

B'Rel Class Bird of Prey

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 .

4	↑
3	↑
2	↑

1	↖
1	↗
1	↑
2	↑
3	↻

2	↑
2	↗
3	↗
3	↗

1	↑
1	↗
2	↗
2	↗
3	↻

1	↑
2	↗
3	↗
3	↻

1	↗
2	↗
2	↗
3	↗

3	↻
4	↑
3	↖
3	↗

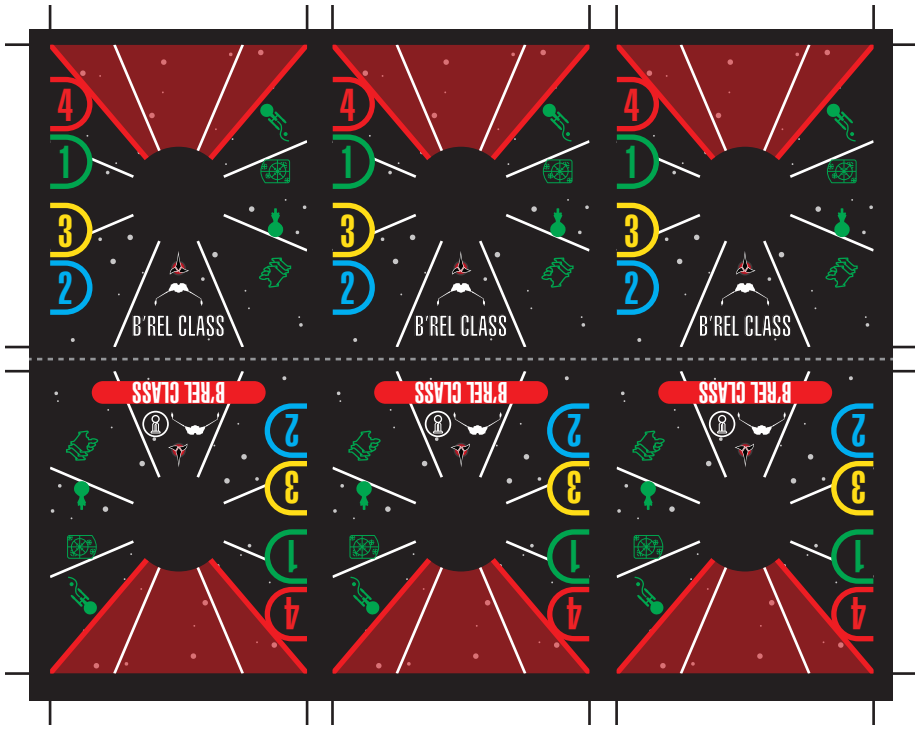
3	↻
2	↗
3	↗

3	↻
3	↗
3	↗

3	↻
2	↖
2	↗

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.



K'Vort Class Bird of Prey

4

1

5

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 you have a shot with your Primary Weapon.
- 3) if no Enemies are within Range 3, or no Enemies are within firing arc.
- 4) if cloaked with no Enemies within firing arc, bring Enemy into firing arc if possible.
- 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	↻

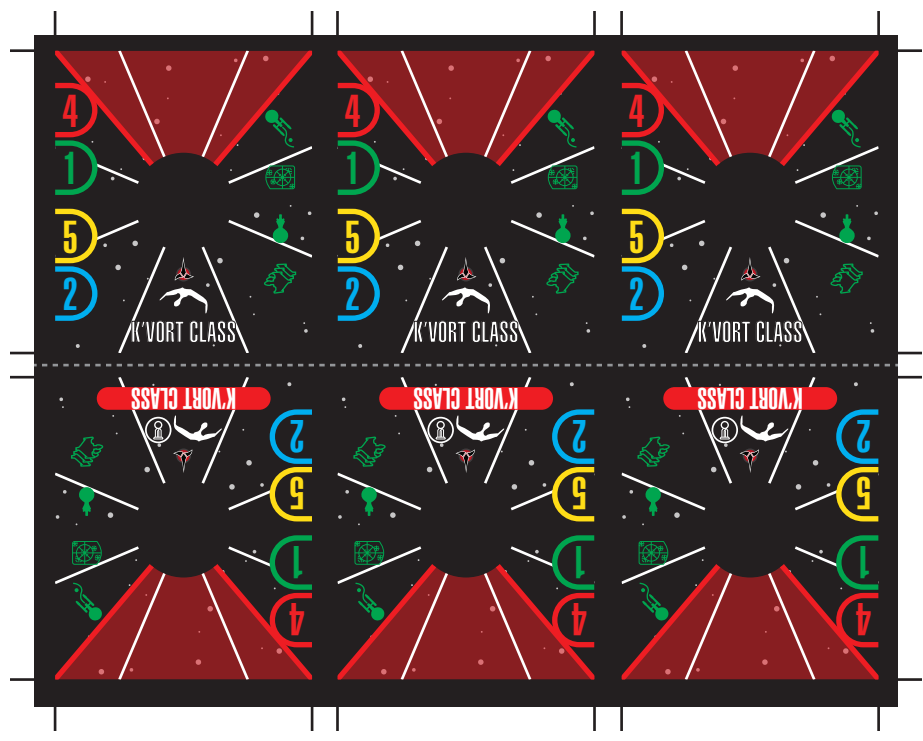
3	↻
4	↑
3	↻
3	↻

3	↻
2	↻
3	↻

3	↻
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.



K'T'inga Class Battlecruiser

4
 1
 4
 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 no Enemies are within Range 3, or no Enemies are within firing arc.
- 4) if cloaked with no Enemies within firing arc, bring Enemy into firing arc if possible.
- 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.

4 ↑
 3 ↑
 2 ↑

1 ↖
 1 ↗
 1 ↑
 2 ↑
 3 ↻

2 ↑
 2 ↗
 3 ↗
 3 ↻

1 ↑
 1 ↗
 2 ↗
 2 ↻
 3 ↻

1 ↗
 2 ↻
 3 ↻
 3 ↻

1 ↗
 2 ↻
 2 ↻
 3 ↻

3 ↻
 2 ↻
 3 ↻

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.

4
 1
 4
 2
 K'T'INGA CLASS

4
 1
 4
 2
 K'T'INGA CLASS

4
 1
 4
 2
 K'T'INGA CLASS

2
 4
 1
 4
 K'T'INGA CLASS


2
 4
 1
 4
 K'T'INGA CLASS

2
 4
 1
 4
 K'T'INGA CLASS

Vor'cha Class Attack Cruiser








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 no Enemies are within Range 3, or no Enemies are within firing arc.
- 4)  if cloaked with no Enemies within firing arc, bring Enemy into firing arc if possible.
- 5)  if none of the above apply.

Combat Phase

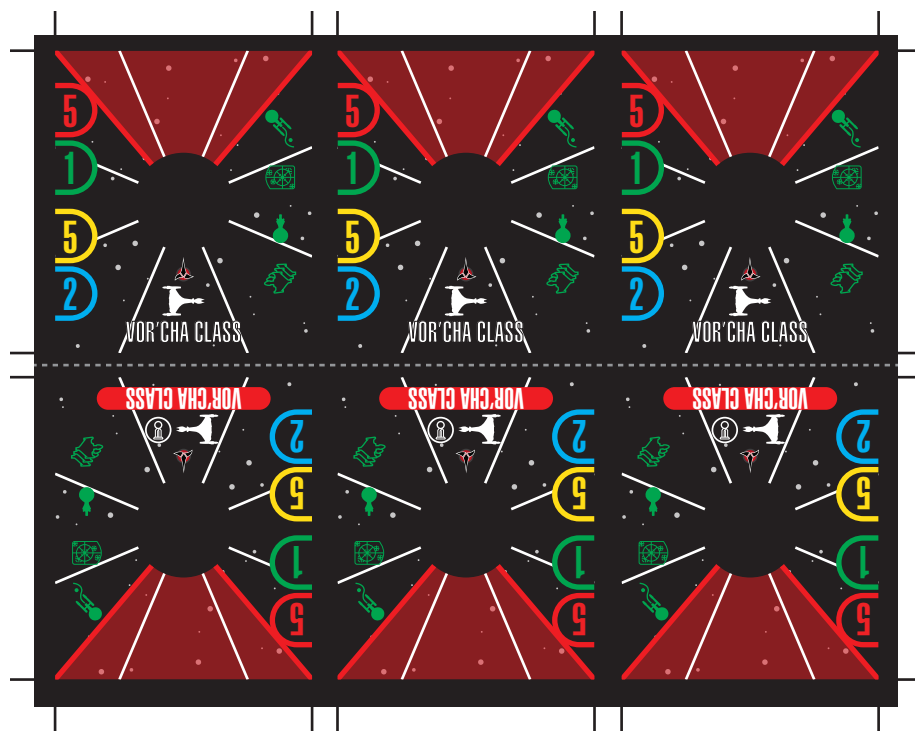
(first entry that applies)

- 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.

Maneuver tables for various ranges and directions:

- Range 4:** 4 ↑, 3 ↑, 2 ↑
- Range 3:** 1 ↖, 1 ↗, 1 ↑, 2 ↑, 3 ↻
- Range 2:** 1 ↑, 1 ↗, 2 ↗, 2 ↘, 3 ↻
- Range 1:** 1 ↗, 2 ↘, 3 ↻
- Range 3 (Secondary):** 3 ↻, 4 ↑, 3 ↖, 3 ↗
- Range 2 (Secondary):** 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.



Negh'var Class Warship

5

1

6

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 no Enemies are within Range 3, or no Enemies are within firing arc.
- 4) if cloaked with no Enemies within firing arc, bring Enemy into firing arc if possible.
- 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 weapon attack using 3 Attack Dice against **each** other Target at Range 1-2, in any direction.

4	↑
3	↑
2	↑

2	↑
2	↗
3	↗
3	↗

1	↑
1	↗
1	↗
2	↗
2	↗
3	↗

1	↑
1	↗
2	↗
2	↗
3	↗
3	↗

1	↑
1	↗
2	↗
2	↗
3	↗
3	↗

1	↑
1	↗
2	↗
2	↗
3	↗
3	↗

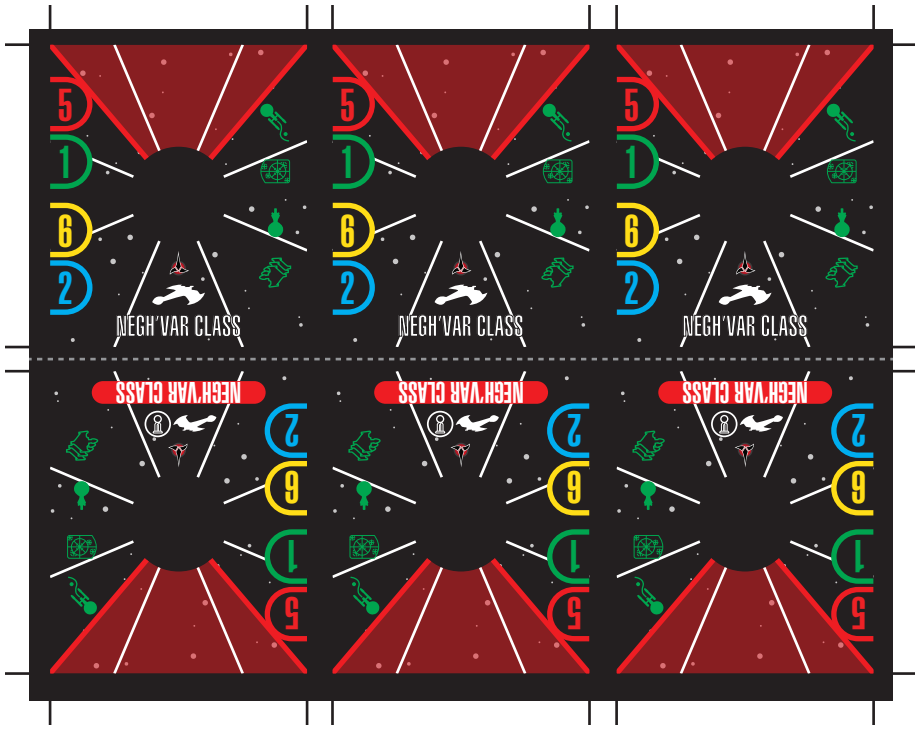
3	↗
4	↑
3	↗
3	↗

3	↗
2	↗
3	↗

3	↗
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.



KLINGON CRUISER

Captain Skill 4 / 5 / 7

ACTIVATION PHASE: When performing a  Action, this ship may use a 1↑, 2↑, or 3↑ Maneuver Template for this Action.

*  **LOADOUT** 

KLINGON CRUISER

Captain Skill 4 / 5 / 7

WHEN ATTACKING: If the defending ship is not hit:



Place 1  Token beside this ship.


*  **LOADOUT** 

KLINGON CRUISER

Captain Skill 4 / 5 / 7

WHEN ATTACKING: During the Modify Attack Dice Step:

Convert 1  result into 1  result, and all other  results into  results.


*  **LOADOUT** 

KLINGON CRUISER

Captain Skill 4 / 5 / 7

WHEN ATTACKING: If this ship is Cloaked:

If the defending ship is within Range 1, this ship rolls +2 attack dice. If the defending ship is within Range 2, this ship rolls +1 attack die.

*  **LOADOUT** 

KLINGON CRUISER

Captain Skill 4 / 5 / 7

ACTIVATION PHASE: All Cloaked friendly ships within Range 1-2 of this ship receive 1  Token.

*  **LOADOUT** 

KLINGON CRUISER

Captain Skill 4 / 5 / 7

WHEN ATTACKING: If all Shield Tokens on this ship have been destroyed:

Roll +1 attack die.



*  **LOADOUT** 

KLINGON CRUISER

Captain Skill 4 / 5 / 7

WHEN ATTACKING: If the defending ship has a larger Hull Value and/or Primary Weapon Value than this ship:

Roll +1 attack die.

*  **LOADOUT** 

KLINGON CRUISER

Captain Skill 4 / 5 / 7

WHEN ATTACKING: During the Roll Attack Dice Step:

Roll +1 attack die for every damage card applied to this ship (max +3).



*  **LOADOUT** 

KLINGON CRUISER

Captain Skill 4 / 5 / 7

WHEN ATTACKING: This ship makes a total of 2 attacks each round at -1 attack die each.

WHEN DEFENDING: This ship rolls no defense dice.

*  **LOADOUT** 

KLINGON CRUISER
Captain Skill 1 / 2 / 5

* **LOADOUT** 

KLINGON CRUISER
Captain Skill 1 / 2 / 5

* **LOADOUT** 

KLINGON CRUISER
Captain Skill 1 / 2 / 5

* **LOADOUT** 


KLINGON CRUISER
Captain Skill 1 / 2 / 5

* **LOADOUT** 

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Captain Skill 1 / 2 / 5

* **LOADOUT** 

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Captain Skill 1 / 2 / 5

* **LOADOUT** 

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Captain Skill 1 / 2 / 5

* **LOADOUT** 

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Captain Skill 1 / 2 / 5

* **LOADOUT** 

KLINGON CRUISER
Captain Skill 1 / 2 / 5

* **LOADOUT** 