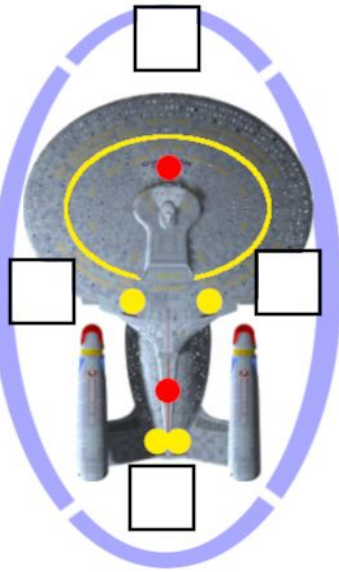


Galaxy		Heavy Cruiser					Points 71	
	Ship Abilities	Shields		20 (30)		Sensors		
	None	Impulse		6		WPS		
		Hull		30		ECM		
		EP		3				
	Weapons	Qty	Hit	Dmg	Range	Arc	Extra	
	Phaser (F)	5	+3	3	12"	270		
	Phaser(P/S)	1	+3	3	12"	90		
	Phaser (A)	2	+3	3	12"	90		
	Photon Torpedos (F)	1	+4	8	8"	90	-2 vs shields, Burst 5	
	Photon Torpedos (A)	1	+4	8	8"	90	-2 vs shields, 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 Disabled Token
8	Warp core malfunction	Ship receives a red Power 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 Armour	negates critical effects 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

Miranda		Destroyer					Points 33	
	Ship Abilities	Shields		12 (18)		Sensors		
	None	Impulse		8		WPS		
		Hull		18		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	
	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
8	Warp core malfunction	Ship receives a red Power Token

Order	Effect
Boost Shields	+4
Boost 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 Armour	negates critical effects 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



New Orleans		Escort					Points 32	
	Ship Abilities	Shields		8 (12)		Sensors		
	None	Impulse		6		WPS		
		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
8	Warp core malfunction	Ship receives a red Power 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 Armour	negates critical effects 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

Constitution		Heavy Cruiser					Points 41	
	Ship Abilities	Shields		20 (30)		Sensors		
	None	Impulse		6		WPS		
		Hull		30		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	
	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
8	Warp core malfunction	Ship receives a red Power Token

Order	Effect
Boost Shields	+4
Boost 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 Armour	negates critical effects 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


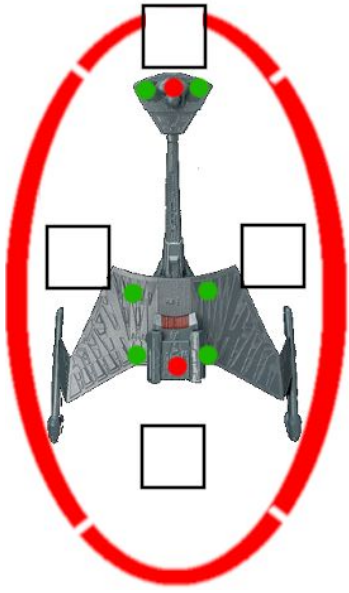
B'rel		Destroyer					Points 32	
	Ship Abilities	Shields		12 (18)		Sensors		
	Cloak	Impulse		8		WPS		
		Hull		18		ECM		
		EP		3				
	Weapons	Qty	Hit	Dmg	Range	Arc	Extra	
	Disruptor Cannon (F)	2	+4	3	12"	90	Burst 2, -1 vs shields	
	Photon Torpedos (F)	1	+4	8	8"	90	-2 vs shields	

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
8	Warp core malfunction	Ship receives a red Power Token

Order	Effect
Boost Shields	+4
Boost 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 Armour	negates critical effects 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


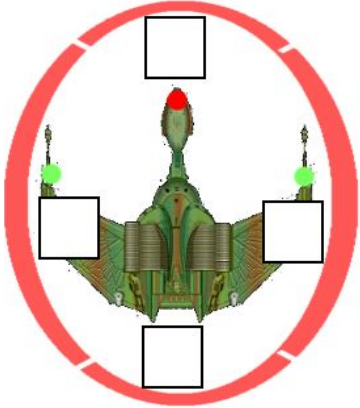
K'tinga		Heavy Cruiser					Points 42	
	Ship Abilities	Shields		20 (30)		Sensors		
	Cloak	Impulse		6		WPS		
		Hull		30		ECM		
		EP		3				
	Weapons	Qty	Hit	Dmg	Range	Arc	Extra	
	Disruptor (F)	4	+4	4	12"	90	-1 vs shields	
	Disruptor (A)	2	+4	4	12"	90	-1 vs shields	
	Photon Torpedos (F)	1	+4	8	8"	90	-2 vs 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 Disabled Token
8	Warp core malfunction	Ship receives a red Power Token

Order	Effect
Boost Shields	+4
Boost 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 Armour	negates critical effects 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


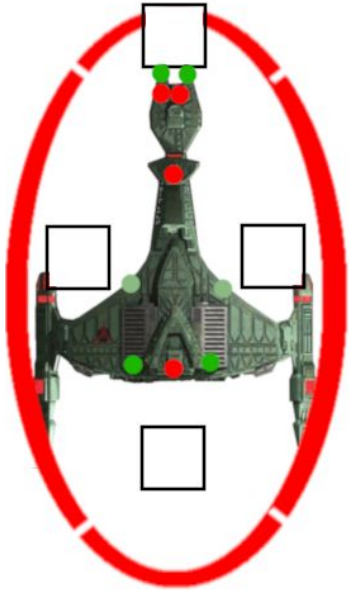
K'vort		Light Cruiser					Points 40	
	Ship Abilities	Shields		16 (20)		Sensors		
	Cloak	Impulse		6		WPS		
		Hull		24		ECM		
		EP		3				
	Weapons	Qty	Hit	Dmg	Range	Arc	Extra	
	Disruptor Cannon (F)	2	+4	3	12"	90	Burst 2, -1 vs shields	
	Photon Torpedos (F)	1	+4	8	8"	90	-2 vs shields	

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
8	Warp core malfunction	Ship receives a red Power Token

Order	Effect
Boost Shields	+4
Boost 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 Armour	negates critical effects 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		Heavy Cruiser					Points 64	
	Ship Abilities	Shields		20 (30)		Sensors		
	Cloak	Impulse		6		WPS		
		Hull		30		ECM		
		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 shields	
	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 Disabled Token
8	Warp core malfunction	Ship receives a red Power Token

Order	Effect
Boost Shields	+4
Boost 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 Armour	negates critical effects 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

D'Deridex		Battleship					Points 58	
	Ship Abilities	Shields		24 (36)		Sensors		
	Cloak	Impulse		6		WPS		
		Hull		36		ECM		
		EP		3				
	Weapons	Qty	Hit	Dmg	Range	Arc	Extra	
	Disruptor (F)	5	+4	4	12"	90	-1 vs shields	
	Disruptor (A)	1	+4	4	12"	90	-1 vs shields	
	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 Disabled Token
8	Warp core malfunction	Ship receives a red Power Token

Order	Effect
Boost Shields	+4
Boost 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 Armour	negates critical effects regenerates 1D6 every turn
Regeneration	regenerates 1D6 Hull

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

Romulan Bird of Prey		Destroyer					Points 28	
	Ship Abilities	Shields		12 (18)		Sensors		
	Cloak	Impulse		8		WPS		
		Hull		18		ECM		
		EP		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 Disabled Token
8	Warp core malfunction	Ship receives a red Power Token

Order	Effect
Boost Shields	+4
Boost 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 Armour	negates critical effects regenerates 1D6 every turn
Regeneration	regenerates 1D6 Hull

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


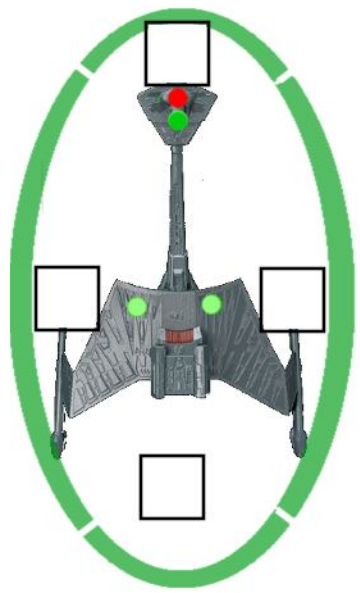
Romulan B'rel		Destroyer					Points 32	
	Ship Abilities	Shields		12 (18)		Sensors		
	Cloak	Impulse		8		WPS		
		Hull		18		ECM		
		EP		3				
	Weapons	Qty	Hit	Dmg	Range	Arc	Extra	
	Disruptor Cannon (F)	2	+4	3	12"	90	Burst 2, -1 vs shields	
	Photon Torpedos (F)	1	+4	8	8"	90	-2 vs shields	

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
8	Warp core malfunction	Ship receives a red Power Token

Order	Effect
Boost Shields	+4
Boost 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 Armour	negates critical effects regenerates 1D6 every turn
Regeneration	regenerates 1D6 Hull

Hack (A)	Roll 1D6	-1 EP
	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		
		Hull		30		ECM		
		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 Disabled Token
8	Warp core malfunction	Ship receives a red Power 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 Armour	negates critical effects regenerates 1D6 every turn
Regeneration	regenerates 1D6 Hull

Hack (A)	Roll 1D6	Effect
	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 (30)		Sensors		
	None	Impulse		6		WPS		
		Hull		30		ECM		
		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
8	Warp core malfunction	Ship receives a red Power 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 Armour	negates critical effects 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		Frigate					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	
	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
8	Warp core malfunction	Ship receives a red Power 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 Armour	negates critical effects 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