

Akira Class

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Choose Maneuver

- 1) Identify Target based on Mission Orders.
- 2) Find Target's Range and Direction, then Roll on the matching maneuver table, right:
- 3) Perform the Maneuver rolled.
If **Red**, skip **Action** instead of gaining .

Choose Action

(first entry that applies)

- 1) Remove 1 if you have any.
- 2) if you have a shot.
- 3) if any Enemies are within Range 3.
- 4) Fix Damage.
- 5) if none of the above apply.

Combat Phase

(first entry that applies)

- 1) Fire Primary Weapon at nearest Target.

4	↑
3	↑
2	↑

1	↖
1	↗
1	↑
2	↑
3	↻

2	↑
2	↗
3	↗
3	↻

1	↑
1	↗
2	↗
2	↻
3	↻

1	↗
2	↻
3	↻

1	↗
2	↗
2	↻
3	↻

3	↻
4	↑
2	↖
2	↗

3	↻
2	↗
3	↻

3	↻
3	↗
2	↗

Use the **Blue Ring** if Target is Range 1, or closing at Range 2.
Use the **Black Ring** if Target is Range 3, or fleeing at Range 2.

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AKIRA CLASS

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AKIRA CLASS

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AKIRA CLASS

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AKIRA CLASS

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AKIRA CLASS

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AKIRA CLASS

Constellation Class

Choose Maneuver

- 1) Identify Target based on Mission Orders.
- 2) Find Target's Range and Direction, then Roll on the matching maneuver table, right:
- 3) Perform the Maneuver rolled.
If **Red**, skip **Action** instead of gaining .

Choose Action

(first entry that applies)

- 1) Remove 1 if you have any.
- 2) if any Enemies are within Range 3.
- 3) if you have a shot.
- 4) Fix Damage.
- 5) if none of the above apply.

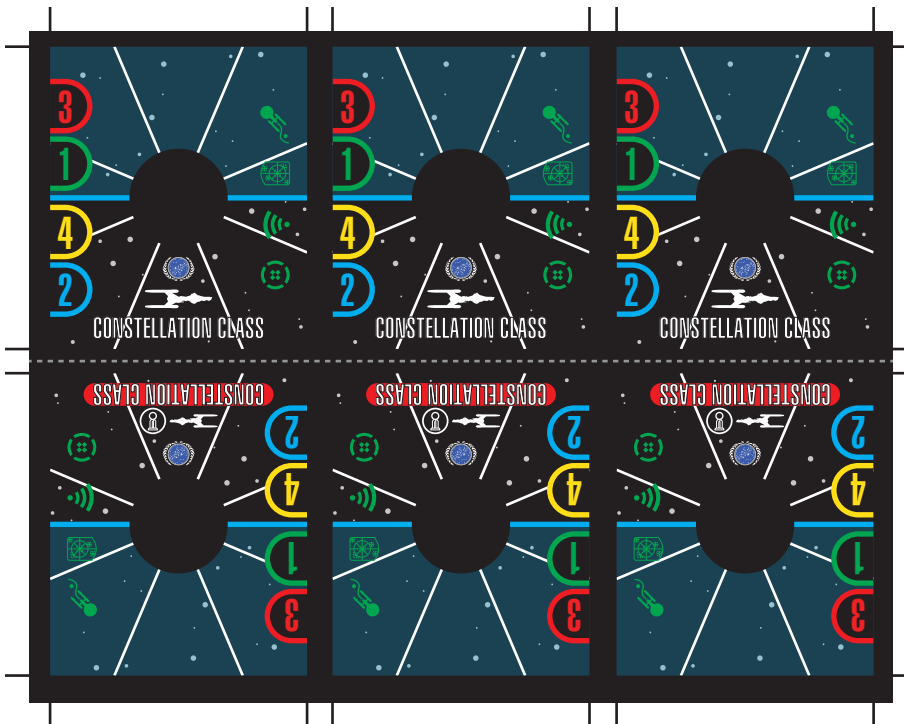
Combat Phase

(first entry that applies)

- 1) Fire Primary Weapon at nearest Target.

Use the **Blue Ring** if Target is Range 1, or closing at Range 2.
Use the **Black Ring** if Target is Range 3, or fleeing at Range 2.

The maneuver tables are arranged in a grid around the ship icon. Each table shows dice combinations and their corresponding maneuver directions (up, down, left, right, up-left, up-right, down-left, down-right). The tables are color-coded by range: Blue (Range 1), Green (Range 2), and Red (Range 3). A central star icon is also present.



Constitution Class (Refit)

3

1

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Choose Maneuver

- 1) Identify Target based on Mission Orders.
- 2) Find Target's Range and Direction, then Roll on the matching maneuver table, right:
- 3) Perform the Maneuver rolled.
If **Red**, skip **Action** instead of gaining .

<p>4 ↑</p> <p>3 ↑</p> <p>2 ↑</p>	<p>1 ↖</p> <p>1 ↗</p> <p>1 ↑</p> <p>2 ↑</p> <p>2 ↓</p>	<p>2 ↑</p> <p>2 ↗</p> <p>3 ↗</p> <p>3 ↘</p>	<p>2 ↑</p> <p>2 ↗</p> <p>3 ↗</p> <p>3 ↘</p>
<p>3 ↗</p> <p>3 ↘</p> <p>2 ↖</p> <p>2 ↗</p> <p>3 ↗</p>	<p>2 ↗</p> <p>2 ↘</p> <p>3 ↘</p>	<p>2 ↗</p> <p>2 ↘</p> <p>3 ↘</p>	<p>2 ↗</p> <p>2 ↘</p> <p>3 ↘</p>

Choose Action

(first entry that applies)

- 1) Remove 1 if you have any.
- 2) if any Enemies are within Range 3.
- 3) if you have a shot.
- 4) Fix Damage.
- 5) if none of the above apply.

Combat Phase

(first entry that applies)

- 1) Fire Primary Weapon at nearest Target.

Use the **Blue Ring** if Target is Range 1, or closing at Range 2.
Use the **Black Ring** if Target is Range 3, or fleeing at Range 2.

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CONSTITUTION CLASS

3

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CONSTITUTION CLASS

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CONSTITUTION CLASS

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CONSTITUTION CLASS

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3

CONSTITUTION CLASS

3

1

4

3

CONSTITUTION CLASS

Defiant Class

3
2
3
3

Choose Maneuver

- 1) Identify Target based on Mission Orders.
- 2) Find Target's Range and Direction, then Roll on the matching maneuver table, right:
- 3) Perform the Maneuver rolled.
If **Red**, skip **Action** instead of gaining .

Choose Action (first entry that applies)

- 1) Remove 1 if you have any.
- 2) if you have a shot.
- 3) if any Enemies are within Range 3.
- 4) Fix Damage.
- 5) if none of the above apply.

Combat Phase (first entry that applies)

- 1) Make **2 separate attacks** with your Primary Weapon at nearest Target in forward firing arc.

4	↑
3	↑
2	↑

1	↖
1	↗
1	↑
2	↑
3	↻

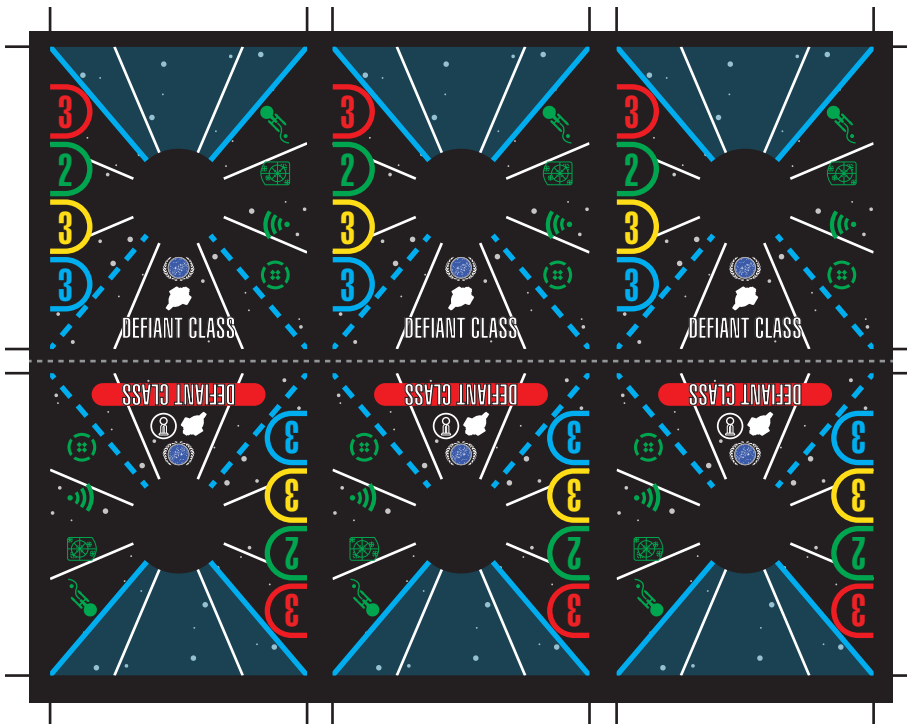
1	↑
1	↗
2	↗
2	↘
3	↻

1	↖
2	↖
2	↘
3	↘

3	↻
2	↘
3	↘

3	↻
3	↘
3	↘

Use the **Blue Ring** if Target is Range 1, or closing at Range 2.
Use the **Black Ring** if Target is Range 3, or fleeing at Range 2.



Excelsior Class

Choose Maneuver

- 1) Identify Target based on Mission Orders.
- 2) Find Target's Range and Direction, then Roll on the matching maneuver table, right:
- 3) Perform the Maneuver rolled.
If **Red**, skip **Action** instead of gaining .

Choose Action

(first entry that applies)

- 1) Remove 1 if you have any.
- 2) if any Enemies are within Range 3.
- 3) if you have a shot.
- 4) Fix Damage.
- 5) if none of the above apply.

Combat Phase

(first entry that applies)

- 1) Fire Primary Weapon at nearest Target.

4	↑
3	↑
2	↑

1	↖
1	↗
1	↑
2	↑
2	↓

2	↑
2	↗
3	↗
3	↗

1	↑
1	↗
2	↗
3	↗

1	↑
2	↗
3	↗

1	↑
2	↗
3	↗

1	↑
2	↗
3	↗

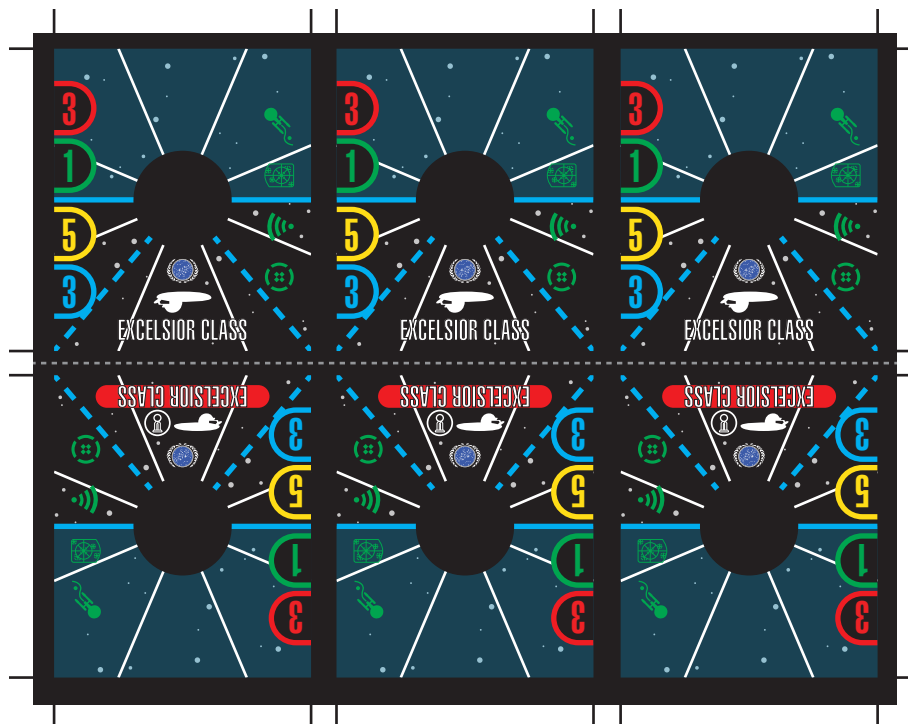
3	↗
3	↗
2	↗

3	↗
3	↗
2	↗

3	↗
2	↗

3	↗
2	↗

Use the **Blue Ring** if Target is Range 1, or closing at Range 2.
Use the **Black Ring** if Target is Range 3, or fleeing at Range 2.



Galaxy Class

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Choose Maneuver

- 1) Identify Target based on Mission Orders.
- 2) Find Target's Range and Direction, then Roll on the matching maneuver table, right:
- 3) Perform the Maneuver rolled.
If **Red**, skip **Action** instead of gaining .

Choose Action

(first entry that applies)

- 1) Remove 1 if you have any.
- 2) if you have a shot.
- 3) if any Enemies are within Range 3.
- 4) Fix Damage.
- 5) if none of the above apply.

Combat Phase

(first entry that applies)

- 1) Fire **Primary Weapon** at nearest Target.
- 2) **Secondary Weapon:** If there is no Target in your forward firing arc, make this Attack with 3 dice against the nearest Target at Range 1-2 in any direction.

5	↑
4	↑
3	↑

2	↑
2	↗
3	↗
3	↗

1	↖
1	↗
1	↑
2	↑
1	↓

1	↑
1	↗
2	↗
3	↗

1	↖
1	↗
2	↖
3	↖

1	↖
2	↖
2	↖
3	↖

1	↖
2	↖
3	↖

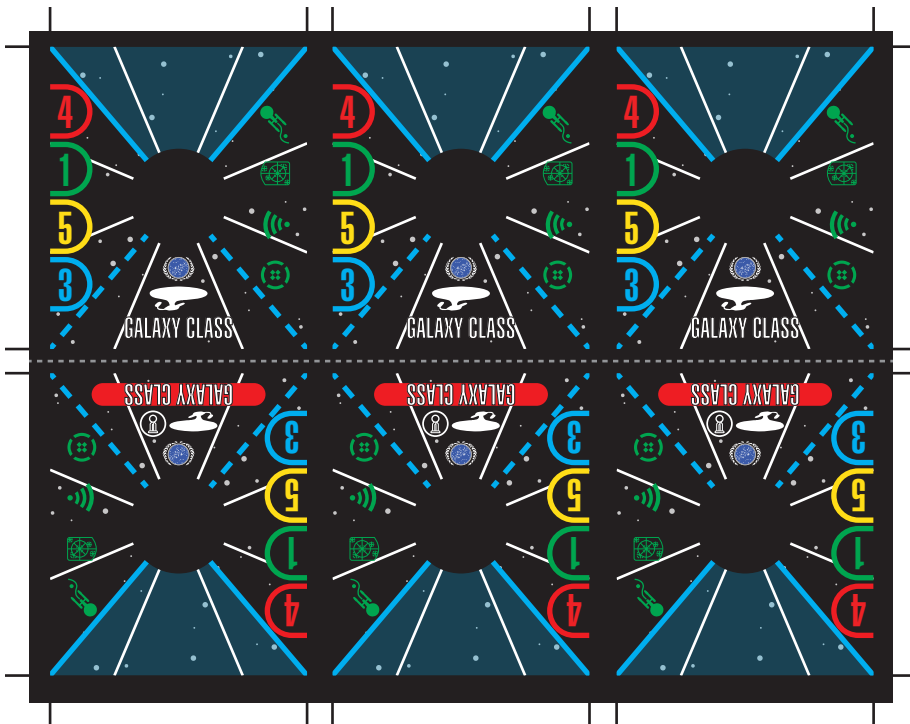
2	↖
2	↖
2	↓

2	↖
3	↖
3	↖

3	↖
3	↖
3	↖
3	↖

3	↖
3	↖
3	↖

Use the **Blue Ring** if Target is Range 1, or closing at Range 2.
Use the **Black Ring** if Target is Range 3, or fleeing at Range 2.



Intrepid Class

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Choose Maneuver

- 1) Identify Target based on Mission Orders.
- 2) Find Target's Range and Direction, then Roll on the matching maneuver table, right:
- 3) Perform the Maneuver rolled.
If **Red**, skip **Action** instead of gaining .

Choose Action

(first entry that applies)

- 1) Remove 1 if you have any.
- 2) if any Enemies are within Range 3.
- 3) if you have a shot.
- 4) Fix Damage.
- 5) if none of the above apply.

Combat Phase

(first entry that applies)

- 1) Fire **Primary Weapon** at nearest Target.
- 2) **Secondary Weapon:** If there is no Target in your forward firing arc, make this Attack with 3 dice against the nearest Target at Range 1-2 in any direction.

5 ↑
4 ↑
3 ↑

1 ↖
1 ↗
2 ↑
3 ↑
3 ↗

2 ↑
2 ↗
3 ↗

1 ↖
1 ↗
2 ↗
2 ↘
3 ↘

1 ↖
2 ↖
2 ↘
3 ↘

3 ↖
3 ↘

3 ↖
2 ↖

3 ↖
2 ↖

Use the **Blue Ring** if Target is Range 1, or closing at Range 2.
Use the **Black Ring** if Target is Range 3, or fleeing at Range 2.

INTREPID CLASS

Miranda Class

2

2

3

2

Choose Maneuver

- 1) Identify Target based on Mission Orders.
- 2) Find Target's Range and Direction, then Roll on the matching maneuver table, right:
- 3) Perform the Maneuver rolled.
If **Red**, skip **Action** instead of gaining .

Choose Action

(first entry that applies)

- 1) Remove 1 if you have any.
- 2) if any Enemies are within Range 3.
- 3) if you have a shot.
- 4) Fix Damage.
- 5) if none of the above apply.

Combat Phase

(first entry that applies)

- 1) Fire Primary Weapon at nearest Target.

4	↑
3	↑
2	↑

2	↑
2	↗
3	↗
3	↗

1	↖
1	↗
1	↑
2	↑
2	↓

1	↑
1	↗
2	↗
2	↗
3	↗

1	↖
2	↖
2	↖
3	↖

1	↖
2	↖
2	↖
3	↖

1	↖
2	↖
2	↖
3	↖

4	↑
3	↖
3	↖

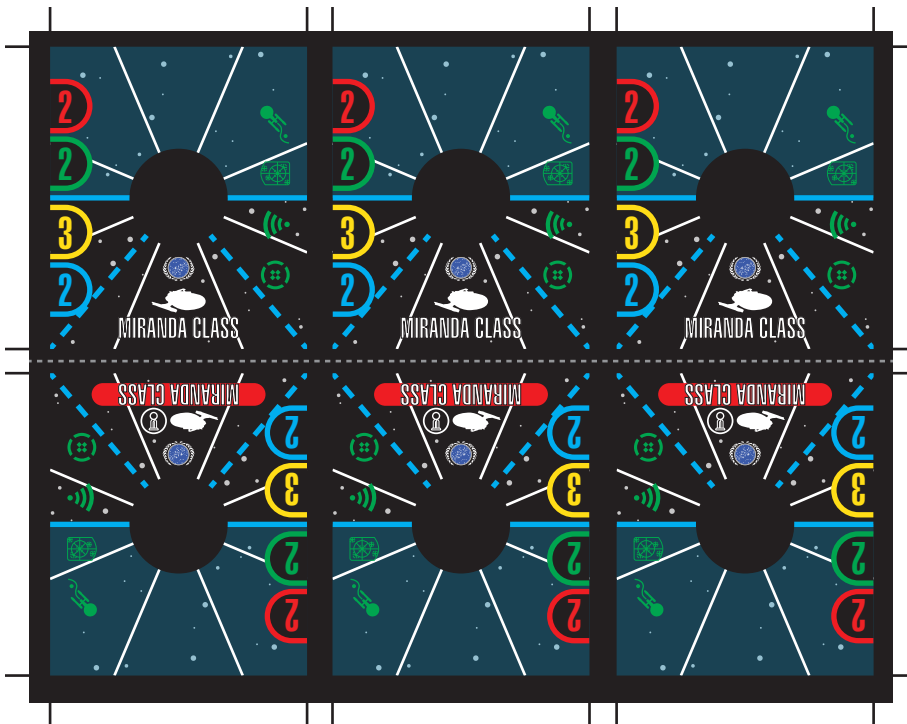
3	↖
3	↖
2	↖
2	↖

3	↖
3	↖
2	↖
2	↖

3	↖
2	↖

3	↖
2	↖

Use the **Blue Ring** if Target is Range 1, or closing at Range 2.
Use the **Black Ring** if Target is Range 3, or fleeing at Range 2.



Nebula Class

→ 4

→ 1

■ 4

↻ 3

Choose Maneuver

- 1) Identify Target based on Mission Orders.
- 2) Find Target's Range and Direction, then Roll on the matching maneuver table, right:
- 3) Perform the Maneuver rolled.
If **Red**, skip **Action** instead of gaining ⚠.

Choose Action

(first entry that applies)

- 1) Remove 1 ⚠ if you have any.
- 2) 🎯 if you have a shot.
- 3) ↻ if any Enemies are within Range 3.
- 4) Fix 🌟 Damage.
- 5) 📡 if none of the above apply.

Combat Phase

(first entry that applies)

- 1) Fire Primary Weapon at nearest Target.

4	↑
3	↑
2	↑

1	↖
1	↗
1	↑
2	↑
1	↓

2	↑
2	↗
3	↗
3	↗

1	↑
1	↗
2	↗
3	↗

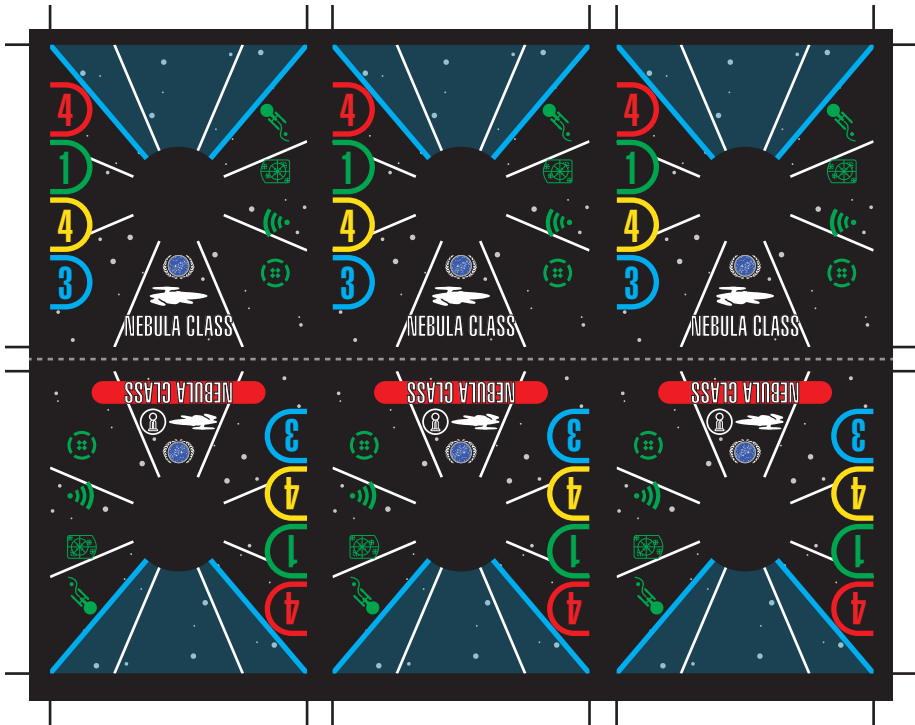
2	↑
2	↗
3	↗

1	↗
2	↗
3	↗

2	↗
3	↗

2	↗
3	↗
3	↗

Use the **Blue Ring** if Target is Range 1, or closing at Range 2.
Use the **Black Ring** if Target is Range 3, or fleeing at Range 2.



Nova Class

2 **2** **3** **2**

Choose Maneuver

- 1) Identify Target based on Mission Orders.
- 2) Find Target's Range and Direction, then Roll on the matching maneuver table, right:
- 3) Perform the Maneuver rolled.
If **Red**, skip **Action** instead of gaining

Choose Action *(first entry that applies)*

- 1) Remove 1 if you have any.
- 2) if any Enemies are within Range 3.
- 3) if you have a shot.
- 4) Fix Damage.
- 5) if none of the above apply.

Combat Phase *(first entry that applies)*

- 1) Fire Primary Weapon at nearest Target.

4 ↑

3 ↑

2 ↑

1 ↖

1 ↗

1 ↑

2 ↑

1 ↓

2 ↑

1 ↗

1 ↖

2 ↗

2 ↖

3 ↖

2 ↑

3 ↗

3 ↖

1 ↑

1 ↗

2 ↗

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3 ↖

1 ↖

1 ↗

2 ↗

2 ↖

3 ↖

3 ↖

3 ↗

2 ↖

2 ↗

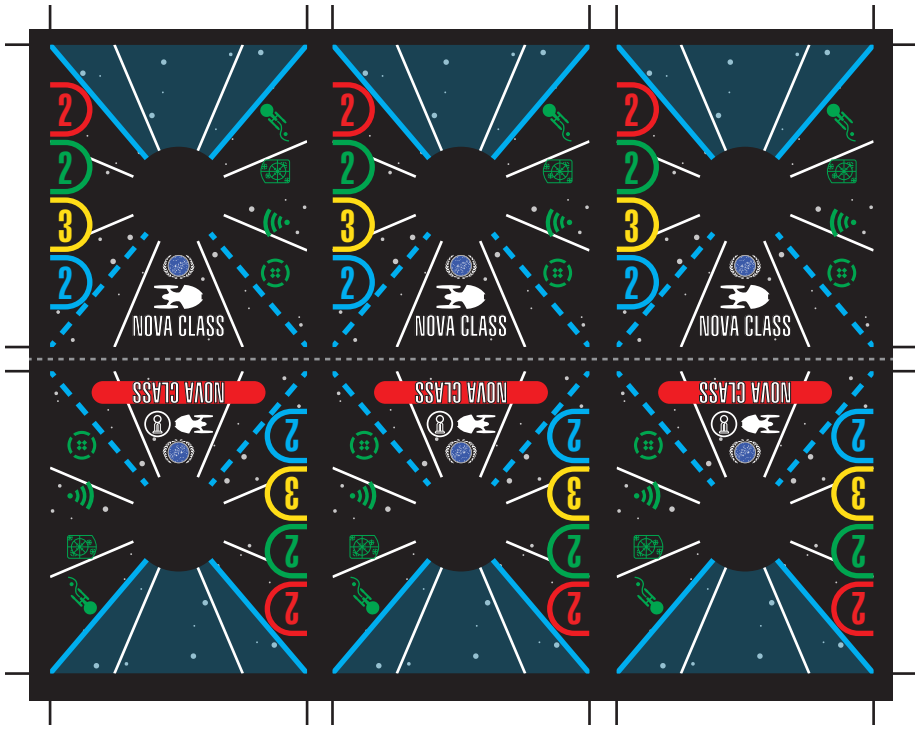
3 ↖

3 ↗

2 ↖

2 ↗

Use the **Blue Ring** if Target is Range 1, or closing at Range 2.
Use the **Black Ring** if Target is Range 3, or fleeing at Range 2.



Oberth Class

2
 3
 3
 1

Choose Maneuver

- 1) Identify Target based on Mission Orders.
- 2) Find Target's Range and Direction, then Roll on the matching maneuver table, right:
- 3) Perform the Maneuver rolled.

If **Red**, skip **Action** instead of gaining .

Choose Action *(first entry that applies)*

- 1) Remove 1 if you have any.
- 2) if any Enemies are within Range 3.
- 3) Fix Damage.
- 4) if none of the above apply.

Combat Phase *(first entry that applies)*

- 1) Fire Primary Weapon at nearest Target. After this attack, the Target must choose 1 Token (other than) from beside their ship and remove it.

3 ↑
2 ↑

2 ↑
2 ↗
3 ↗
3 ↘

1 ↗
1 ↘
1 ↑
2 ↑

1 ↑
1 ↗
2 ↗
2 ↘
2 ↻

1 ↗
2 ↘
3 ↘
2 ↻

1 ↗
2 ↘
2 ↘
3 ↘
2 ↻

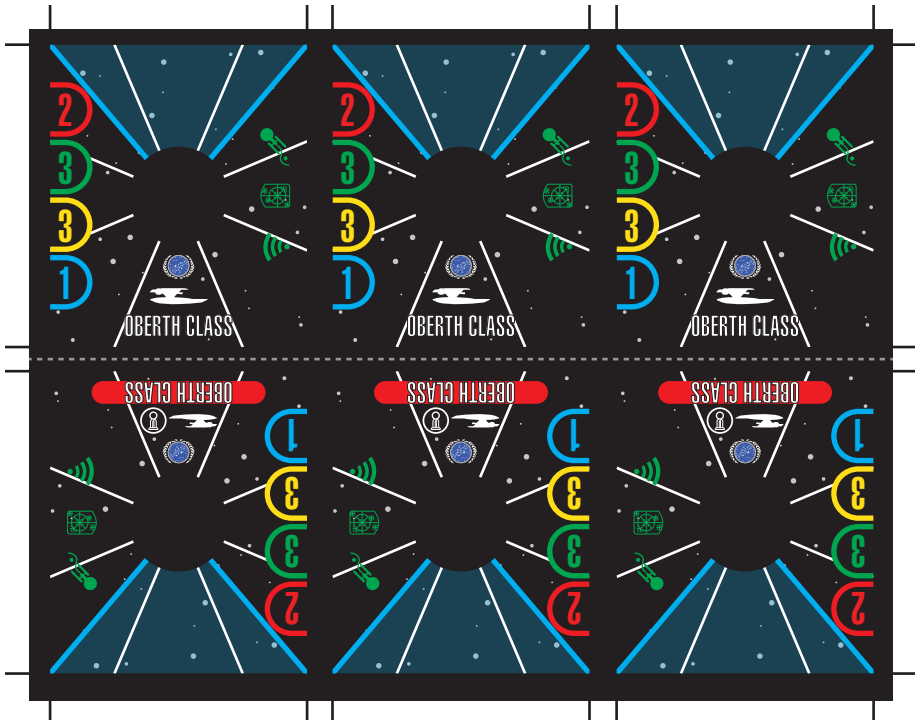
1 ↗
2 ↘
2 ↘
3 ↘

1 ↗
2 ↘
2 ↘
3 ↘

2 ↻
2 ↘
3 ↘

3 ↻
3 ↘
2 ↘

Use the **Blue Ring** if Target is Range 1, or closing at Range 2.
 Use the **Black Ring** if Target is Range 3, or fleeing at Range 2.



Prometheus Class

5
 1
 4
 4

Choose Maneuver

- 1) Identify Target based on Mission Orders.
- 2) Find Target's Range and Direction, then Roll on the matching maneuver table, right:
- 3) Perform the Maneuver rolled.

If **Red**, skip **Action** instead of gaining .

Choose Action *(first entry that applies)*

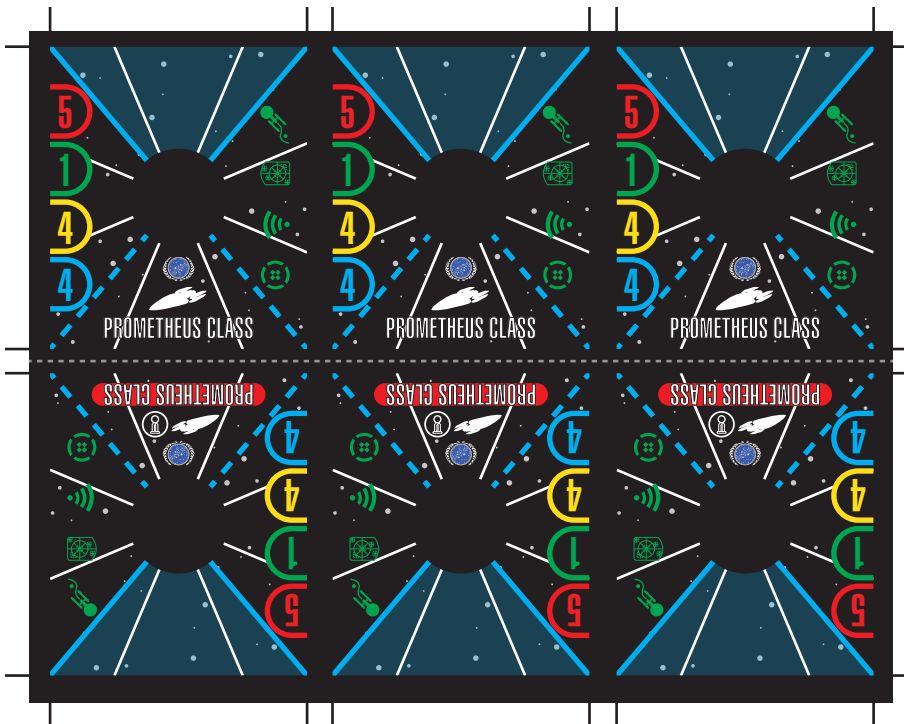
- 1) Remove 1 if you have any.
- 2) if you have a shot.
- 3) if any Enemies are within Range 3.
- 4) Fix Damage.
- 5) if none of the above apply.

Combat Phase *(each entry, if applicable)*

- 1) **First Attack:** Fire Primary Weapon at nearest Target in forward firing arc.
- 2) **Secondary Weapon:** Make a separate secondary Attack with 3 dice against **each** other Target at Range 1-2, in any direction.

Use the **Blue Ring** if Target is Range 1, or closing at Range 2.
 Use the **Black Ring** if Target is Range 3, or fleeing at Range 2.

5 ↑ 4 ↑ 3 ↑	1 ↖ 1 ↗ 1 ↑ 2 ↑ 1 ↓	2 ↑ 2 ↗ 3 ↗ 4 ↗	
2 ↗ 2 ↗ 3 ↗ 3 ↗	2 ↗ 2 ↗ 3 ↗	2 ↗ 3 ↗ 3 ↗	2 ↗ 3 ↗ 3 ↗
4 ↑ 3 ↖ 3 ↗	2 ↗ 2 ↗	2 ↗ 2 ↗	3 ↗ 3 ↗
3 ↖ 3 ↗ 2 ↖ 2 ↗			



Saber Class

3

2

3

2

Choose Maneuver

- Identify Target based on Mission Orders.
- Find Target's Range and Direction.
If Target is within Range 3, Free (☛) Action (if you are not ⚠). Then, Roll on the matching maneuver table, right:
- Perform the Maneuver rolled.
If **Red**, skip **Action** instead of gaining ⚠.

Choose Action

(first entry that applies)

- Remove 1 ⚠ if you have any.
- ☛ if you have a shot.
- ☛ if any Enemies are within Range 3.
- Fix ☠ Damage.
- ☛ if none of the above apply.

Combat Phase

(first entry that applies)

- Fire Primary Weapon at nearest Target.

☐☐	4	↑
☐☐	3	↑
☐☐	2	↑

☐	1	↖
☐	1	↗
☐☐	1	↑
☐☐	2	↑
☐☐	3	↻

☐	1	↑
☐☐	1	↗
☐☐	2	↗
☐☐	2	↘
☐☐	3	↻

☐☐	2	↑
☐☐	2	↗
☐☐	3	↗
☐☐	3	↘

☐	1	↗
☐☐	2	↘
☐☐	3	↘
☐☐	3	↻

☐	1	↗
☐	2	↘
☐☐	2	↘
☐☐	3	↘

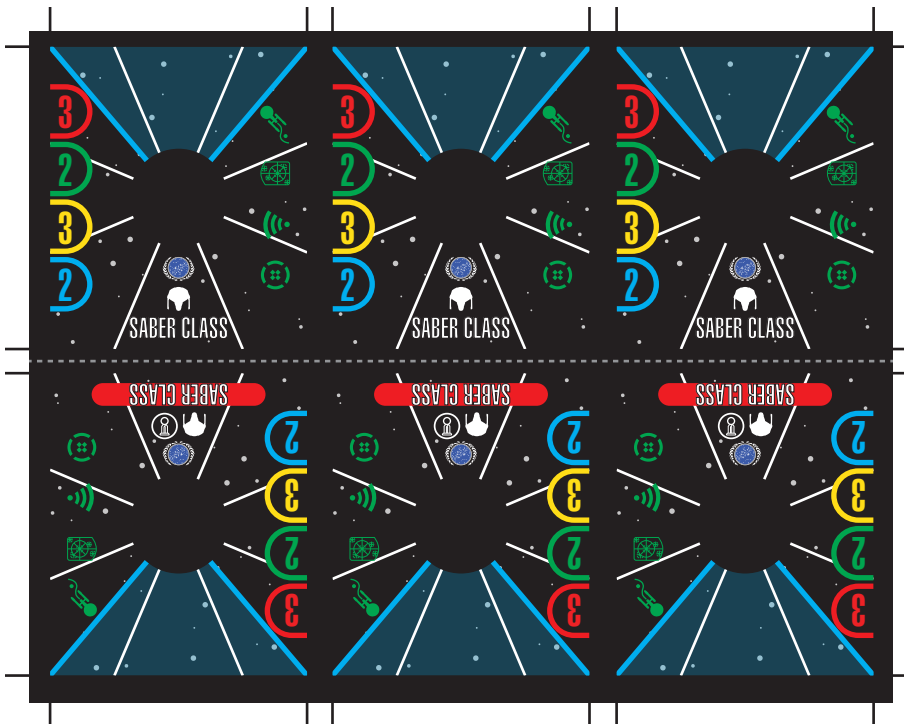
☐☐	3	↻
☐☐	2	↘
☐☐	3	↘


☐☐	3	↻
☐☐	3	↘
☐☐	2	↘

☐☐	3	↻
☐☐	4	↑
☐☐	3	↖
☐☐	3	↘


☐☐☐☐	3	↻
☐☐	2	↖
☐☐	2	↘

Use the **Blue Ring** if Target is Range 1, or closing at Range 2.
Use the **Black Ring** if Target is Range 3, or fleeing at Range 2.








Sovereign Class








5
1
5
4

Choose Maneuver


- 1) Identify Target based on Mission Orders.
- 2) Find Target's Range and Direction.
If Target is within Range 1-3, Free  Action (if you are not ). Then, Roll on the matching maneuver table, right:
- 3) Perform the Maneuver rolled.
If **Red**, skip **Action** instead of gaining .

Choose Action (first entry that applies)

- 1) Remove 1  if you have any.
- 2)  if you have a shot.
- 3)  if any Enemies are within Range 3.
- 4) Fix  Damage.
- 5)  if none of the above apply.

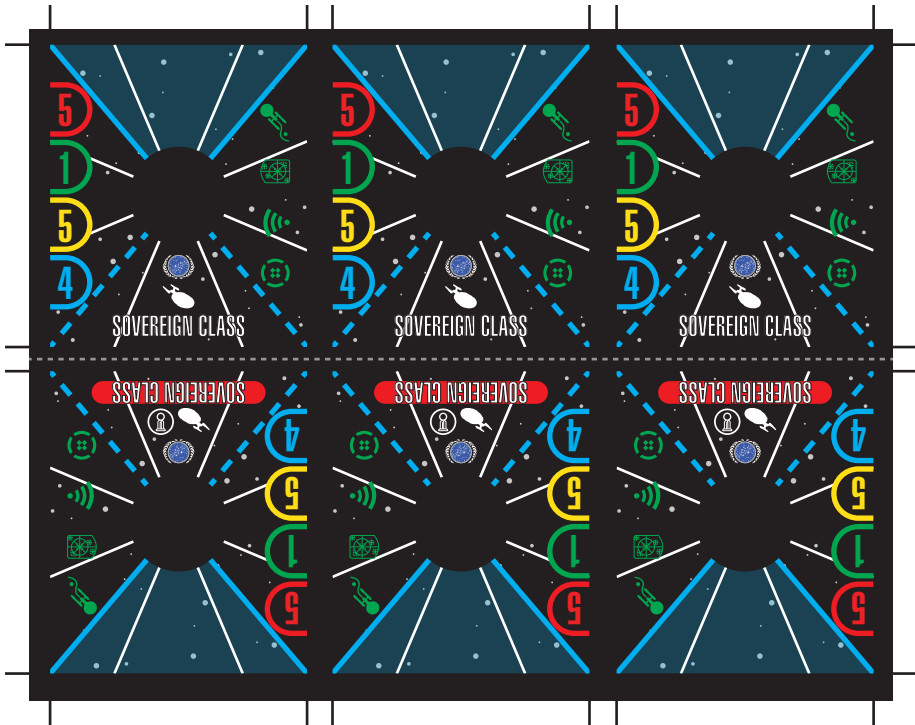
Combat Phase (first entry that applies)

- 1) Fire **Primary Weapon** at nearest Target.
- 2) **Secondary Weapon:** If there is no Target in your forward firing arc, make this Attack with 3 dice against the nearest Target at Range 1-2 in any direction.



Use the **Blue Ring** if Target is Range 1, or closing at Range 2.
Use the **Black Ring** if Target is Range 3, or fleeing at Range 2.


<p>5 ↑</p> <p>4 ↑</p> <p>3 ↑</p>	<p>1 ↖</p> <p>1 ↗</p> <p>1 ↑</p> <p>2 ↑</p> <p>1 ↓</p>	<p>2 ↑</p> <p>2 ↗</p> <p>3 ↗</p> <p>3 ↗</p>	<p>2 ↑</p> <p>2 ↗</p> <p>3 ↗</p>
<p>4 ↑</p> <p>3 ↖</p> <p>3 ↗</p>	<p>3 ↖</p> <p>3 ↗</p> <p>2 ↖</p> <p>2 ↗</p>	<p>2 ↗</p> <p>2 ↗</p>	<p>3 ↗</p> <p>3 ↗</p>





FEDERATION STARSHIP

Captain Skill 4 / 5 / 7

WHEN DEFENDING: During the Roll Defense Dice step:

If there is an  Token beside this ship, roll +1 defense die.

*  **LOADOUT** 

FEDERATION STARSHIP

Captain Skill 4 / 5 / 7


WHEN ATTACKING OR DEFENDING: This ship and all friendly ships within Range 1 of this ship may re-roll 1 .



*  **LOADOUT** 

FEDERATION STARSHIP

Captain Skill 4 / 5 / 7

WHEN ATTACKING: During the Modify Attack Dice step:

If this ship is not in the target ship's primary firing arc, re-roll all  results.

*  **LOADOUT** 

FEDERATION STARSHIP

Captain Skill 4 / 5 / 7

WHEN DEFENDING: All friendly ships within Range 1 of this ship roll +2 defense dice.

*  **LOADOUT** 

FEDERATION STARSHIP

Captain Skill 4 / 5 / 7

WHEN ATTACKING: During the Roll Attack Dice step:

If the target of this ship's attack is in the primary firing arc of another friendly ship, this ship attacks with +1 attack die.


*  **LOADOUT** 

FEDERATION STARSHIP

Captain Skill 4 / 5 / 7

WHEN ATTACKING: During the Roll Attack Dice step:


If there is a  Token beside this ship, this ship attacks with +1 attack die.



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FEDERATION STARSHIP

Captain Skill 4 / 5 / 7

WHEN ATTACKING AT RANGE 3:

If there is a  Token beside this ship, the defending ship rolls -2 defense dice instead of -1.

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FEDERATION STARSHIP

Captain Skill 4 / 5 / 7

ACTIVATION PHASE: After the Execute Maneuver step:

If there are no opposing ships within Range 1 of this ship, place a  Token beside this ship.

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FEDERATION STARSHIP

Captain Skill 4 / 5 / 7

ACTIVATION PHASE: After the Execute Maneuver step:

If this ship performs a maneuver with a Speed of 3 or greater, place an  Token beside this ship.

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