

Star Trek: Attack Wing Additional Rules for Tournaments

Revised 5/31/2016

SUGGESTED TOURNAMENT FORMAT

- 130 Points per fleet
- Minimum of 3 ships per fleet
- 50 Points maximum per ship (at the start of the game) including all upgrades, captains, admirals, and resources assigned to the ship. During game play, it might be possible that you will exceed 50 points through game effects that let you steal or add upgrades to your ship.
- Only 1 ship or station with the oversized base (Borg Cube Class & Nor Class Orbital Space Station Class) may be used in a fleet.
- If your ship's base cost is 43 points or more you may add up to 8 Points for upgrades (Crew, Tech, Weapons, Elite Talents, and Borg) as well as a captain and/or admiral even if those cards bring your cost over 50 points.
- If there is a Blind Booster, 40 of your available Fleet Points are reserved for use with game elements from your Blind Booster, leaving 90 points to build your fleet. The game elements in your Blind Booster may not be mixed with the 90 points from the rest of your fleet. The **Blind Booster** ship counts toward the 3-ship minimum.
- Players should bring all game components needed to play (maneuver templates, dice, etc.). Non-WizKids game components are not allowed (maneuver templates, dice, etc.).
- A standard Star Trek: Attack Wing game is played on a 3' x 3' play area. Stores should measure/tape out 3' x 3' play areas in advance of tournament or supply 3' x 3' play mats to indicate the play area. □ Alternate Play Area (2' x 3'): We recognize that some WKO stores may not have the sufficient size tables/quantities of tables/available space to accommodate the standard play area as noted above.
- At the start of a tournament, players must record their Fleets on a Fleet Build Sheet. Players CANNOT change their fleets between Battle Rounds. Players have a number of Squadron Points (SP) with which to equip their fleets using the standard Squad Building Rules (see page 21 of the full Rules of Play). At the start of every Battle Round players must verify their opponent's Fleet build and sign off on it
- In addition to normal Squad Building, each player may equip their fleet with exactly 1 Resource. The SP costs for Resources are located on the Resource Reference Cards. Players may choose from among any Resources currently not in retirement. Players CANNOT change Resources between Rounds.
- Fleet Points are equal to the 120 MINUS the number of SP left in your opponent's surviving Fleet. Points are recorded on players' Fleet Build Sheets as well as on the Score Sheet. A player's surviving Fleet includes: 1) any of that player's ships that are not destroyed, 2) any Upgrades those ships are still equipped with, and 3) any Upgrades that are placed under the ship card. NOTE: Any Upgrades that a player discards to use for their text ability are placed under the ship card on which they were equipped. Any Upgrades that are under a ship that was destroyed are also destroyed. A player who receives a Bye will receive a Win with 60 Fleet Points and is considered a win.

Resources

1. Each player can include a maximum of 1 Resource when building his or her fleet.
2. Resources from one storyline may be used in future storylines, although individual venues may choose to restrict their use.
3. If the winner of an Engagement completely eliminates their opponent's fleet, then they receive Fleet Points for their opponent's Resource. If the winner does not eliminate the opponent's entire fleet, they do not receive Fleet Points for the opponent's Resource. Unless the Resource is assigned to a specific card, in which case the Fleet Points for the resource are scored when the card (Ship, Captain, Upgrade, etc.) is destroyed.
4. Resources are retired from Organized Play on the 1st of the month shown in the table below.

Resource	Date Released	Date of Retirement
Elite Attack Die	September 2013	March 2015
Command Tokens	October 2013	April 2015
Reinforcement Sideboard	November 2013	May 2015
Flagship Cards	December 2013	June 2015
Hideki Class Attack Fighters	February 2014	August 2015
Federation Attack Fighters	March 2014	September 2015
Skilled Helmsman	April 2014	October 2015
Chief Engineer	May 2014	November 2015
Counter Attack Die	June 2014	December 2015
Fleet Captain Cards	July 2014	January 2016

Officer Cards	August 2014	February 2016
Improved Shields	September 2014	March 2016
Advanced Targeting Systems	October 2014	April 2016
High Yield Photon Torpedoes	November 2014	May 2016
Officer Exchange Program	January 2015	July 2016
Master Strategist Tokens	March 2015	September 2016
Evasive Action Template	April 2015	October 2016
Damage Control Team Cards	May 2015	November 2016
Ready Room Card	June 2015	December 2016
Emergency Force Fields	July 2015	January 2017
Condition Alert	August 2015	February 2017
Sabotage	September 2015	March 2017
Protocol Resource	October 2015	April 2017
Advanced Technology Resource	November 2015	May 2017
Main Power Grid Resource	December 2015	June 2017
Tactics	January 2016	July 2017
Structural Damage Check	February 2016	August 2017
General Orders Resource	March 2016	September 2017
Emergency Power Resource	April 2016	October 2017
Improved Hull Resource	June 2016	December 2017

Additional Rules

1. Any time an infinite occurrence could be read into the card interactions assume it only works one time unless noted in the FAQ.
2. If a ship's effect must be directed at ships within a certain range, the ship cannot target itself with that effect.
3. The term "friendly" on a card refers to other ships in your fleet and not the ship on which the card is located.
4. Many card abilities use the word "you" to specifically reference that Ship Card. Abilities on Ship Cards cannot affect other ships unless explicitly specified by the ability. Likewise, Upgrade Cards and Damage Cards only affect the ship to which they are assigned, unless otherwise specified.
5. A player may not voluntarily remove the Cloak token outside of the End Phase.
6. If a ship has cards or abilities that allow it to take more actions, the active player may choose the order of any actions that all trigger at the same time.
7. A ship may not perform any free actions and must skip its "Perform Action" step if it collides with another ship. Ships whose bases are touching may target each other during the Combat Phase, but must still obey firing arc requirements.
8. If an ability takes place after a ship moves, the ability triggers after Step 5 (Clean Up) of the ship's Activation Phase, before its Perform Actions step.
9. If a card grants a free Action to a ship but does not specify when the free Action can be performed, the ship must perform the free Action during its Perform Actions step.
10. A player may not choose to disable the Shields on their ship unless an ability specifically requires it.
11. You may not permanently gain more shields than your ship card lists unless a card specifically states it.
12. A ship may have more than one Auxiliary Power Token assigned to it at a time.
13. When a Captain is disabled for any reason, the ship has a Skill Number of 1. (It is assumed that a minor crew member has taken over for him.)
14. When a Captain is disabled by Chang (or a similar effect) and has their Captain Skill reduced to 1, that Captain does not lose the chance to become the next ship in the activation phase. Changes to Captain Skill only take effect when moving to the next phase in the round (i.e. switching from the Activation Phase to the Combat Phase).
15. When a Captain is disabled for any reason, their ship cannot use Elite Talent Upgrades deployed to it.
16. Elite Talents are assigned to a ship, not the Captain, even though the icon for the Elite Talent is provided by the Captain.
17. You should designate which Elite Talent is deployed to your Captain and/or Admiral/Crew.
18. Admiral Cards are not Upgrades nor are they considered Captain Cards. While the "Admiral" side of the card is face-up, Admiral Cards cannot be affected by anything that specifically affects an Upgrade Card or a Captain Card.
19. While the "Captain" side of an Admiral is face-up, however, they can be affected by anything that affects a Captain Card.

20. Faction penalty is 1 extra squadron point for each Captain and Upgrade Card and 3 extra squadron points for an Admiral that does not match its ship's faction.
21. A card ability is considered optional if it uses the word "may" OR has an "Action:" or "Attack:" header OR requires its owner to disable or discard the corresponding card in order to activate the ability. In all other circumstances, the card ability is mandatory and must be followed.
22. When a card ability has a cost (discard, disable, disable a shield, auxiliary token, spend a token, etc.) it is optional.
23. All cards that contain non-ACTION text abilities that are optionally triggered by a player may only be used once per round per ship per card.
 - a. Cards with continuous effects may affect multiple dice rolls in a round.
 - b. Cards that state "each time" OR "every time" OR "When defending" OR "When Attacking" may be used multiple times per round.
24. Rolling defense dice is not optional.
25. When rolling 0 defense dice for any reason (natural Evasion value, opponent's Scan tokens, or prevented from rolling defense dice) you do not skip any of the steps in the Combat Phase. Your dice during the dice rolling step can be modified to 0 or none. In the next step, the Modify Defense Dice step, you may spend Evade and Battle Station tokens to modify the result of the Roll Defense Dice step.
26. When a card ability allows a player to gain a certain number of attack dice "this round" it allows the player to add that many attack dice (in total) to their attack rolls during that round's Combat Phase. If a player is able to make multiple attacks during the same Combat Phase, the player may choose when to add the bonus attack dice. These dice can even be added to Secondary Weapon attacks.
 - a. For defense dice, this allows the player to add that many defense dice (in total) to his defense rolls during that round's Combat Phase. If the player is attacked multiple times during the same Combat Phase, the player can choose when to add the bonus defense dice.
 - b. Note that this type of text is different from a continuous bonus that does not use the phrase "this round" (for example, the text on Donatra or Terrell). A continuous bonus applies to all attack and defense rolls made by the affected ships during that round.
 - c. When a card ability forces a player to roll fewer attack or defense dice "this round" (for example, Kyle), the player must roll fewer attack or defense dice in total during that round's Combat Phase, starting with the very next time the player uses those dice during the Combat Phase.
27. When it is your turn to modify dice you may modify them in any order you wish. For example: Boheeka grants the ability to modify the dice while the token is present and then you may spend the token for its natural ability.
28. The Target Lock, Evade, and Battle Station tokens may only be spent during the combat phase as stated in the manual on page 10. Any other abilities that do not state they only work during the combat phase may be used to modify attack dice or defense dice outside of the combat phase.
29. Upgrades with deployment restrictions may not be deployed to a ship that does not meet those restrictions, even if stolen. If stolen or deployed to a ship that does not meet the card's restrictions, the upgrade is discarded.
30. When you assign the Emergency Medical Hologram or The Doctor to a particular Upgrade Slot during Set-Up they are committed to that particular slot for the rest of the game.
31. When a Ship, Captain or Upgrade provides a bonus to an attack, it does apply to Secondary Weapons.
32. You may steal and deploy a unique card even if you have a card with the same name.
33. If you steal a card and your ship does not meet the requirements to deploy the card, you must discard the stolen card.
34. When a card does not have a defined card value it may not be affected or used with cards that require it to have a SP value.
35. The cost of any Ship, Upgrade, Captain, Resource, or Admiral cannot ever be reduced below 0.
36. When you spend a Target Lock to fire a Secondary Weapon (such as a Photon Torpedo), you may not use that same Target Lock to re-roll attack dice.
37. If your ship does not possess a rear firing arc, you may not fire a Torpedo from the rear of your ship even if the Torpedo specifies it can be fired from the forward or rear firing arcs.
38. A token may only activate a single ability off of a single card per round.
39. When checking to see if a ship's attack is blocked by a planet or other obstruction, lay the Range Ruler flat on its edge for greater accuracy.
40. If a ship moves onto or through an Obstacle, it may still perform card text that does not require an Action.
41. Mines are considered a special attack even if dropped on an opponent's ship. Attacks with Mines may not be modified by any card text that affects attacks.
42. The Antimatter Mines may be placed anywhere that is at least partially in the Range 1 portion of the rear firing arc.
43. If a ship moves onto or through an already placed Minefield Token, the dice cannot be altered at all, even by card effects such as Scotty, Kyle, and Donatra.
44. The Minefield Token does not follow the normal rules for Obstacles. It is keyed to the text on the related Weapon Upgrade and does not add an additional die of damage or cause the loss of an Action like a normal Obstacle does. However, as per the rulebook on p. 23, the Minefield does obstruct fire like a normal Obstacle.
45. When firing any type of mines, the Minefield Token remains in the play area for the duration of the game.
46. When the trigger areas for two minefields of the same type overlap, an enemy ship passing through the overlapping trigger area only sustains damage from one of the minefields. However, if a ship passes through (and completely out of) the trigger area of one minefield and into the trigger area of another minefield, then the ship sustains damage from both Cloaked Mines.

47. When a card states it may be played or used at any time or does not list when it may be used. It may only be used between the phases of each round.
48. If a card states you may perform a maneuver (not a Sensor Echo) and your ship does not have that maneuver listed on its card, you may still perform that maneuver as a White Maneuver provided by the card.
49. When a Captain or Upgrade refers to a "move," it is only referring to the ship's initial movement for the turn. It does not apply to any bonus maneuvers that the ship might perform during the turn.
50. Cards that state you may or are forced to perform a specific maneuver allow your ship to perform the maneuver even if it is not present on the ship's dial — except for Space Stations, which may only perform maneuvers revealed and printed on the Space Station's dial.
51. Cards that state you may perform an action for free or copy an ability only affect action economy. They do not affect the price (disabling, discarding, etc.) of performing the card text, and the original card or the card copying the ability must still pay the penalty for performing its action.
52. Face-down cards follow the card whose special text placed them.
53. You cannot affect face-down cards except through the card text that placed them.
54. Removing a Disabled token is an action that may only be performed once per round by any one ship.
55. When fleet building a "Capital Ship" may only support 1 Shuttlecraft, Attack Squadron, or Borg Support Vehicle.

SPACE STATIONS & STATIONARY PLATFORMS

1. Space Stations (e.g. DS9, Scenario Space Stations) and Stationary Platforms (OWPs, PDTs) are considered "ships" for card text purposes, but these "Stations" also follow several special rules as detailed below.
2. Space Stations may not perform a Sensor Echo Action.
3. A Station cannot ever have its Agility increased (e.g. Hikaru Sulu). However, Stations can benefit from abilities that increase overall defense dice (Cloaking, Tetryon Emissions, etc.).
4. A Station may be damaged by Mines only during the turn that the Mines are dropped directly on the Station or if the Station moves onto or moves and remains on the Minefield token. A Station does not receive damage from Mines on subsequent turns if it does not move.
5. A Station may not be designated as a Flagship using the Flagship Resource.
6. Space Stations and Oversized Base Ships are only tournament legal if they have both a maneuver dial and a model to be placed on the map.
7. Space Stations and other Oversized Base Ships may be placed in your starting area as long as they touch the edge farthest from your opponent.

Additional Rules Cards

360-Degree Arcs

The 360-degree firing arc allows you to attack if an enemy ship is within Range 1-3 (Range 1-2 with your Primary Weapon) of the base of a ship. It can be attacked by that ship's Primary Weapon (only at Range 1-2) or any Secondary Weapon equipped to that ship that does not refer to a forward or rear firing arc in its card text. Any Upgrade (or special ability) that references the absence or presence of a forward or rear firing arc on an enemy ship functions against a ship with a 360-degree firing arc as if that ship does not have a forward or rear firing arc. Any Upgrade deployed to a ship with a 360-degree firing arc that references the absence or presence of a ship's forward or rear firing arc does not function.

Spin Maneuver

The Spin Maneuver [Right Arrow] or [Left Arrow] uses the same movement template as a Straight Maneuver [Forward Arrow]. The only difference between these maneuvers is that when executing a Spin Maneuver, the player places the selected template in the ship's base as if doing a Straight maneuver. After moving the ship's base, the player then rotates his ship 90°. In order to do this, place a [2 Forward Arrow] Maneuver Template parallel beside the ship's base (with the front edge of the base even with the top edge of the [2 Forward Arrow] Maneuver Template). Then rotate the ship 90° (either right or left depending on the maneuver) and make sure that the side of the ship's base is even with the [2 Forward Arrow] Maneuver Template.

If spinning a Borg ship causes its base to physically overlap an obstacle or minefield, only the Maneuver Template and final position of the Borg ship base matter. So if your ship is on an obstacle/minefield before you spin, you are not affected. When spinning, if the forward movement causes another ship base to overlap your own it is not considered to be actually bumping a ship (i.e. you don't lose your Action). For practicality's sake, the players should move the ship away from the other ship prior to movement.

Regenerate

Ships with the [Regenerate] icon in their Action Bar may perform the Regenerate Action. A ship that performs the [Regenerate] Action immediately repairs 1 damage of its choice to its Hull (critical or normal). A ship cannot attack during the round that it performs the [Regenerate] Action.

Drone Tokens

Each Drone Token has a Drone number list on the face, as well as a Captain Skill Number listed on the back. The Drone Tokens are placed in a stack on top of the Captain Card in descending order (from highest to lowest) of their Drone numbers. NOTE: The Drone number listed on the token at the top of the stack is always considered the ship's current Captain Skill. At the start of the game, place the Drone Token that has the starting Captain Skill beside the ship (this will be the reverse side of the Drone Token that reads "START" on the face).

When a Drone Token is used, remove one Token from the top of the stack and flip it over. Then remove the Drone Token that is beside the ship from play and replace it with the token that you just removed from the stack. NOTE: The Captain Skill that is listed on the Token beside the ship should always be equal to the number of Drone Tokens left on the Captain Card.

You may use Drone Tokens for other Upgrade effects, but not for the text on a disabled Captain if your Captain is disabled.

Large Ships Overlapping Small Ships

If a large-base ship executes a maneuver that would cause the final position of its base to overlap the base of a ship with a Hull of 6 or lower, the large-base ship does not lose its "Perform Action" Step.

Attack Squadrons

Attack Squadrons are a special type of ship classified as a Squadron; a new type of unit. They are treated as normal ships with the following exceptions:

- 1) Squadrons can only attack enemy ships at Range 1-2.
- 2) Squadrons can only be equipped with [Squadron] Upgrades and cannot have any Captain, Admiral, or Resource Cards assigned to them.
- 3) Instead of having stats printed on its Ship Card, an Attack Squadron has a number of Attack Squadron Tokens stacked on it (see below). These Tokens have the ship's stats listed on them (Primary Weapon, Agility, Hull and Shield values, and a Captain Skill Number).
- 4) When a Squadron sustains damage to its Hull, it does not receive Damage Cards as normal. Instead, one Token is destroyed (i.e. removed from the top of the stack). Tokens removed in this way are removed from the game and may not be restored or repaired. Once the last Token is removed from the stack, the Attack Squadron is destroyed. NOTE: Only 1 Attack Squadron Token may be removed by any single attack, regardless of how much damage is dealt by the attack.
- 5) If a Squadron has Shields, the Shields are fully repaired and activated every time a new Attack Squadron Token is revealed.
- 6) All critical damage suffered by a Squadron is immediately converted into normal damage.
- 7) Squadrons may not be affected by any card text that references a ship unless a) The ability is triggered by a Squadron Upgrade, b) The text specifies that it targets a Squadron, or c) It is triggered as part of an attack targeting a Squadron. Additionally, the upgrades on a Squadron may still be affected as if they were on a normal ship.

NOTE: This means cards that specifically target ships will not benefit Squadrons (ex. Donatra, whose text specifies "all other friendly ships..."). Ships that also specifically require another ship be within range (ex. Prakesh, whose text specifies "if you are in range 1 of a friendly ship") will not benefit from Squadrons, as they are not considered ships.

- 8) Each Squadron must be accompanied by one 4+ Hull point ship to be included in a Fleet (referred to as a "Capital Ship").

Attack Squadron Tokens (ASTs)

Each Attack Squadron Token has a Primary Weapon, Agility, Hull, and Shield Value as well as a Captain Skill Number listed on the front of each Token. On the back of each Token is a Captain Skill Number, a Faction Icon, and a ship's name or class. The ASTs are placed in a stack on the top of the Ship Card in descending order (from highest to lowest) of their Captain Skill Numbers. Each Squadron will have the 4 ASTs stacked on it with the ship class listed on the back. In addition, if a Squadron is unique, place a 5th AST on top of the stack (this will be the AST with the unique Squadron's name listed on the back). NOTE: The states listed on the token at the top of the stack are always considered the ship's current values. At the start of the game, place the AST that has the starting Captain Skill beside the ship (this will be the reverse side of the AST that reads "START" on the front).

When an AST is destroyed, remove one Token from the top of the stack and flip it over. Then remove the AST that is beside the ship from play and replace it with the token that you just removed from the stack. NOTE: The Captain Skill that is listed on the back of the Token beside the ship should always be equal to the Captain Skill listed on the AST at the top of the stack.

Admiral Cards

Admiral Cards are double-sided cards. The front (face up) shows the Admiral's abilities and the back (face down) shows their Captain abilities. You can only include 1 face-up Admiral Card in your fleet, and it must be assigned to one of your ships. Faction penalties are

tripled for face-up Admiral Cards. NOTE: You may choose to assign an Admiral Card to one of your ships as a normal Captain (face down). If you do so, you cannot later use that card's Admiral abilities.

• While a face up Admiral Card is assigned to one of your ships, your fleet gains the following abilities:

- 1) Each Admiral Card has a Skill modifier in the lower left corner. This modifier is added to the Skill Number of the Captain Card on the ship to which the Admiral is deployed (and only that ship).
- 2) Once per round, 1 friendly ship within Range 1-3 of the Admiral's ship (or the Admiral's ship itself) may perform the Fleet Action listed on that fleet's Admiral Card instead of performing its normal Action.

• If your Admiral's Ship Card has a "Communications Failure" or an "Injured Captain" critical damage card beside it, the effects of those cards do not apply to your face-up Admiral Card. In either case, the Admiral's Skill Modifier still applies to that ship, but the Fleet Action is then only usable by the Admiral's ship. If your Admiral's Ship Card has either or both of these critical damage cards beside it, you may choose to flip those damage cards over and discard your Captain Card. You cannot otherwise voluntarily discard your Captain

Card. If the Captain Card on your Admiral's ship is ever discarded for any reason, or if that Captain is part of an Away Team, the Admiral becomes that ship's new Captain. Flip your Admiral Card face down and use the Captain side of the card. If the Captain is no longer part of an Away Team and is back on board the ship, flip the Admiral Card face up and once again use the Admiral side of the card. NOTE: Your Admiral may be part of an Away Team as well, but then you may not use any of the abilities listed on their card (including the Skill Modifier).

• In addition to any Upgrades fielded by your Captain, if your Admiral Card has an [Elite Talent] Icon, you may field and use one additional [Elite Talent] Upgrade. Upgrades that are assigned to the Admiral's ship and that are designated to either the Captain or the Admiral may only be used if the Captain or Admiral they are designated for are still active.

Fleet Action Tokens

At the start of the game, place one Fleet Action Token on your Admiral Card. If one of your ships performs your Admiral's Fleet Action, remove the Fleet Action Token from your Admiral Card and place it beside that ship. During the End Phase of every round, return your Fleet Action Token to your Admiral Card. NOTE: Your ships can only perform a Fleet Action while the Fleet Action Token is on your Admiral Card.

Admiral ID Tokens

An Admiral ID Token shows the Admiral's Skill modifier number. This Token is placed around the plastic pegs of the ship to which the Admiral is assigned and will rest on top of its Captain ID Tokens. If the Admiral ever becomes the ship's Captain (see above), remove the Captain ID Tokens and the Admiral ID Token and replace them with that Admiral's Captain ID Tokens.

Shuttlecraft

Shuttlecraft are treated as normal ships with the following exceptions: 1)

Shuttlecraft can only attack enemy ships at Range 1-2.

- 2) A shuttlecraft is either considered "Active" (in the play area) or "Inactive" (docked on another ship).
- 3) If, through the use of an ability, you are able to deploy a [weapon] Upgrade to a shuttlecraft, you cannot deploy a [weapon] upgrade to that shuttlecraft with a cost of more than 3 SP (with the exception of the Antimatter Mines Upgrade).
- 4) For each shuttlecraft assigned to your fleet there must be 1 ship with a hull value of 4 or more (referred to as a "Capital Ship").
- 5) Shuttlecraft may not have Admirals deployed or moved to them.

DOCKING A SHUTTLECRAFT: During the Activation Phase, a player may use the following Action to dock his shuttlecraft on another ship with a Hull Value of 4 or more:

ACTION: Place the Captain and all of the Upgrades assigned to the shuttlecraft beneath the shuttlecraft's Ship Card and place them beside the docking ship's cards. Then remove your shuttlecraft from the play area and place it on top of its Ship Card. All of the tokens that were beside the shuttlecraft are placed back in the supply. Place an Auxiliary Power Token beside the docking ship.

NOTE: A player may only use the docking Action if after their shuttlecraft moves, its base overlaps a friendly ship's base, OR if after one of their ships moves, that ship's base overlaps a friendly shuttlecraft's base (this is the only action that the colliding ship may take), in which case the shuttlecraft suffers 1 damage in addition to the normal overlap rules (see pg. 18).

Only one shuttlecraft may dock with a ship at any time and shuttlecraft may not start the game docked.

While a shuttlecraft is docked on another ship it is considered to be “Inactive” and the following apply to it:

- a) None of its card (Ship, Captain, or Upgrades) can be used for their text abilities or affected by an enemy ship. NOTE: These cards are considered to be out of play and are not considered to be deployed to the docking ship.
- b) The shuttlecraft is destroyed if the docking ship is destroyed.
- c) You may exchange cards from the shuttlecraft to the docking ship and vice versa by spending the docking ship’s Action to perform the following Action:
 - a. ACTION: Remove a Captain and/or any number of Upgrades from beneath your shuttlecraft’s Ship Card and assign them to the docking ship. Then remove a Captain and/or any number of Upgrades from the docking ship and place them beneath your shuttlecraft’s Ship Card. Both ships must still have a Captain, and all Upgrade restrictions still apply.
 - b. NOTE: You cannot switch cards that have an extra cost or can only be deployed to a specific ship or type of ship by using this Action.

LAUNCHING A SHUTTLECRAFT: During the Planning Phase, a player may launch a shuttlecraft from the docking ship’s Ship Card and place it in the play area within Range 1 of the docking ship. Then they separate the shuttlecraft’s cards from the docking ship’s card, takes them out from beneath the shuttlecraft’s Ship Card, and place an Auxiliary Power Token beside both ships. The player then chooses a Maneuver for their Active shuttlecraft. NOTE: A shuttlecraft cannot be placed on top of another ship’s base when launching.

Errata

1. **“Ferengi” Generic Captain** (Krayton, Collective Month 1 OP Prize) is not unique.
2. **Mirror Universe Starship** (Defiant Class) (I.S.S. Defiant Expansion Pack) is 22 pts.
3. **Kuvak** is a Vulcan Captain.
4. **Koss** (Vulcan, Crew) — The card text should read:
“While Koss is on your ship, none of your other Upgrades can be affected by your opponents. Discard this card after it protects another Upgrade card.”
5. **Tactical Stations** (U.S.S. Stargazer, Collective Month 3 OP Prize) is unique.
6. **Multi Targeting Phaser Banks** – The card text should read:
“When you perform a Target Lock action, you may disable this card to acquire a 2nd target lock on a different enemy ship within Range 1-3 of your ship. You may have up to 2 different enemy ships target locked at the same time even if this card is disabled.”
7. **Dispersion Field** (Borg) – The text on this card should read:
“While this card is deployed to your ship none of your other Upgrades can be affected by your opponents. Discard this card after it protects another Upgrade card. In addition, you may roll your full defense dice in spite of the presence of an opposing ship’s [Scan] token.”
8. **Make It So** (Mirror, Elite Talent) has the Mirror Unique Icon.
9. **I Will Deal with Them Myself** has the Mirror Unique Icon.
10. **Rebellion** has the Mirror Unique Icon.
11. **Strafing Run** has the Mirror Unique Icon.
12. **Intendant’s Orders** has the Mirror Unique Icon.
13. **Galor Class Phaser Banks** – The card text should read:
“Your Ship’s Primary Weapon can target ships at Range 1-3 (standard range combat bonuses apply) and your Primary Weapon Value is at +1 (Max 6 dice).
This Upgrade may only be purchased for a Hideki Class Attack Squadron and no ship may be equipped with more than one “Galor Class Phaser Banks” Upgrade.”