	Effects
Cloak	no shields or weapons
	1 re-roll on attack
	move up to 2" after movement
	cannot be targeted further than 8"
Fast Turn	can turn 90°
Ablative Armour	negates critical effects
Regenerative Ablative	negates critical effects
Armour	regenerates 1D6 every turn
Regeneration	regenerates 1D6 Hull

		Roll 1D6	Target must be in forward arc, -1 EP
Dicord N	Picard Maneuver	1	Ship receives a Red Power token
	(A,M,ATT)	2-6	Place ship 4" from target
	(,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,		Roll for all fore weapons
8"			Re-roll all misses

Miranda		Destroyer					Points 33	A
	Ship Abilities	Shields		12 (18)			Sensors	
	None	Impulse		8			WPS	
OLELE-201		н	Hull				ECM	
		EP		3				
	Weapons	Qty	Hit	Dmg	Range	Arc	Extra	
	Phaser (F)	1	+3	3	12"	180		
	Phaser(P/S)	1	+3	3	12"	180		
	Phaser (A)	2	+3	3	12"	90		
	Photon Torpedos (F)	2	+4	8	8"	90	-2 vs shields	i
	Photon Torpedos (A)	1	+4	8	8"	90	-2 vs shields	

Roll	System	Effect
	Critical Hit	Damage *1.5 rounded down
1	Nothing happens	
2	Weapons damaged	-1
3	Sensors	-1
4	Impulse	-1D3
5	Hull breach	-2 Hull
6	Shield Disabled	1 turn
7	Secondary Weapons	Weapon receives a Red
1	Secondary weapons	Disabled Token
	Warp core	Ship receives a red Power
8	malfunction	Token

Order	Effect
Boost Shields	+4
Boots Weapons	+1
Boost Sensors	+1
Boost ECM	-1
Emergency Turn	-1 energy turn <90°
Boost Impulse	+1
Emergency turn < 90	-1 energy
Emergency Core	-1 EP, Power to green

Abilities	Effects
Cloak	no shields or weapons
	1 re-roll on attack
	move up to 2" after movement
	cannot be targeted further than 8"
Fast Turn	can turn 90°
Ablative Armour	negates critical effects
Regenerative Ablative	negates critical effects
Armour	regenerates 1D6 every turn
Regeneration	regenerates 1D6 Hull

		Roll 1D6	Target must be in forward arc, -1 EP
	Picard Maneuver (A,M,ATT)	1	Ship receives a Red Power token
			Place ship 4" from target
	(,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	2-6	Roll for all fore weapons
8"			Re-roll all misses

New Orleans	v Orleans Escort						Points 32	A
	Ship Abilities	Shields		8 (12)			Sensors	
A MY THE	None	Impulse		6			WPS	
IB HERAMEER		Hull		12			ECM	
		EP		3				
	Weapons	Qty	Hit	Dmg	Range	Arc	Extra	
	Phaser (F)	4	+3	3	12"	270		
	Phaser (A)	2	+3	3	12"	90		
	Photon Torpedos (F)	2	+4	8	8"	90	-2 vs shields	
	Photon Torpedos (A)	1	+4	8	8"	90	-2 vs shields	

Roll	System	Effect
	Critical Hit	Damage *1.5 rounded down
1	Nothing happens	
2	Weapons damaged	-1
3	Sensors	-1
4	Impulse	-1D3
5	Hull breach	-2 Hull
6	Shield Disabled	1 turn
7	Secondary Weapons	Weapon receives a Red
· '		Disabled Token
	Warp core	Ship receives a red Power
8	malfunction	Token

Order	Effect
Boost Shields	+4
Boots Weapons	+1
Boost Sensors	+1
Boost ECM	-1
Emergency Turn	-1 energy turn <90°
Boost Impulse	+1
Emergency turn < 90	-1 energy
Emergency Core	-1 EP, Power to green

Abilities	Effects
	no shields or weapons
Cloak	1 re-roll on attack
	move up to 2" after movement
	cannot be targeted further than 8"
Fast Turn	can turn 90°
Ablative Armour	negates critical effects
Regenerative Ablative	negates critical effects
Armour	regenerates 1D6 every turn
Regeneration	regenerates 1D6 Hull

		Roll 1D6	Target must be in forward arc, -1 EP				
	Picard Maneuver	1	Ship receives a Red Power token				
	(A,M,ATT)	2-6	Place ship 4" from target				
	(,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,		Roll for all fore weapons				
8"			Re-roll all misses				

Constitution		Heavy Cruiser					Points 41	A
	Ship Abilities	Shields		20 (30)			Sensors	
	None	Impulse		6			WPS	
or the sh		H	ull	30			ECM	
• @ •		E	P	3				
j j	Weapons	Qty	Hit	Dmg	Range	Arc	Extra	
	Phaser (F)	1	+3	3	12"	180		
	Phaser(P/S)	1	+3	3	12"	180		
	Phaser (A)	2	+3	3	12"	90		
	Photon Torpedos (F)	2	+4	8	8"	90	-2 vs shields	
	Photon Torpedos (A)	1	+4	8	8"	90	-2 vs shields	

Roll	System	Effect
	Critical Hit	Damage *1.5 rounded down
1	Nothing happens	
2	Weapons damaged	-1
3	Sensors	-1
4	Impulse	-1D3
5	Hull breach	-2 Hull
6	Shield Disabled	1 turn
7	Secondary Weapons	Weapon receives a Red
· '		Disabled Token
	Warp core	Ship receives a red Power
8	malfunction	Token

Order	Effect
Boost Shields	+4
Boots Weapons	+1
Boost Sensors	+1
Boost ECM	-1
Emergency Turn	-1 energy turn <90°
Boost Impulse	+1
Emergency turn < 90	-1 energy
Emergency Core	-1 EP, Power to green

Abilities	Effects
	no shields or weapons
Cloak	1 re-roll on attack
	move up to 2" after movement
	cannot be targeted further than 8"
Fast Turn	can turn 90°
Ablative Armour	negates critical effects
Regenerative Ablative	negates critical effects
Armour	regenerates 1D6 every turn
Regeneration	regenerates 1D6 Hull

Picard Maneuver (A,M,ATT)	Roll 1D6	Target must be in forward arc, -1 EP
	1	Ship receives a Red Power token
	2-6	Place ship 4" from target
		Roll for all fore weapons
		Re-roll all misses

B'rel			Destroyer					Å
	Ship Abilities	Shields Impulse		12 (18)			Sensors	
	Cloak			8			WPS ECM	
		Н	ull	18				
		E	Р	3				
	Weapons	Qty	Hit	Dmg	Range	Arc	Extra	
	Disruptor Cannon (F)	2	+4	3	12"	90	Burst 2, -1 v	s shields
	Photon Torpedos (F)	1	+4	8	8"	90	-2 vs shields	i

Roll	System	Effect
	Critical Hit	Damage *1.5 rounded down
1	Nothing happens	
2	Weapons damaged	-1
3	Sensors	-1
4	Impulse	-1D3
5	Hull breach	-2 Hull
6	Shield Disabled	1 turn
7	Secondary Weapons	Weapon receives a Red
· '		Disabled Token
	Warp core	Ship receives a red Power
8	malfunction	Token

Order	Effect
Boost Shields	+4
Boots Weapons	+1
Boost Sensors	+1
Boost ECM	-1
Emergency Turn	-1 energy turn <90°
Boost Impulse	+1
Emergency turn < 90	-1 energy
Emergency Core	-1 EP, Power to green

Abilities	Effects
	no shields or weapons
Cloak	1 re-roll on attack
	move up to 2" after movement
	cannot be targeted further than 8"
Fast Turn	can turn 90°
Ablative Armour	negates critical effects
Regenerative Ablative	negates critical effects
Armour	regenerates 1D6 every turn
Regeneration	regenerates 1D6 Hull

Chang's Tactic (ATT)	Roll 1D6	Must be cloaked, -1 EP
	1-2	Ship receives a Red Power token
	3-6	Fire weapons while cloaked

K'tinga		Неа	vy C	ruiser	•		Points 42	À
	Ship Abilities	Shields20 (30)Impulse6Hull30		20 (30)			Sensors	
	Cloak			6			WPS	
					ECM			
			EP					
	Weapons	Qty	Hit	Dmg	Range	Arc	Extra	
	Disruptor (F)	4	+4	4	12"	90	-1 vs shields	
	Disruptor (A)	2	+4	4	12"	90	-1 vs shields	
	Photon Torpedos (F)	1	+4	8	8"	90	-2 vs shields	
	Photon Torpedos (A)	1	+4	8	8"	90	-2 vs shields	

Roll	System	Effect
	Critical Hit	Damage *1.5 rounded down
1	Nothing happens	
2	Weapons damaged	-1
3	Sensors	-1
4	Impulse	-1D3
5	Hull breach	-2 Hull
6	Shield Disabled	1 turn
7	Secondary Weapons	Weapon receives a Red
'	Secondary weapons	Disabled Token
	Warp core	Ship receives a red Power
8	malfunction	Token

Order	Effect
Boost Shields	+4
Boots Weapons	+1
Boost Sensors	+1
Boost ECM	-1
Emergency Turn	-1 energy turn <90°
Boost Impulse	+1
Emergency turn < 90	-1 energy
Emergency Core	-1 EP, Power to green

Abilities	Effects
	no shields or weapons
Cloak	1 re-roll on attack
	move up to 2" after movement
	cannot be targeted further than 8"
Fast Turn	can turn 90°
Ablative Armour	negates critical effects
Regenerative Ablative	negates critical effects
Armour	regenerates 1D6 every turn
Regeneration	regenerates 1D6 Hull

Chang's Tactic (ATT)	Roll 1D6	Must be cloaked, -1 EP
	1-2	Ship receives a Red Power token
	3-6	Fire weapons while cloaked

K'vort		Ligh	nt Cru	uiser			Points 40	Å
	Ship Abilities			16 (20)			Sensors	
	Cloak			6			WPS	
				24		ECM	ECM	
		EP		3				
	Weapons	Qty	Hit	Dmg	Range	Arc	Extra	
	Disruptor Cannon (F)	2	+4	3	12"	90	Burst 2, -1 vs shields	
	Photon Torpedos (F)	1 +4 8 8" 90 -2		-2 vs shields	-2 vs shields			

Roll	System	Effect
	Critical Hit	Damage *1.5 rounded down
1	Nothing happens	
2	Weapons damaged	-1
3	Sensors	-1
4	Impulse	-1D3
5	Hull breach	-2 Hull
6	Shield Disabled	1 turn
7	Secondary Weapons	Weapon receives a Red
'		Disabled Token
	Warp core	Ship receives a red Power
8	malfunction	Token

Order	Effect
Boost Shields	+4
Boots Weapons	+1
Boost Sensors	+1
Boost ECM	-1
Emergency Turn	-1 energy turn <90°
Boost Impulse	+1
Emergency turn < 90	-1 energy
Emergency Core	-1 EP, Power to green

Abilities	Effects
	no shields or weapons
Cloak	1 re-roll on attack
	move up to 2" after movement
	cannot be targeted further than 8"
Fast Turn	can turn 90°
Ablative Armour	negates critical effects
Regenerative Ablative	negates critical effects
Armour	regenerates 1D6 every turn
Regeneration	regenerates 1D6 Hull

Chang's Tactic (ATT)	Roll 1D6	Must be cloaked, -1 EP
	1-2	Ship receives a Red Power token
	3-6	Fire weapons while cloaked

Vor'cha		Неа	vy C	ruiser	•		Points 64	
	Ship Abilities	Shields Impulse		20 (30)			Sensors	
	Cloak			6			WPS ECM	
		н	Hull 30					
		EP		3				
	Weapons	Qty	Hit	Dmg	Range	Arc	Extra	
	Disruptor (F)	4	+4	4	12"	90	-1 vs shields	
	Disruptor (A)	2	+4	4	12"	90	-1 vs shields	
	Disruptor Cannon (F)	2	+4	3	12"	90	Burst 3, -1 vs shield	
	Photon Torpedos (F)	3	+4	8	8"	90	-2 vs shields	
	Photon Torpedos (A)	1	+4	8	8"	90	-2 vs shields	

Roll	System	Effect
	Critical Hit	Damage *1.5 rounded down
1	Nothing happens	
2	Weapons damaged	-1
3	Sensors	-1
4	Impulse	-1D3
5	Hull breach	-2 Hull
6	Shield Disabled	1 turn
7	Secondary Weapons	Weapon receives a Red
l '	Secondary weapons	Disabled Token
	Warp core	Ship receives a red Power
8	malfunction	Token

Order	Effect
Boost Shields	+4
Boots Weapons	+1
Boost Sensors	+1
Boost ECM	-1
Emergency Turn	-1 energy turn <90°
Boost Impulse	+1
Emergency turn < 90	-1 energy
Emergency Core	-1 EP, Power to green

Abilities	Effects					
	no shields or weapons					
Cloak	1 re-roll on attack					
Cluak	move up to 2" after movement					
	cannot be targeted further than 8"					
Fast Turn	can turn 90°					
Ablative Armour	negates critical effects					
Regenerative Ablative	negates critical effects					
Armour	regenerates 1D6 every turn					
Regeneration	regenerates 1D6 Hull					

Chang's Tactic	Roll 1D6	Must be cloaked, -1 EP
(ATT)	1-2	Ship receives a Red Power token
(,,,,,)	3-6	Fire weapons while cloaked

D'Deridex			Battleship					-
	Ship Abilities	Shields		24 (36)			Sensors	
	Cloak	Imp	ulse	6			WPS	
		Hull		36	36		ECM	
				3				
	Weapons	Qty	Hit	Dmg	Range	Arc	Extra	
	Disruptor (F)	5	+4	4	12"	90	-1 vs shields	i
	Disruptor (A)	1	+4	4	12"	90	-1 vs shields	i
	Phasors (P/S)	2	+3	3	12"	180		
	Photon Torpedos (F)	1	+4	8	8"	90	-2 vs shields	, Burst 3
	Photon Torpedos (A)	1	+4	8	8"	90	-2 vs shields	

Roll	System	Effect
	Critical Hit	Damage *1.5 rounded down
1	Nothing happens	
2	Weapons damaged	-1
3	Sensors	-1
4	Impulse	-1D3
5	Hull breach	-2 Hull
6	Shield Disabled	1 turn
7	Secondary Weapons	Weapon receives a Red
'	Secondary weapons	Disabled Token
	Warp core	Ship receives a red Power
8	malfunction	Token

Order	Effect
Boost Shields	+4
Boots Weapons	+1
Boost Sensors	+1
Boost ECM	-1
Emergency Turn	-1 energy turn <90°
Boost Impulse	+1
Emergency turn < 90	-1 energy
Emergency Core	-1 EP, Power to green

Abilities	Effects					
	no shields or weapons					
Cloak	1 re-roll on attack					
Cluar	move up to 2" after movement					
	cannot be targeted further than 8"					
Fast Turn	can turn 90°					
Ablative Armour	negates critical effects					
Regenerative Ablative	negates critical effects					
Armour	regenerates 1D6 every turn					
Regeneration	regenerates 1D6 Hull					

Hack	Roll 1D6	-1 EP
(A)	1-2	Ship receives a Red Power token
(,,)	3-6	Target ship loses shields until end of turn

Romulan Bird of Prey			Destroyer					₹,
	Ship Abilities	Shields		12 (18)			Sensors	
	Cloak	Impulse		8			WPS	
\frown		Hull		18			ECM	
		E	P	3				
	Weapons	Qty	Hit	Dmg	Range	Arc	Extra	
	Disruptors (A)	2	+4	4	12"	90	-1 vs shields	
	Plasma Torpedo (F)	1	+3	12	6"	90		

Roll	System	Effect
	Critical Hit	Damage *1.5 rounded down
1	Nothing happens	
2	Weapons damaged	-1
3	Sensors	-1
4	Impulse	-1D3
5	Hull breach	-2 Hull
6	Shield Disabled	1 turn
7	Secondary Weapons	Weapon receives a Red
	Coolidary Weapond	Disabled Token
	Warp core	Ship receives a red Power
8	malfunction	Token

Order	Effect
Boost Shields	+4
Boots Weapons	+1
Boost Sensors	+1
Boost ECM	-1
Emergency Turn	-1 energy turn <90°
Boost Impulse	+1
Emergency turn < 90	-1 energy
Emergency Core	-1 EP, Power to green

Abilities	Effects
	no shields or weapons
Cloak	1 re-roll on attack
Cluak	move up to 2" after movement
	cannot be targeted further than 8"
Fast Turn	can turn 90°
Ablative Armour	negates critical effects
Regenerative Ablative	negates critical effects
Armour	regenerates 1D6 every turn
Regeneration	regenerates 1D6 Hull

Hack	Roll 1D6	-1 EP
(A)	1-2	Ship receives a Red Power token
(,,)	3-6	Target ship loses shields until end of turn

Romulan B'rel			Destroyer				Points 32	×
	Ship Abilities	bilities Shields Impulse		12 (18)			Sensors	
	Cloak			8			WPS	
		Н	III	18			ЕСМ	
		EP		3				
	Weapons	Qty	Hit	Dmg	Range	Arc	Extra	
	Disruptor Cannon (F)	2	+4	3	12"	90	Burst 2, -1 vs shields	
	Photon Torpedos (F)	1 +4		8	8"	90	-2 vs shields	

Roll	System	Effect
	Critical Hit	Damage *1.5 rounded down
1	Nothing happens	
2	Weapons damaged	-1
3	Sensors	-1
4	Impulse	-1D3
5	Hull breach	-2 Hull
6	Shield Disabled	1 turn
7	Secondary Weapons	Weapon receives a Red
'	Secondary weapons	Disabled Token
	Warp core	Ship receives a red Power
8	malfunction	Token

Order	Effect
Boost Shields	+4
Boots Weapons	+1
Boost Sensors	+1
Boost ECM	-1
Emergency Turn	-1 energy turn <90°
Boost Impulse	+1
Emergency turn < 90	-1 energy
Emergency Core	-1 EP, Power to green

Abilities	Effects
	no shields or weapons
Cloak	1 re-roll on attack
Cluak	move up to 2" after movement
	cannot be targeted further than 8"
Fast Turn	can turn 90°
Ablative Armour	negates critical effects
Regenerative Ablative	negates critical effects
Armour	regenerates 1D6 every turn
Regeneration	regenerates 1D6 Hull

Hack	Roll 1D6	-1 EP
(A)	1-2	Ship receives a Red Power token
(,,)	3-6	Target ship loses shields until end of turn

Romulan D7			Heavy Cruiser				Points 40	₹
	Ship Abilities	Shields		20 (30)			Sensors	
	Cloak	Impulse		6			WPS	
		Н	ull	30			ЕСМ	
		EP		3				
	Weapons	Qty	Hit	Dmg	Range	Arc	Extra	
	Disruptor Cannons (F)	2	+4	3	12"	90	-1 vs shields	, Burst 2
	Disruptor (F)	1	+4	4	12"	90	-1 vs shields	
	Photon Torpedos (F)	1	+4	8	8"	90	-2 vs shields	

Roll	System	Effect
	Critical Hit	Damage *1.5 rounded down
1	Nothing happens	
2	Weapons damaged	-1
3	Sensors	-1
4	Impulse	-1D3
5	Hull breach	-2 Hull
6	Shield Disabled	1 turn
7	Secondary Weapons	Weapon receives a Red
'	Secondary weapons	Disabled Token
	Warp core	Ship receives a red Power
8	malfunction	Token

Order	Effect
Boost Shields	+4
Boots Weapons	+1
Boost Sensors	+1
Boost ECM	-1
Emergency Turn	-1 energy turn <90°
Boost Impulse	+1
Emergency turn < 90	-1 energy
Emergency Core	-1 EP, Power to green

Abilities	Effects
	no shields or weapons
Cloak	1 re-roll on attack
Cloak	move up to 2" after movement
	cannot be targeted further than 8"
Fast Turn	can turn 90°
Ablative Armour	negates critical effects
Regenerative Ablative	negates critical effects
Armour	regenerates 1D6 every turn
Regeneration	regenerates 1D6 Hull

Hack	Roll 1D6	-1 EP
(A)	1-2	Ship receives a Red Power token
(, ,)	3-6	Target ship loses shields until end of turn

Dominion Battlecruiser		Heavy Cruiser					Points 72	<
	Ship Abilities	Shields 20		20	0 (30)		Sensors	
	None	Impulse		6			WPS	
		Hull		30			ЕСМ	
		EP		3				
	Weapons	Qty	Hit	Dmg	Range	Arc	Extra	
	Polaron Beam (F)	2	3+	4	12"	90		
	Polaron Beam (P/S)	1	3+	4	12"	90		
	Polaron Beam (A)	2	3+	4	12"	90		
	Photon Torpedo (F)	2	4+	8	8"	90	-2 vs shields	
	Photon Torpedo (A)	1	4+	8	8"	90	-2 vs shields	

Roll	System	Effect
	Critical Hit	Damage *1.5 rounded down
1	Nothing happens	
2	Weapons damaged	-1
3	Sensors	-1
4	Impulse	-1D3
5	Hull breach	-2 Hull
6	Shield Disabled	1 turn
7	Secondary Weapons	Weapon receives a Red Disabled Token
	Warp core	Ship receives a red Power
8	malfunction	Token

Order	Effect
Boost Shields	+4
Boots Weapons	+1
Boost Sensors	+1
Boost ECM	-1
Emergency Turn	-1 energy turn <90°
Boost Impulse	+1
Emergency turn < 90	-1 energy
Emergency Core	-1 EP, Power to green

Abilities	Effects
	no shields or weapons
Cloak	1 re-roll on attack
	move up to 2" after movement
	cannot be targeted further than 8"
Fast Turn	can turn 90°
Ablative Armour	negates critical effects
Regenerative Ablative	negates critical effects
Armour	regenerates 1D6 every turn
Regeneration	regenerates 1D6 Hull

Ignore Shields (A)	Roll 1D6	-1 EP
	1-2	Ship receives Red Power Token
	3-6	Beams ignore shields

Dominion Attack Ship			jate		Points 18	<		
	Ship Abilities	Shields		8 (12)			Sensors	
	Fast Turn	Impulse		8			WPS	
		Hull		12			ECM	
		EP		3				
	Weapons	Qty	Hit	Dmg	Range	Arc	Extra	
	Polaron Beam (F)	1	3+	4	12"	90		
	Photon Torpedo (F)	1	4+	8	8"	90	-2 vs shields	
μ	Photon Torpedo (A)	1	4+	8	8"	90	-2 vs shields	

Roll	System	Effect
	Critical Hit	Damage *1.5 rounded down
1	Nothing happens	
2	Weapons damaged	-1
3	Sensors	-1
4	Impulse	-1D3
5	Hull breach	-2 Hull
6	Shield Disabled	1 turn
7	Secondary Weapons	Weapon receives a Red
'	Occondary Weapons	Disabled Token
	Warp core	Ship receives a red Power
8	malfunction	Token

Order	Effect
Boost Shields	+4
Boots Weapons	+1
Boost Sensors	+1
Boost ECM	-1
Emergency Turn	-1 energy turn <90°
Boost Impulse	+1
Emergency turn < 90	-1 energy
Emergency Core	-1 EP, Power to green

Abilities	Effects
	no shields or weapons
Cloak	1 re-roll on attack
Gluak	move up to 2" after movement
	cannot be targeted further than 8"
Fast Turn	can turn 90°
Ablative Armour	negates critical effects
Regenerative Ablative	negates critical effects
Armour	regenerates 1D6 every turn
Regeneration	regenerates 1D6 Hull

	Roll	
Suicide Attack (M)	1D6	50% Hull or less, -1 EP
	1-2	Ship receives Red Power token
	3-6	Crash into target ship using crash rules
		Add Hull remaining to damage