



## D'Deridex Class Warbird



### 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 no Enemies are within Range 3, or if outside Enemy's firing arc.
- 3) if cloaked within Enemy's firing arc.
- 4) if any Enemies are within Range 3.
- 5) Fix Damage.
- 6) 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 ↗



3 ↗  
3 ↖  
3 ↖  
3 ↖

3 ↗  
3 ↖

2 ↑  
2 ↗  
3 ↗  
3 ↗

1 ↑  
1 ↗  
2 ↗  
2 ↗  
3 ↗

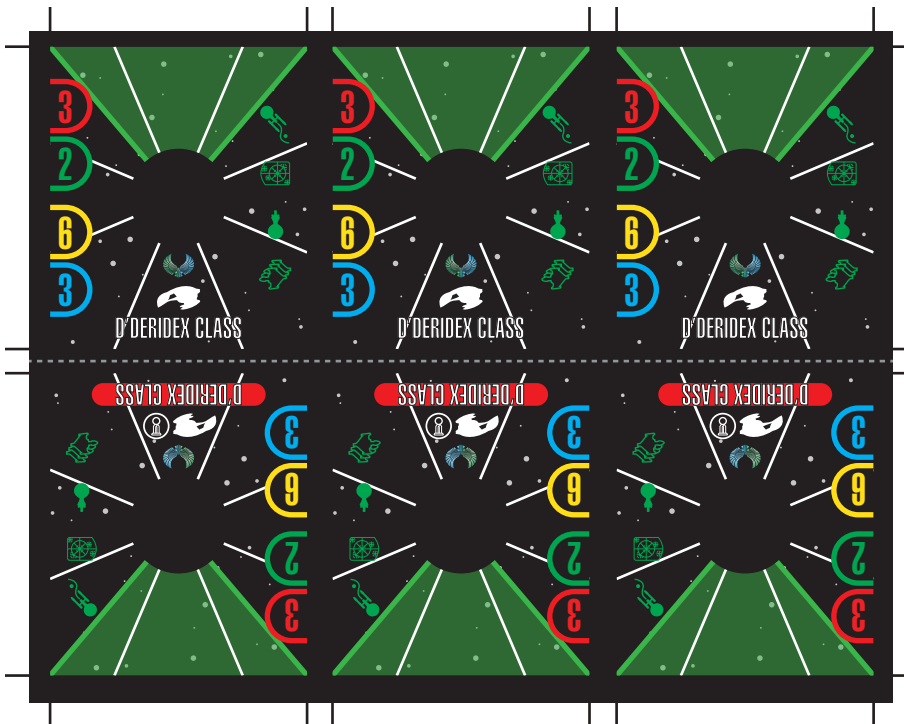
1 ↗  
2 ↗  
3 ↗

2 ↗  
2 ↗  
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2 ↗  
3 ↗  
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1 ↗  
2 ↗  
2 ↗  
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.



## Valdore Class Warbird

### 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 no Enemies are within Range 3, or if outside Enemy's firing arc.
- 3) if cloaked within Enemy's firing arc.
- 4) if any Enemies are within Range 3.
- 5) Fix Damage.
- 6) 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	↻

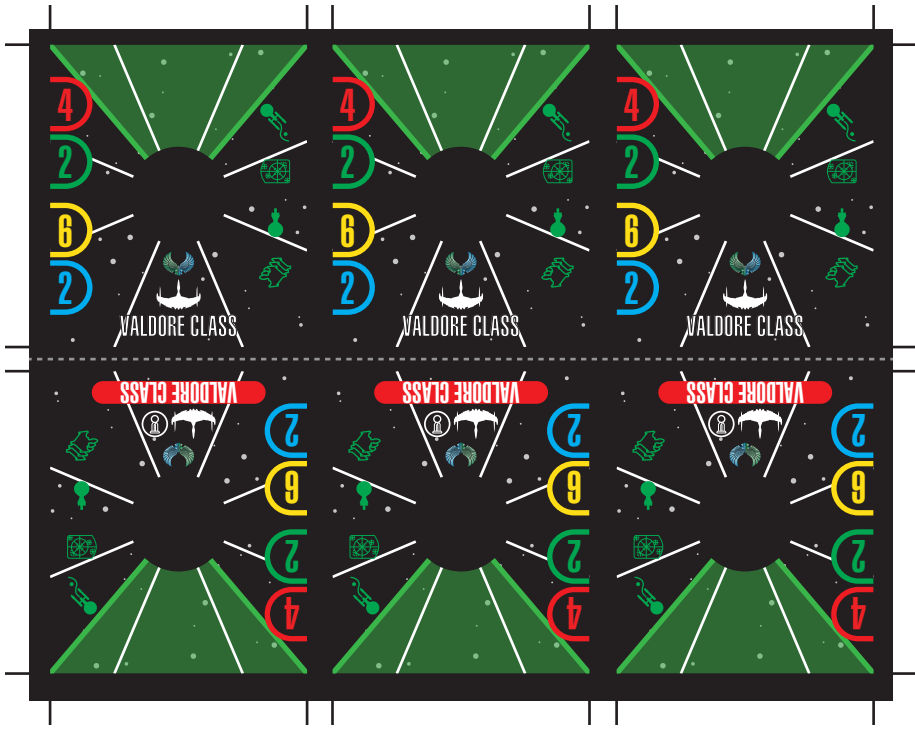
3	↻
4	↑
3	↖
3	↻

3	↻
2	↖
2	↻

3	↻
3	↻
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.



**ROMULAN WARBIRD**

Captain Skill 4 / 5 / 7

**WHEN ATTACKING:** If this ship is not within the target ship's Primary Firing Arc:


Roll +1 attack die.



\*  **LOADOUT** 

**ROMULAN WARBIRD**

Captain Skill 4 / 5 / 7

**WHEN DEFENDING:** If this ship is Cloaked:

Flip this ship's  Token to its red side. The attacking ship rolls -2 attack dice.

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**ROMULAN WARBIRD**

Captain Skill 4 / 5 / 7

**WHEN ATTACKING:** If this ship is Cloaked:

Place 1  Token beside this ship and keep this ship's  Token on its green side.

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**ROMULAN WARBIRD**

Captain Skill 4 / 5 / 7


**ACTIVATION PHASE:** This ship may perform a  Action even if it has no Active Shields.


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**ROMULAN WARBIRD**

Captain Skill 4 / 5 / 7

**ACTIVATION PHASE:** If this ship is Cloaked and performs a  Action:

Flip this ship's  Token to its red side and immediately perform an additional  Action as a Free Action.



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**ROMULAN WARBIRD**

Captain Skill 4 / 5 / 7


**WHEN ATTACKING AT RANGE 1:** If this ship is not Cloaked:


Roll +1 attack die and roll -1 defense die.



\*  **LOADOUT** 

**ROMULAN WARBIRD**

Captain Skill 4 / 5 / 7

**WHEN DEFENDING:** This ship may re-roll 1 of its  results.

If this ship is Cloaked, it may re-roll all of its  results.



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**ROMULAN WARBIRD**

Captain Skill 4 / 5 / 7

**WHEN ATTACKING:** If this ship is Cloaked:



Roll +1 attack die for every other friendly ship within Range 3 (max +3).

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**ROMULAN WARBIRD**

Captain Skill 4 / 5 / 7

**ACTIVATION PHASE:** This ship does not skip its Action after performing a Red Maneuver.

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**ROMULAN WARBIRD**  
Captain Skill 1 / 2 / 5

\* **LOADOUT**



**ROMULAN WARBIRD**  
Captain Skill 1 / 2 / 5

\* **LOADOUT**



**ROMULAN WARBIRD**  
Captain Skill 1 / 2 / 5

\* **LOADOUT**



**ROMULAN WARBIRD**  
Captain Skill 1 / 2 / 5

\* **LOADOUT**



**ROMULAN WARBIRD**  
Captain Skill 1 / 2 / 5

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**ROMULAN WARBIRD**  
Captain Skill 1 / 2 / 5

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**ROMULAN WARBIRD**  
Captain Skill 1 / 2 / 5

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**ROMULAN WARBIRD**  
Captain Skill 1 / 2 / 5

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**ROMULAN WARBIRD**  
Captain Skill 1 / 2 / 5

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