



STAR TREK™

ALLIANCE

COOPERATIVE MINIATURES GAME

RULES OF PLAY



Welcome to the **Star Trek Alliance**, an exciting, cooperative starship battle game set in the **Star Trek** universe. In this new format of **Star Trek: Attack Wing**, 1 or more players represent captains that have formed a squadron and work together to complete a series of missions. During each Mission, players battle against the game, ship to ship, in tactical space combat while completing mission objectives to earn Experience Points. Between missions, players spend Experience Points to Upgrade their ships and complete overall objectives to win the campaign!

Star Trek Alliance uses many of the same components as **Star Trek: Attack Wing**, but also adds new rules for controlling automated enemy ships. Even if you have played **Star Trek: Attack Wing**, you should review this book for new rules that are unique to **Star Trek Alliance**.

Throughout this rule book, section headings are color-coded to mark whether a rule applies to player ships or Enemy AI ships (those controlled by the game):



Player headings have orange backgrounds. 
 Enemy AI headings have red backgrounds. 

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COMPONENT OVERVIEW

The following components are used in every game of *Star Trek Alliance*.

Note: Ships and specific Tokens pictured may not be exactly the same as those appearing in this box.

Ships, Bases, & Pegs

These pre-painted models represent ships in the game. The pegs securely attach the ships to their bases.



Each base also holds a Ship Token that identifies the ship name and two ID Tokens that identify the player controlling the ship.

Ship Tokens

These Tokens identify the ship's name and display information about the ship's capabilities. One Token is placed in each ship's base to identify the ship. Ships controlled by the game have slightly different Ship Tokens with more arcs.



ID Tokens

These Tokens are inserted into a ship's base to identify which cards correspond to the ship.



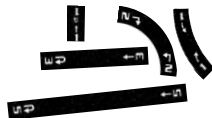
Heroclix™ Maneuver Dials

These dials let the players plan maneuvers for their ships. Each player-controlled ship has its own Maneuver Dial.



Maneuver Templates

These templates correspond to possible maneuvers on the ships' Maneuver Dials. They are used when physically moving ships around the play area.



Action Tokens

These Tokens mark ships performing specific types of Actions, such as Scanning, Cloaking, or Acquiring a Target Lock.



Shield Tokens

These Tokens track how strong a ship's Deflector Shields are. These Tokens are double-sided: one side shows an Active Shield (blue) and the other side shows a Disabled Shield (red). The Disabled Shield signifies that the shield has been disabled by some effect such as the Cloak Action.



Critical Hit Tokens

These Tokens mark ships that have suffered a critical hit and remind players to consult their Damage Cards for more information.



Auxiliary Power Tokens

These Tokens mark ships that have strained their power resources and have switched to Auxiliary Power to continue functioning.



Disabled & Time Tokens

These Tokens are placed on top of cards and prevent some or all of their effects.



Planet & Obstacle Tokens

These Tokens add variety and sometimes mission objectives to the play area.



Range Ruler

This two-sided cardboard ruler is used to measure various distances during the game.



COMPONENT OVERVIEW

Ship Cards

These cards list a ship's statistics and special ability, the Actions it can perform, the Upgrades it can equip, and its point cost when building squads.



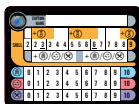
Maneuver Cards

These cards show the possible maneuvers for each player's ship. The Maneuver Cards act as a guide for players as they decide which maneuver to choose on their Maneuver Dials each round.



Player Cards

Each player is a Captain represented by a Player card. This card tracks the player's Faction, Captain Skill, the points total they can spend when equipping Upgrade Cards, and the total Experience Points they have accumulated during the campaign.



Upgrade Cards

These cards represent different Upgrades that players can purchase for their ships, including Crew, Weapon, and Tech Upgrades, as well as Elite Talents if their Captain is capable of supporting them.



Damage Cards

These cards track how much damage a ship has suffered and describe special penalties that occur when a ship suffers a critical hit.



Six-Sided Die

This die is used with Enemy Logic cards and Mission diagrams to control where and how Enemy ships move and act.



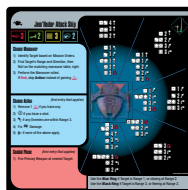
Twelve-Sided Die

This die is used to track how many rounds have passed during a Mission.



Enemy Logic Cards

These large cards are used to determine the maneuvers, Actions, and attack targets chosen by Enemy AI ships (those controlled by the game).



Enemy Loadout Cards

Many Enemy ships come equipped with their own Upgrades. These Loadout cards are used to track a ship's ID number, its equipped Upgrades, and provide a place to place damage cards assigned to that Enemy ship.



Campaign Book

This book contains all of the fiction, player setup instructions, and mission information to play a cooperative campaign game of *Star Trek Alliance*.



CUSTOM DICE

These custom eight-sided dice are used to resolve combat and other abilities during the game. There are two different types of dice: attack dice (red) and defense dice (green). The icons on these dice also have names.

Attack Dice Faces:



Hit [✦]

Critical Hit [☀]

Battle Stations [⚔]

Blank (no icon) [◇]

Evade [👤]

Defense Dice Faces:

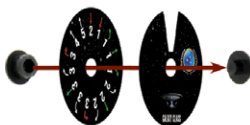


SOME ASSEMBLY REQUIRED

SHIP CARD

Heroclix™ Maneuver Dial Assembly

Before playing, assemble each dial as shown. Connect each dial with the faceplate with the matching artwork.



Ship Assembly

To assemble a ship, follow these steps:

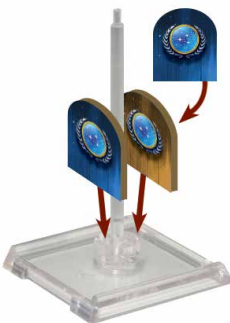
1. Place the chosen Ship Token in the base.
2. Insert one peg into the tower of the base.
3. Insert the second peg into the first peg.
4. Insert the small peg on the bottom of the plastic ship into the second peg.



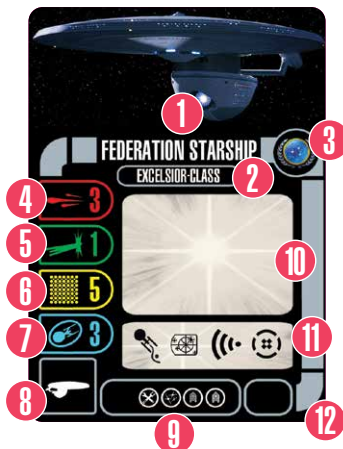
From this point forward in the rulebook, the term “ship” refers to a fully assembled ship, complete with plastic ship, pegs, base, Ship Token, and ID Token.

ID Token Assembly

Each player chooses a different player color, and takes 2 ID Tokens of that color. Insert both Tokens into the tower of the base as shown in the diagram. The color that you display on the front facing ID Token must match the color you display on the rear facing ID Token (if you pick Blue, both outward-facing sides of the Tokens must be blue).



Enemy AI ships also have their own numbered ID Tokens. These are set up in a similar same way, and are explained in more detail on page 10.



- | | |
|-------------------------|--------------------------|
| 1. Ship Name | 7. Shield Value |
| 2. Ship Class | 8. Ship Type Icon |
| 3. Faction Icon | 9. Upgrade Bar |
| 4. Primary Weapon Value | 10. Ship Special Ability |
| 5. Agility Value | 11. Action Bar |
| 6. Hull Value | 12. Squadron Point Cost |

UPGRADE CARD



- | | |
|-----------------|-----------------------------|
| 1. Card Title | 6. Faction Icon |
| 2. Card Ability | 7. Squadron Point Cost |
| 3. Attack Value | 8. Unique / 1 per ship Icon |
| 4. Range | 9. Restrictions |
| 5. Upgrade Icon | |

ENEMY AI INTRODUCTION

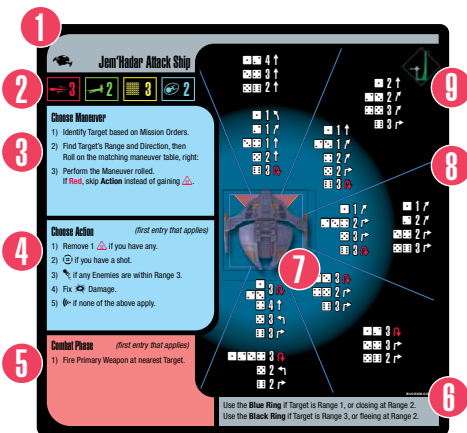
Since **Star Trek Alliance** is a cooperative game, all players work together on a team against ships controlled by the game. These are collectively referred to as Enemy AI ships.

If you are familiar with **Star Trek Attack Wing**, most of the rules in this rulebook will be familiar to you. Many rules that apply to player-controlled ships also apply to Enemy ships, but there are a few differences:

- **Logic Card:** All Enemy AI ships of the same type use one of these large square cards instead of a Ship Card. These cards describe the decision-making process to follow whenever players activate or attack with an Enemy AI ship.
- **Loadout Cards:** Enemy AI ships use a Loadout card that matches their ship icon, instead of Captain or Upgrade cards. Each Enemy AI ship will be dealt one of these, using the normal or Elite side depending on the Mission Setup. These cards determine the Enemy AI ship's Captain Skill, any abilities, and also provide a place to put an ID Token, Shield Tokens, and any damage cards the Enemy AI ship suffers.
- **Maneuver Dials:** Enemy AI ships do not plan maneuver dials. Instead, they roll a die and refer to their Enemy Logic card to determine the maneuver they execute.
- **Pre-Measuring:** Whenever an Enemy AI ship must check to see if a condition is true, players will need to pre-measure a maneuver or range. See "Swerving to Avoid Obstacles" (p21).
- **Auxiliary Power:** Enemy AI ships behave differently with different rules for handling Auxiliary Power. See "Auxiliary Power Tokens" (p20).

Each of these rule modifications for Enemy AI ships is described in more detail alongside the corresponding rules for player-controlled ships. A full round example of how Enemy AI ships work can be found on page 37.

ENEMY LOGIC CARD



1. Ship Name & Icon
2. Ship Stats
3. Maneuver Logic
4. Action Logic

5. Combat Logic
6. Range Reminders
7. Ship Image
8. Maneuver Tables
9. Faction Icon

Note: The Enemy Logic card only shows maneuver tables on the right-hand side of the ship. Whenever the ship does a left maneuver, use the corresponding right maneuver table, but perform a left maneuver.

ENEMY LOADOUT CARD

Loadout Front

Loadout Back (Elite)



1. Ship Name
2. Captain Skill
3. Ship Icon
4. ID Token space

5. Faction Icon
6. Elite Ability
7. Enemy Type (Elite)

PLAYER SETUP

Each player performs the following first-time setup to play a Campaign. If you wish to control multiple ships for a larger game, perform these steps for each ship. See "Player Upgrades" (p12).

1. Choose Faction and Player Card

As a newly-promoted Captain, choose a player card from those in the box. The Faction of your Captain's player card determines which ships and Upgrades you can use during the campaign. Write your name (or your fictitious Captain's name!) in the "Captain Name" field.

2. Choose your First Command (Starting Ship)

Refer to the Campaign's starting setup instructions for which ship(s) are available to starting Captains. Choose one of those ships and assemble its miniature, pegs, plastic base and ship Token as shown on page 05. Also take the matching Ship Card, Maneuver Dial and Maneuver Reference card. Other ship choices may become available during your Campaign as your Captain Skill increases.

3. Spend Starting Experience Points (XP)

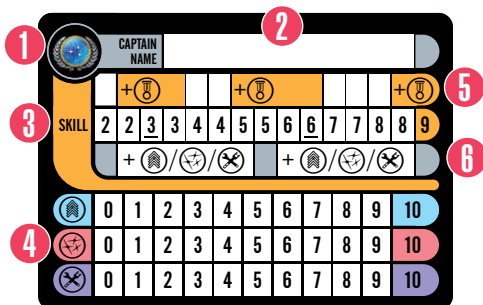
Refer to the starting rules for the Campaign you will be playing. Each new Captain begins with the listed amount of Experience Points (XP) for that Campaign.

For each XP, choose one row in the Upgrades section of your Player Card, **other than Skill**, and shade in the leftmost box (you may shade several boxes in the same row if desired). Doing so increases the total number of squad points you can spend on Upgrade Cards of that type when you outfit your ship before each Mission.

You must spend all of your starting XP by shading boxes; it cannot be saved for later.

For Example, Ben spends 6XP to shade 2 boxes in the Weapon Reputation row, and 4 boxes in the Crew Reputation row. His ship can now have 2 squad points worth of Weapon Upgrades, and 4 squad points worth of Crew Upgrades, limited to the icons on his ship's Upgrade Bar.

PLAYER CARD ANATOMY



1. Faction Icon
2. Captain Name
3. Captain Skill
4. Reputation Rows
5. Additional Talent Slots
6. Additional Reputation Slots

Shading Numbered Boxes (Skill, Reputation)

All of the white boxes on the Player Card can be shaded, left to right, as a player earns XP. Whenever you shade a box, the leftmost unshaded number in the row becomes your new value for that stat. *For example, if you shade 6 boxes in your Skill row, your new Captain Skill becomes 5. If you shade 4 boxes in your Weapon Reputation row, you may now equip up to 4 points of Weapon Upgrades to your ship.*

Unlocking Additional Upgrade Icons

When shading an underlined number in the Skill row, immediately shade in 2 of the icons shown in the box below the Skill row - the icon you leave unshaded is added to your ship's Upgrade Bar. *For example, you shade 3 boxes in your Skill row, unlocking an icon. You decide to shade in the (👤) and (👤) icons, meaning you may now equip an extra (👤) Upgrade. The total Squad Points you may spend on Upgrades of that type is still limited by your Reputation value for that type.*

Shading White Boxes (Talents)

You may only shade Talent boxes if the box below it in the Skill row is also shaded. Once all boxes to the left of a + (👤) icon are shaded, add that icon to your ship's Upgrade Bar. The total Squad Point cost of all your Talent Upgrades cannot exceed your Captain Skill number. *For example, if you have Captain Skill 4, you may spend up to 4 Squad Points on Talents.*

CAMPAIGN SETUP

CAMPAIGN SETUP

Players must collectively choose a Campaign to play. Each Campaign has an overall story that spans several Missions, and also includes rules for which ships and Upgrades players may use, as well as their starting Experience Points to spend.

To win the Campaign, players must achieve all of the Campaign's Objectives, before any of its loss conditions are met. Usually, this is a result of completing the objectives within each Mission.

THE CAMPAIGN ROUND

A *Star Trek Alliance* Campaign is designed to be played over multiple **Campaign Rounds**, each of which can function as a single game session. The majority of gameplay during each Campaign Round is still a tactical skirmish, but some additional steps occur before and after.

1. Choose a Mission
2. Mission Setup
3. Fleet Setup
4. Play Mission
5. Record Campaign Progress

Each step is explained in detail on the following pages.

MISSION PAGE ANATOMY

Each Mission in *Star Trek Alliance* is laid out on a two-page spread, and consists of the following information:

1

ACT I, A SIMPLE PATROL (INTRODUCTION)

MISSION BRIEFING
Stardate 45427.7

Congratulations on your promotion Captain. With the discovery of the Wormhole into the Gamma Quadrant and the results of our first contact with the Dominion last year, Starfleet Command has decided to form a special task force.

You and several other Captains have been chosen for this assignment. Your objective today is to patrol the far side of the Wormhole and learn what you can of the Gamma Quadrant.

If you encounter Dominion ships, your orders are to stand your ground, but avoid escalating the situation into a major confrontation.

Good Luck.

2

MISSION PARAMETERS

Objective
Collect Sensor Data: Collect at least 1 odd-numbered and 1 even-numbered Mission Token from locations C and D respectively. Then, the ships carrying them must retreat from the Federation edge of the map, to return with their findings.

XP Reward
For each type of Mission Token returned (odd and even), each player receives 10XP.

Retreat Options
Captains may retreat from any Federation Edge.

Mission End
At the end of Round 10, all remaining players automatically retreat.

Destroyed Players
These players gain 1 fewer XP (minimum 0).

SUCCESS
The fact that your patrol escalated into a minor skirmish with the Dominion is regrettable but at least you came out on top and now we have a clearer picture of our enemy's capabilities. Begin the Campaign - proceed to Act II.

FAILURE
Your orders were to avoid a battle with the Dominion, and now the task force has taken severe damage as a result of your recklessness. Retreat to Deep Space 9 to repair and regroup. Replay this Mission, or begin the Campaign and proceed to Act II.

3

MAP SETUP

Map Setup Legend:
A) Player Deployment Area
B) Asteroids at Dominion's Edge. Each Asteroid must Range 1/2 from the board edge and Range 1/4 apart.
C) Mission Token (odd number)
D) Mission Token (even number)

4

STAR TREK ALLIANCE: DOMINION WAR CAMPAIGN

ENEMY SHIPS

Formation	Round	Shooting	Orders	Sp	Sp	Sp	Sp	Sp
Dominion 1st Wing	Setup	3	Attack					
Dominion 2nd Wing	Setup	4	Attack					
Dominion 3rd Wing	2	Ret	Attack					
Dominion Alpha	3	Ret	Attack					
Dominion 4th Wing	6	Ret	Attack					

SPECIAL RULES

Introductory Mission: To play this mission as an introduction to *Star Trek Alliance*, players may choose to skip the Initial Campaign Setup and Paper Setup steps and use the following pre-generated ships instead. Each player chooses one of the ships below and takes one of the sets of Upgrade cards along with its ship card, assembled miniature, and maneuver dial.

Excelsior: Dorsal Phase Array, Helmsman.
Excelsior: Detection Grid, Science Officer.
Excelsior: Overcharged Phasers, Reinforced Shields.
Akira: Enhanced Targeting, Operations Officer.
Akira: Photon Torpedoes, Tactical Officer.
Akira: Commander.

Sensor Data Tokens: Place 1 Mission Token in each of the indicated locations: place an odd-numbered Mission Token at location C, and an even-numbered Mission Token at location D. These represent locations where Sensor Data must be collected by the players. Enemy ships ignore these Tokens.

Collecting Sensor Data: At the end of the Activation Phase, if you are within Range 1 of a Mission Token, you may spend a B-Space Token assigned to your ship to take a matching Mission Token (even or odd number) from the supply and place it on your ship card. Each ship can only collect and carry 1 even and 1 odd Mission Token.

Lost Sensor Data: If a player ship carrying one or more Mission Tokens is destroyed, return its Mission Tokens to the supply.

1. Mission Act and Name
2. Mission Briefing Fiction
3. Map Setup Diagram

4. Map Setup Legend
5. Mission Parameters (Objectives, XP, Mission End)

6. Success and Failure text
7. Enemy Ships
8. Special Rules for this Mission

1. CHOOSE A MISSION

Refer to the Campaign Setup in the chosen Campaign Book to determine which Missions are available. Players should collectively decide which Mission to attempt, or if they cannot reach an agreement, determine a mission randomly from among those available.



2. MISSION SETUP

Turn to the chosen Mission's page in the Campaign Book and follow these steps:

1. Briefing

Choose a player to read the Mission Briefing section, Objectives, and Special Rules aloud so that all players understand the Mission, and the objective they will be trying to achieve.

2. Map Setup

Establish the play area and place various Tokens.

A. Play Area:

Missions in **Star Trek Alliance** use a standard 3x3' (90x90cm) square play area unless otherwise specified in the map setup diagram.

Note: For mission setup and balance reasons, it is not recommended to change the size of the play area.

B. Grid:

Refer to the Map Setup legend, and place any required Tokens as shown. Grid squares on the map diagram have a side length equal to the Range-1 portion of the Range Ruler (4"). Use these gridlines to help you measure and accurately place the required Tokens, and at the start of the mission, player ships.

C. Bearing Arrows:

The blue, numbered arrows around the edge of the Map Setup Diagram are used when placing Enemy ships. They do not have Tokens or appear on the actual play area. See "3. Enemy Ship Setup" (p10).



D. White-Outlined Areas:

Place the number and type of terrain Tokens listed within that area in a random fashion, using any method you like. Usually, the Map legend specifies that these Tokens should be a certain range apart, so you may need to adjust them using a Range Ruler after they have been randomly placed.

E. Orange-Outlined Areas:

Some diagrams show orange-outlined areas with a "#p". This means the terrain feature(s) within the outlines is not included in the setup unless there are a number of players equal to or greater than the number preceding the p. For example, an item outlined and labelled 4p is only used in games with 4 or more players.

F. Edges:

Each edge of the map diagram features a bar with one or more faction icons. These do not require setup; they are used as reference for when player (or Enemy AI) ships retreat by flying off the edge of the map.

G. Setup with Special Rules:

Some features on the map use a particular set of Tokens, or require additional setup. These are explained in the Special Rules section.

MISSION SETUP

3. Enemy Ship Setup

The Mission's Enemy Ships table lists all of the Enemy AI ships that are used during the mission, when they arrive, where they are placed, and their Orders (any changes to their logic). The composition of each Enemy Formation changes with the number of players (see the opposite page).

For each Row with an Arrival of "Setup", perform the steps below. At the beginning of later Rounds, follow these same steps for new Enemy Formations that appear.

- A. Determine the number and type of ships used for your player count.
- B. Assembly: Find and assemble the Enemy Ship models as shown on the right. Use the special Enemy AI ship Tokens from **Star Trek Alliance** that have the 8-direction white lines on them.
- C. Loadout: Shuffle the Enemy Loadout cards for each type of ship used, and place one beside the play area for each Enemy AI ship. Use its standard or Elite side faceup as required.
Note: While the standard side of the Loadout card is usually the same, the ⑧ Elite sides are not.

Place a number of Shield Tokens on each loadout card equal to the Shield value of the ship type.

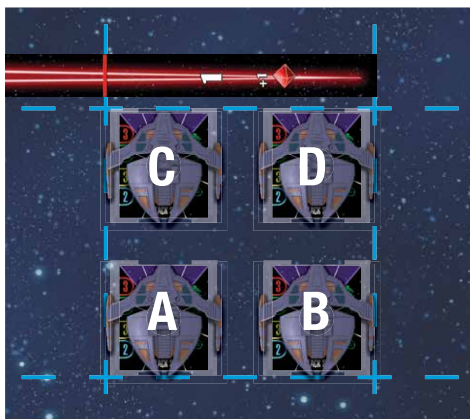
Note: Some Loadout cards increase a ship's Shield value; don't forget to add these Tokens.

- D. ID Tokens: Starting with the first row of the Enemy Ships table and proceeding left to right, assign each Enemy AI ship a set of 3 matching ID Tokens, beginning with ID Token #1. Place one on each side of its base, and place the third ID Token on a Loadout Card that matches its ship type.
- E. Logic Card: For each type of Enemy ship, regardless of which formation it is from, find the matching Enemy Logic Card and place it beside the play area. All ships of the same type use the same Logic card for reference, but each uses a unique Loadout card for its abilities and Tokens.
















4. Enemy Formation Placement

Each formation of enemy ships is placed on the table, centered over the bearing arrow listed. If a Formation contains more than one Enemy ship model, they are deployed **In Formation**, using the order shown below. Place the highest-numbered Enemy AI ship in a Formation at A, the second-highest at B, and so on, until all ships in a Formation are placed. This formation deployment ensures that Enemy AI ships do not immediately bump into each other when they maneuver.



5. When the Mission has been completely set up, players proceed to the **Fleet Setup**, where they choose, equip, and place their own ships.

ENEMY SHIPS

Formation	Round	Bearing	Orders	2p	3p	4p	5p	6p
Dominion 1st Wing	Setup	3	Attack					
Dominion 2nd Wing	Setup	4	Attack					
Dominion 3rd Wing	2	Roll	Attack					
Dominion Alpha	3	Roll	Attack	 		 		
Dominion 4th Wing	6	Roll	Attack					

Formation: The formation name for this group of enemies. Some Missions have Special Rules that refer to Formations by name.

Round: The round number when this formation of Enemy ships is placed on the table. Formations that are listed as "Setup" are placed before players place their ships.


Bearing: The number listed here corresponds to a blue bearing vector arrow on the map diagram, and tells you where this formation will be placed.

If there are multiple options separated by a slash, randomly determine one of the options listed. (ex. "1/2" means "1 or 2").

If the entry is "Roll", roll a six-sided die and place the formation at the matching bearing arrow.

Orders: The overall logic for this formation of enemy ships, which may change their targets or Action selection.

2p (Setup for 2 player ships): The remaining columns list which enemy ships are used for each player count. These columns contain icons for which type of enemy ship will be placed. Match them with the icons shown on the top left of Enemy Logic and Loadout cards.

Elite Ships: Some ships also have the  icon. These are Elite versions of the ship and will use the Elite side of their randomly-drawn Loadout card.

3p-6p (Setup for 3-6 player ships): Unless you have multiple boxes and are playing with more than 2 players, you can ignore the 3p-6p columns with purple headings.

Row Examples (using the table above):

In a game with 3 players, The Dominion 1st Wing formation will be placed during setup, at bearing arrow 3 on the map, and will consist of 1 Jem'Hadar Attack Ship.

In a game with 4 players, the Dominion 3rd Wing formation is not used - no ship icons appear in the 2p, 3p, or 4p columns.

In a game with 6 players, the Dominion Alpha formation will arrive on the map at the start of Round 3 at a random bearing arrow, and will consist of 2 Jem'Hadar Attack Ships (1 in the 2p column, +1 in the 4p column), each using an Elite loadout card. This formation does not include any additional ships for games with more than 4 players.

Players & Player Ships:

Campaign Missions are balanced around the number of players, assuming that each controls 1 ship. Each player can control more than 1 ship if desired, but doing so increases the player count.

3. FLEET SETUP

Armed with knowledge of their objective, this is a freeform setup step where each player chooses a ship from those available, and may spend Squad Points on Upgrades. Players are encouraged to discuss their fleet composition and strategize about how to best meet the mission's objectives. The following rules apply:

Factions:

In *Star Trek Alliance*, unless otherwise specified by Campaign Setup or a Mission's Special Rules, players may only use Ships and Upgrades from the same faction as their Captain (player card).

PLAYER SHIPS

Each player commands one or more ships. The class of ship may be any of those listed as available in the Campaign's Setup section, but it must be a generic Federation Starship. **The Squadron Point costs on ship cards (but not Upgrades) are ignored in a *Star Trek Alliance* campaign.**

PLAYER UPGRADES

There are different ways to customize a ship, such as adding a crew member, a Secondary Weapon, or an Elite Talent. However, the Upgrade Bar along the bottom of the Ship Card displays icons that represent which Upgrades the ship can equip. For each icon shown in the Upgrade Bar, the ship can equip one Upgrade Card with the matching icon. Upgrade icons that appear in a ship's Upgrade Bar include Crew (👤), Weapon (🔫), and Tech (⚙️) Upgrades.

Elite Talent (👤) icons do not appear on a ship's Upgrade Bar. To equip an Elite Talent Upgrade, you must have unlocked an (👤) icon on your player card by shading all the boxes to the left of it. A ship can field a number of Elite Talent Upgrades equal to the total number of (👤) icons unlocked on the player card, though the combined **Squadron Point cost of Elite Talents cannot exceed the player's current Captain Skill.**

Squadron Points

All Upgrade Cards display a number in the lower right corner. This number is the Squadron Point (SP) cost of the Upgrade. The total Squadron Point value of Upgrades a player can equip is based on the boxes shaded on their Player card; players cannot equip Upgrades with a combined cost greater than their experience level for that Upgrade type.

Unique and 1-per-ship Upgrades

A player cannot equip more than one Upgrade that is limited to one per ship (⊗ icon). Unique cards (☀️ icon) are limited to one between all players, since all players are on the same team. If one player equips a unique card, no other player may equip a card with the same name.

Upgrade Limitations

Some Upgrades have restrictions. Cards may be restricted to ships of a specific faction, captains of a specific faction, ships of a specific class, specific firing arcs, ships with a particular hull value, and more. In all of these cases, the restrictions for the specific card will be listed along the left side of the card as seen below. If there are no icons listed there, the card has no restrictions. Below is a non-exhaustive list of restriction icons and what they mean:



This card can only be equipped to a ship with a matching ship class icon.



This card's ability may only be used in one of the corresponding firing arc(s).



This card can only be equipped to a ship card with a Hull value that matches the value displayed.

See "Upgrade Cards" (p35).

When Finished, Deploy!

Players verify that the ships of their fleet are built correctly, within the limitations of their Upgrade bars and Squadron Point totals allowed by their player cards. Then, each player places their ship anywhere with the Mission's Player Deployment Area, as marked on the Map Setup diagram.

4. PLAY MISSION

During this phase, players attempt to complete the Mission cooperatively over a series of game rounds, until the Mission's end conditions are met.

The Game Round

1. Reinforcements Phase

If the Mission's Enemy Ships table lists any formations for this Round, they are set up and placed where indicated.

2. Planning Phase

Each player chooses one maneuver for each of their ships by using that ship's Maneuver Dial. Enemy AI ships do not plan dials, so they skip this phase.

3. Activation Phase

Each ship moves and performs one Action. In ascending order of Captain Skill, reveal each ship's Maneuver Dial or resolve its Enemy Logic card and execute its chosen maneuver. Immediately after performing its chosen maneuver, each ship may perform one Action.

4. Combat Phase

Each ship may perform one attack. In descending order of Captain Skill, each ship can attack one opposing ship that is inside its primary firing arc and within range. Some ships include a secondary firing arc marked with a dashed line. When making attacks, this firing arc can only be used for Weapon Upgrades or abilities that specifically say they can be firing through a secondary firing arc.

Note: Enemy AI ships use the Combat Phase logic on their cards to determine weapon and target selection.

5. End Phase

Players perform the following end of round activities:

- A. Resolve any cards with the **End Phase:** header.
 - B. All Shield Tokens that are currently on their disabled sides (red) can be flipped back to their active sides (blue) for free.
- Note:** Disabled Shields are not the same thing as

Damaged Shields. Shields that are damaged are removed from play until they are repaired by a special ability.

- C. Players remove unused Scan, Evade, and Battle Stations Tokens from their ships; unused Target Lock Tokens remain on the table.
- D. Cloak Tokens that were flipped to their red sides must be removed.
- E. Cloak Tokens still on their green sides may stay in play if their owners elect to keep their Shields disabled. If the Cloak Token was currently positioned on top of the ship's base, place it beside the ship to indicate that the ship has been Cloaked for more than one turn and can no longer be Target Locked.
- F. Resolve any **"During the end phase"** abilities on cards and mission special rules.
- G. Check the win/loss and end conditions for the Mission. If none of these conditions are met, continue playing.

After resolving the End Phase, a new round begins starting with the Planning Phase. This continues until players complete their mission objectives, have all retreated, or are all destroyed. Each of these phases is discussed in detail over the next few pages.

REINFORCEMENT PHASE

If any formations in the Enemy Ships table list the current round for their Arrival, they must be assembled and placed on the table, following the same procedure as described during setup.

Not Enough Ship Models?

In the unlikely event that all Enemy ship models are in play, remove one or more enemy ships currently on the board, then reuse those models to place a new Enemy ship or Formation where indicated by the Enemy Ships table. Always remove the Enemy ship with the fewest total shields and hull remaining, or if tied, the Enemy ship that is furthest from any player ship.

MISSION: PLANNING PHASE

PLANNING PHASE

During this phase, each player uses their Maneuver Dial to choose one maneuver for their ship. Players may plan their dials and leave them faceup beside their ship models, so that they can better coordinate their maneuvers. Each player has the final say in the maneuver choice for their own ship.

Note: Enemy AI ships do not plan dials, and therefore skip this phase.

The selection on the dial dictates how ships move during the next Activation Phase. In order of ascending Captain Skill, players must assign a dial to their ship. If two ships have the same Captain Skill, players choose who will assign their Maneuver Dial first. After all ships have been assigned Maneuver Dials, continue to the Activation Phase.

Note: Players should consult their ships' Maneuver Cards for a full list of the maneuvers that their ships are capable of performing.

Choosing a Maneuver

To choose a maneuver, the player rotates the faceplate of the ship's Maneuver Dial until the window shows only the desired maneuver. They then assign the maneuver to their ship by placing the dial **near the ship** inside the play area.

Each selection on the Maneuver Dial has a corresponding Maneuver Template that measures the ship's movement during the Activation Phase. During the Planning Phase, the players **cannot** use Maneuver Templates in order to "test" where ships will end up. Instead, they must plan their maneuvers by estimating their ships' movement in their heads.

Note: Since different types of ships in the *Star Trek* universe vary in their maximum speed and maneuverability, the dial for each type of ship is unique. Thus, not all ships are capable of using every Maneuver Template included in the game, and some ships can execute maneuvers that others cannot.

Types Of Maneuvers

Each maneuver consists of three elements: the bearing (arrow), the speed (number), and the difficulty (arrow color).



Bearing

Bearing is indicated by the arrows on the Maneuver Dial. Ships can travel in several possible bearings, depending on the options available on their dials:



Straight: Advances the ship straight ahead, without changing its facing.



Bank: Allows the ship to execute a shallow curve that advances the ship ahead, slightly to one side, and changes its facing by 45°.



Turn: Allows the ship to execute a tight curve that advances the ship ahead, sharply to one side, and changes its facing by 90°.



Come About: Advances the ship straight ahead, changing its facing by 180°.



Full Astern: Moves the ship straight backward, without changing its facing.

Speed

Speed is indicated by the numbers on the Maneuver Dial and varies between "1" and "6," depending on the options available on the dial. The higher the speed, the farther the ship travels during its maneuver.

Difficulty

Some maneuvers are more difficult to execute than others. The color of the bearing arrow indicates each maneuver's difficulty. Most arrows are white, which represents a standard maneuver. Some arrows are red or green, which represent that the maneuver is either difficult for the ship to handle (red) or extremely simple (green).

During the Activation Phase, ships may receive or remove Auxiliary Power Tokens based on the color of the maneuver executed. See "Auxiliary Power Tokens" (p20).

Note: Some maneuvers may be modified or restricted by other factors, such as an Auxiliary Power Token or the text on a face up Damage Card.



Planning Phase Example:

The players controlling the Federation starships are both Captain Skill 2, and decide which order to plan their dials (this order only matters if players have abilities that affect the placement of ship dials). After discussing strategy, the Excelsior-Class player rotates their dial to [72] and places it faceup beside their ship. The Akira-Class player rotates their dial to [73] and places it faceup beside their ship.

ACTIVATION PHASE

During this phase, each ship is activated one at a time. Starting with the ship with the lowest Captain Skill, each ship Performs a Maneuver, followed by an Action.

The Activation Phase works slightly differently for Player ships and Enemy AI ships. Refer to the matching section for the appropriate set of steps:

Activation Phase: Player Ships (this page)

Activation Phase: Enemy AI ships (page 19)

Breaking Ties in Captain Skill

- If multiple players have the same Captain Skill, they may choose which order to activate.
- If multiple Enemy AI ships have the same Captain Skill, they must activate following the numbers on their assigned ID Tokens, in ascending order.
- If players and one or more Enemy AI ships have the same Captain Skill, resolve all the Enemy AI ships first in ID Token order, then all of the player ships in any order the players choose. Enemy ships are always considered to have Initiative. See "Initiative" (p34).

ACTIVATION PHASE: PLAYER SHIPS

Set Template

Take the Maneuver Template that matches the chosen maneuver on the dial and place that template snugly against the front of the ship's base between the front guides. Insert the template fully into the guides so that it is flush against the base.

Execute Maneuver

Holding the template firmly in place, grip the side walls of the ship base and lift the ship off the play surface. Then place the ship at the opposite end of the template, sliding the rear guides of the ship into the opposite end of the template.

Exceptions: To execute a [↻] Maneuver, see "Come About" on page 16. To execute a [↓] Maneuver, see "Full Astern" on page 16. If the ship has any Tokens assigned to it (such as Action Tokens or Auxiliary Power Tokens), move the Tokens along with the ship.

Note: If a ship executes a maneuver that causes either its base or the Maneuver Template in use to physically overlap another ship base, see "Moving Through a Ship" and "Overlapping Other Ships" on page 32.

Check for Power Strain

If the ship just executed a Red Maneuver, place 1 Auxiliary Power Token beside the ship. If the ship just executed a Green Maneuver, remove 1 Auxiliary Power Token from the ship (if any) and return the Token to the miscellaneous Token supply. See "Auxiliary Power" (p34).

Clean Up

Return the used template to the pile of Maneuver Templates. Place the revealed dial outside the play area, near the ship's corresponding Ship Card.

Perform Action

The ship may perform one Action. Actions provide a wide range of benefits and are described on pages 16-19. A player ship with one or more Auxiliary Power Tokens cannot perform Actions. See "Auxiliary Power" (p34).

MISSION: ACTIVATION PHASE - PLAYERS

The ship currently resolving a phase is known as the active ship. After the active ship resolves the final step, the ship with the next lowest Captain Skill becomes the active ship and resolves these same steps. Continue activating ships in order of ascending Captain Skill until each ship has activated.

Maneuver Templates

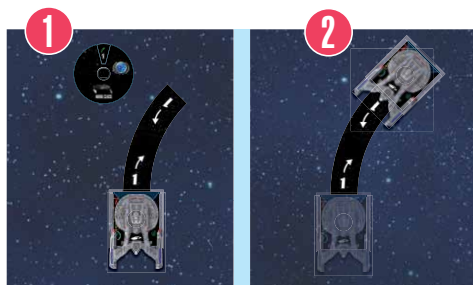
Maneuver Templates precisely measure distance and angle to ensure that all ship movements are consistent. Each end of a Maneuver Template displays one arrow (the bearing) and one number (the speed).

After a player reveals their dial during the Activation Phase, they find the template matching the bearing and speed of the revealed maneuver and use that template to move their ship.

Note: Ships must bank or turn using the exact same maneuver chosen on their dial. In other words, if a player reveals a [↗3], they cannot rotate the template to execute a [↖3].

Come About

The Come About Maneuver [↻] uses the same movement template as a Straight Maneuver [↑]. The only difference between these maneuvers is that after executing a [↻] Maneuver, the player rotates their ship 180° (so that the guides on the front of the ship's base fit securely with the Maneuver Template).



Movement Example:

1. The Player takes the Maneuver Template that matches their ship's dial and sets it between their ship's front guides.
2. Holding the template in place, the Player moves the ship to the opposite end of the template, and slides the rear guides of the ship into the template.

Full Astern

The Full Astern Maneuver [↓] uses the same movement template as a Straight Maneuver [↑]. To execute this move, place the appropriate [↑] template on the back of the ship's base and then move the ship so that the front of the ship is placed on the other end of the Maneuver Template.

ACTIONS

During the Activation Phase, each ship may perform one Action immediately after moving. A ship may perform any Action shown in the Action Bar of its Ship Card. Additionally, certain cards may allow ships to perform other Actions. Each of the possible Actions is described in detail over the next few pages. If an ability allows a ship to perform a "Free Action," this Action does not count as the one Action allowed during the "Perform Action" step.

Evasive Maneuvers [🛡️]

Ships with the [🛡️] icon in their Action Bar may perform the Evasive Maneuvers Action. To perform this Action, place one [🛡️] Token near the ship.



The player can spend the [🛡️] Token later during the Combat Phase to cancel 1 damage rolled by the attacker. See "Spending an Evade Token" (p26). Unspent [🛡️] Tokens are removed from all ships during the End Phase.



Scan [🔍]

Ships with the [🔍] icon in their Action Bar may perform the Scan Action. To perform this Action, place one [🔍] Token near the ship.




A ship with a [🔍] Token beside it during the Combat Phase reduces the number of defense dice rolled by its opponent. See "5. Roll Defense Dice" (p26). All [🔍] Tokens are removed from all ships during the End Phase.

Battle Stations




Ships with the  icon in their Action Bar may perform the Battle Stations Action. To perform this Action, place one  Token near the ship.


The player can spend the  Token later during the Combat Phase to increase their chance of hitting when attacking or decrease their chances of getting hit when defending. See “Spending a Battle Stations Token” (p26). Unspent  Tokens are removed from all ships during the End Phase.

Cloak


Ships with the  icon in their Action Bar may perform the Cloak Action. A ship must have at least 1 Active Shield in order to perform a Cloak Action. When performing a Cloak Action, disable all of the ship's remaining Shields by flipping them over to their red sides. See “Disabling Shields” (p34). Place a  Token on the ship with its green side face up. The  Token is placed right on top of the ship base to signify that the ship has just Cloaked and can still be Target Locked for the remainder of the round. See “Acquire a Target Lock [I]” (p18).



While Cloaked, replace the ship's printed Agility Value with its printed Agility Value +4. Additionally, a Cloaked ship gains the ability to perform the Sensor Echo Action.



If a Cloaked ship fires, its owner must flip the  Token over to its red  side, which signifies that the  Token must be removed during the End Phase. However, the ship is still considered Cloaked for the remainder of the round.

During the End Phase, if a ship still has a green  Token (signifying that it did not attack), that ship's owner may choose to keep its Shields disabled in order to retain the Cloak Token. In this case, the player moves the Cloak Token off the ship base to signify that the ship has been Cloaked for more than one round. A player may keep their ship Cloaked in this manner for an indefinite number of turns. If the player instead chooses to raise the ship's Shields during the End Phase, then the player must remove the Cloak Token.

Sensor Echo

Ships with the  icon in their Action Bar may perform the Sensor Echo Action. A ship can only perform a Sensor Echo Action if it is currently Cloaked. Performing a Sensor Echo Action signifies that the Cloaked ship is actually in a different position than the opposing ship's sensors were able to detect. To perform a Sensor Echo, follow these steps:

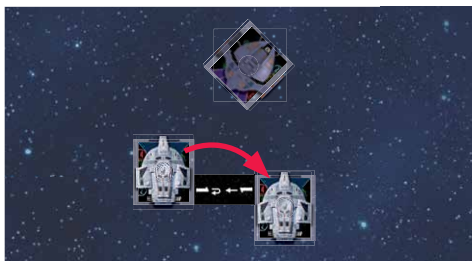
1. Choose either the  or  Maneuver Template.
2. Place one end of the template against either the left or right side of the ship's base. The template may be placed anywhere along the side of the ship's base as long as no part of the template goes beyond the front or back edge of the base.
3. Holding the template firmly in place, lift the ship off the play surface. Then place the ship at the opposite end of the template, making sure no part of the template goes beyond the front or back edge of the base. The front of the ship must face the same direction it was facing when it started the Sensor Echo.

A ship cannot perform a Sensor Echo if this would cause its base to overlap another ship or another obstruction upon which it cannot end its movement. The player may measure to see if their ship can perform a Sensor Echo before committing to this Action; they may even test both the  and  Maneuver Templates when making this determination. However, once they physically pick up their ship off the playing surface, they must commit to the Sensor Echo Action unless doing so proves to be impossible without overlapping another ship or obstruction.

If the Sensor Echo Action is impossible, place the ship back in its original position. This ship may not perform a non-free Action this game round.

See the Sensor Echo Example on the following page.

MISSION: ACTIVATION PHASE - PLAYERS



The Defiant-Class is Cloaked and performs a Sensor Echo Action, hoping to move outside the primary firing arc of the Attack Ship.

1. The Federation Player takes the [↑1] Maneuver Template and sets it along the right wall of the ship's base, attempting to avoid the Attack ship's firing arc.
2. Then they take the Defiant-Class and move it to the other side of the template so that the template touches the left wall of the ship's base.

Acquire a Target Lock [🔒]

Ships with the [🔒] icon in their Action Bar may perform the Acquire a Target Lock Action to place a pair of [🔒] Tokens (see below). The player can choose to spend the [🔒] Tokens later, during combat, to increase their chances of hitting the targeted ship. See "Spending Target Lock Tokens" (p25).

To acquire a Target Lock, follow these steps:

1. Determine if the opposing ship is within range by taking the Range Ruler and measuring the distance from any point on the active ship's base to any point on the opposing ship's base.
2. If the opposing ship is at Range 1, 2, or 3, the active ship may acquire a Target Lock on that ship.
3. Place one red [🔒] Token near the opposing ship to indicate that it is targeted.
4. Place the corresponding blue [🔒] Token (the one that matches the red Token's letter) near the active ship to indicate that it is locking.

When measuring the range for a Target Lock, the player may measure 360° from the active ship. The active player may measure to see if an opposing ship is within range before committing to this Action.

Each ship capable of performing this Action can maintain only 1 Target Lock (i.e. each ship can have only 1 blue [🔒] Token assigned to it). However,

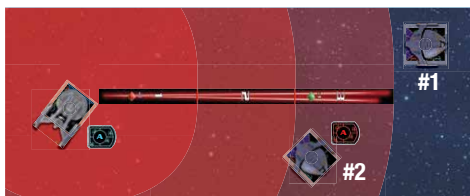
multiple ships can target the same ship, so it is possible for a ship to have several red [🔒] Tokens assigned to it.

While it is possible to Target Lock an opposing ship the turn that it Cloaks (i.e. if its Cloak Token is still resting on its ship base), a ship cannot acquire a Target Lock on a ship that has been Cloaked since the previous turn (i.e., if its Cloak Token is now beside the ship base). However, a ship that has acquired a Target Lock on an opposing ship can keep its [🔒] Token beside that ship even if the opposing ship later Cloaks and remains Cloaked for more than one turn.

[🔒] Tokens are only removed if the locking ship either acquires a Target Lock on a different ship or spends the Target Lock during combat. [🔒] Tokens are not removed automatically during the End Phase like many other Tokens. Certain abilities may also allow a targeted ship to remove a Target Lock.

In any case, whenever a [🔒] Token of any color is spent or otherwise removed, always remove the corresponding [🔒] Token of the opposite color.

Some Secondary Weapons, such as Photon Torpedoes, can only be used if the ship spends a Target Lock on the targeted ship. See "Secondary Weapons" (p35).



After the Akira-Class ship moves, it performs an Acquire a Target Lock Action. The Player measures 360° around the ship to see which opposing ships are at Range 1-3: Attack Ship #1 is out of range, so the Akira-Class cannot acquire a Target Lock on it, but Attack Ship #2 is at Range 2, so the Akira-Class locks onto it. The Player places one red [🔒] Token next to the Attack Ship, and the blue [🔒] Token with the matching letter next to the Akira-Class.

Regenerate [🛠️]

Ships with the [🛠️] icon on their Action Bar may perform the Regenerate Action. A ship that performs the [🛠️] 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 [🛠️] Action.

Pass

A ship may pass, choosing not to perform any Action.

Other Actions

Some card abilities include the “**Action:**” header. A ship may resolve this ability during its “Perform Action” step. This counts as that ship’s Action for the round.

Card abilities without the “**Action:**” header may be resolved when specified on the card and do not count as the ship’s Action. However, a ship cannot perform the same Action more than once during a single game round (not even when the Action is a “free Action”).

ACTIVATION PHASE: ENEMY AI SHIPS

Choose Maneuver

Perform all of the steps in this section of the ship’s Enemy Logic card. Each step is explained in detail below.

Note: Enemy AI ships do not set maneuver dials, so their maneuvers are determined when they activate. This means that AI ships with higher Captain Skill than the players will know where the player ships are when they determine their maneuvers, making them very dangerous.

Determining Target Example:

An Attack Ship has 3 possible Federation ships to use as targets when Choosing a Maneuver. By default, the nearest Federation ship will be its target.

Federation ship #1 would be the target, except that it is touching the Attack Ship, and is ignored because there are other targets within Range. Federation ships #2 and #3 are both at Range 2, but since the Akira-Class #2 is physically closest to the Attack ship, it is selected as the target.

1. Identify Target based on Mission Orders

The default Enemy Order type is “Attack”. Under this order, the nearest player ship is selected as the target. For other types of Orders, see the Mission’s Special Rules. The following rules apply for all types of Orders.

Determining Nearest

The target that is physically closest in the shortest range band is considered nearest. If there are several possible targets that are at similar distances, choose the one that is closest to being directly ahead of the Enemy AI ship.

Touching

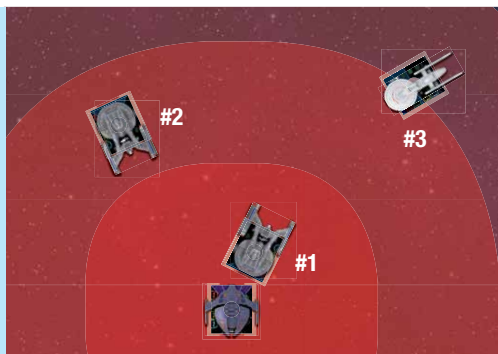
Enemy AI ships ignore targets they are touching unless there are no other targets within Range 1-3.

Formations

During the Activation Phase, all ships in an unbroken Formation make the same choices during their Choose Maneuver steps. See “Broken Formations” (p31). When the ship with the lowest-numbered ID Token in a formation activates, use its position and facing to determine the target. All other ships in the formation will select the same target and perform the same maneuver, although they may adjust that maneuver independently if required.

Additional Steps

Some Enemy Logic cards have additional steps here, which may include gaining free Tokens or other effects.



MISSION: ACTIVATION PHASE - ENEMY AI

2. Find Target's Range and Direction,

Then roll on the matching maneuver table:

Direction: Relative to the facing of the AI ship, determine the direction in which the target lies.

Direction Tiebreakers

The AI's maneuver tables are divided into 8 directions, but sometimes the nearest target is on a dividing line. In this case, use the table that the target is facing towards. If the target ship is pointing directly toward or away from the AI ship, randomly choose which table to use.

Range

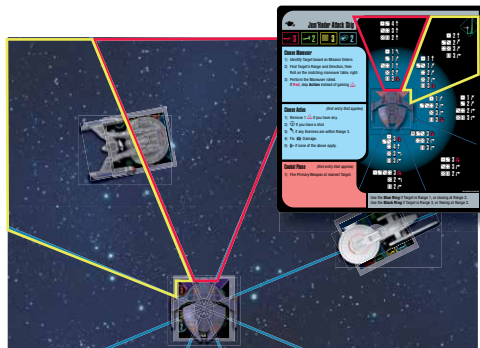
Measure Range to the target ship to determine which of the 2 maneuver tables (inner blue ring, or outer black ring) to use. Each Enemy Logic card has a reminder in the bottom right corner.

- **Range 1:** Use the inner table.
- **Range 2:** If the target is facing toward the AI ship, use the inner table, otherwise use the outer table.
- **Range 3+:** Use the outer table.

Roll the six-sided die:

Compare the result to the maneuver table you selected in the above steps. This selects the maneuver the Enemy AI ship will perform.

For left maneuvers, use the corresponding right table but flip the maneuver direction.



Target Direction Examples:

If the Akira-Class is the target, the Attack Ship will use its forward Maneuver Table because the Akira-Class points toward that section. If the Excelsior-Class is the target, randomly determine one of the sections to use that it overlaps.

3. Perform the Maneuver:

This is resolved the same way as for a player ship.

Follow the **Set Template** and **Execute Maneuver** steps on page 15.

Check for Power Strain

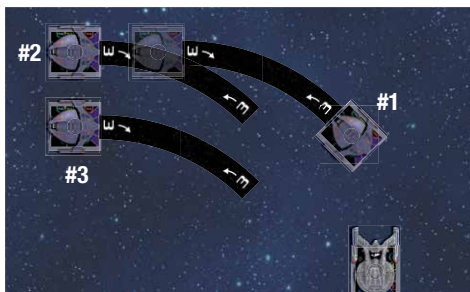
Important: If the AI ship just executed a Red Maneuver, do not place an Auxiliary Power Token beside the ship. Instead, the ship skips its Choose Actions step. Effectively, Red Maneuvers only prevent the AI ship from performing Actions that turn.

Auxiliary Power Tokens

While AI ships do not gain Auxiliary Power Tokens from their red maneuvers, they can still gain Auxiliary Power Tokens from other sources such as Damage Cards. An AI ship with an Auxiliary Power Token will still perform an Action, but the first Action of every AI ship's logic is to remove this Token.

Formations

If the enemy ships are still in Formation, they all perform the same maneuver. They may still swerve to avoid obstacles (see page 21), or resolve overlapping a board edge individually. If any ship ends up facing a different direction from the majority of others in its formation, it is considered to have left the formation and now selects its own target and maneuver individually.



Formation Movement Example:

Attack Ship #1 is the lowest-numbered Enemy AI ship in the formation, so its target and maneuver choices also apply to Attack Ships #2 and #3.

Attack Ship #1 performs a 3-bank Maneuver, followed by Attack Ship #2, and then Attack Ship #3.

Swerving to Avoid Obstacles

If a single Enemy AI's maneuver template crosses any obstacle that could deal it damage, check to see if it can **Swerve**. Change the maneuver template and speed as described below, and if the maneuver now avoids the obstacle, perform the new maneuver instead. If this new maneuver would still overlap the obstacle, perform the original maneuver and resolve the obstacle's overlap effects.

Note: Enemy AI ships only Swerve to attempt to avoid obstacles that can deal damage. AI ships do not Swerve to avoid overlapping other ships, and do not Swerve to avoid obstacles that cannot deal them damage.

- If performing a [↑] or [↱] maneuver, use a [↖] or [↗] template of the same speed (or highest available speed) in a direction that will cause it not to overlap. Players may choose which template to use for the AI ship if either direction does not result in the AI ship overlapping the Obstacle.
- If performing a [↖] or [↗] maneuver, use a [↙] or [↘] maneuver in the same direction.
- If performing a [↙] or [↘] maneuver, use a [↖] or [↗] maneuver in the same direction.
- If performing a [↓] maneuver, perform a [↑1] instead.

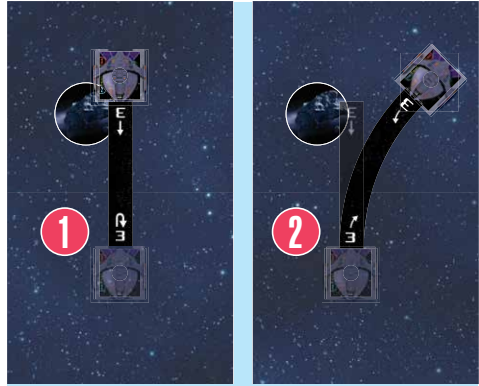
Planet Tokens

Enemy AI ships ignore Planet Tokens while moving, and can overlap them; they do not swerve to avoid them. While an Enemy AI ship overlaps a Planet Token, it can attack and be attacked as normal. See "Attacking Through Planets" (p33).

Swerving to Avoid Board Edges

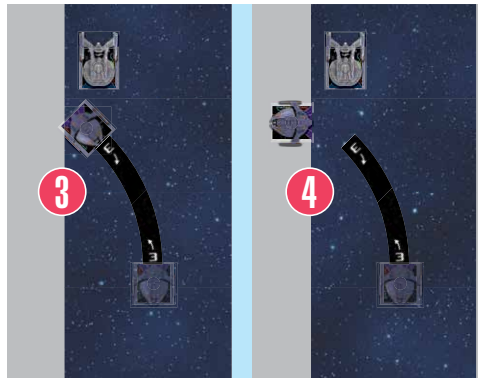
If an enemy ship's maneuver ends with its base overlapping or off a board edge:

- If the Mission's special rules allow it to retreat from this edge, the ship is removed from play and is considered to have retreated.
- Otherwise, the ship is placed off the map where it left, but with the front edge of its plastic base aligned to the outside edge of the map. Regardless of which maneuver the ship performed, this is now considered to be a red maneuver. Even though the ship model is outside the play area, it is considered to be in play, and will attack as normal.



Swerve Example:

This Attack Ship attempts to perform a 3[↑] maneuver, but the template overlaps an obstacle (1). Players then test the 3[↗] template and determine that the Attack Ship will not overlap the obstacle if it performs this maneuver instead (2).



Board Edge Example:

This Attack Ship attempts to perform a 3[↖] maneuver while moving toward the Akira-Class as its target, but the maneuver causes the Attack Ship to overlap the edge of the play area (3). Instead of completing the maneuver as normal, the Attack Ship is placed against the outside edge of the play area and rotated to face the play area. Then, it skips its Choose Action step (4).

MISSION: ACTIVATION PHASE - ENEMY AI

ACTIONS: ENEMY AI SHIPS

If the Enemy AI ship did not perform a Red Maneuver, it will perform an Action. Check the conditions for each Action listed on its Enemy Logic card and perform the first one with conditions that apply.

Most Actions that Enemy AI ships can perform are the same as those performed by Player-controlled ships. For each of these, refer to the descriptions on pages 16-19.

There are several Actions listed on Enemy Logic cards that are unique to Enemy AI ships:

Remove Auxiliary Power Token [⚠️]

Enemy AI ships do not acquire Auxiliary Power Tokens from performing red maneuvers. However, an Enemy AI ship can still get an Auxiliary Power Token through other effects such as critical hits.

If the ship has somehow acquired an Auxiliary Power Token, it will use an Action to remove it.

Note: This Action is the exception to the rules for Player ships, which must remove an Auxiliary Power Token by performing a green maneuver, and cannot perform Actions while under Auxiliary Power.

Fix Critical Damage [💥]

If an Enemy AI ship suffers from the effects of a critical hit card that can be removed with an Action, such as **Damaged Sensor Array** or **Console Fire**, it will attempt to fix the damage by following the procedure on the damage card.

Pre-measuring Actions and Range

When deciding which Action to perform, you may need to measure range, check arcs, or see if the Enemy AI ship will satisfy the requirements on its card by performing that Action.

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.



Choose Action Example:

Three Attack Ships pursue an Excelsior-Class. Players move Attack Ship #1 first and refer to the "Choose Action" section on its Enemy Logic card:

1. It does not have any Auxiliary Power Tokens to remove, so it does not perform this Action.
2. It does not have a target in its firing arc, so it will not take a Battlestations Token.
3. There is a Federation ship within Range 3, so Attack Ship #1 will perform an Evade action, placing an Evade Token beside the ship.

Players then move Attack Ship #2 and perform an Action for that ship as well:

1. It does not have any Auxiliary Power Tokens to remove, so it does not perform this Action.
2. It does have a target in its firing arc (the Akira-Class), so it will take a Battlestations Token.

Finally, players move Attack Ship #3. Since it collides with the Excelsior-Class, it does not perform an Action.

COMBAT PHASE

During this phase, each ship may perform one attack against one opposing ship that is inside its primary firing arc and within range. Some Secondary Weapons can be fired from the primary or secondary firing arcs, as indicated on the respective Weapon Upgrades. See “Secondary Weapons” (p35).

Starting with the ship with the **highest Captain Skill**, players resolve the following combat steps in order.

1. Choose Method of Attack

The attacker chooses if they’re going to attack with the ship’s Primary Weapon or a Weapon Upgrade.

2. Declare Target

The attacker chooses which opposing ship they wish to attack.

3. Roll Attack Dice

The attacker rolls a number of attack dice equal to their ship’s Primary Weapon Value (red number), unless using a Secondary Weapon, in which case they roll a number of dice equal to the Secondary Weapon’s Attack Value. See “Secondary Weapons” (p35).

4. Modify Attack Dice

Players can spend Action Tokens and resolve abilities that re-roll or otherwise modify attack dice results.

5. Roll Defense Dice

The defender rolls a number of defense dice equal to their ship’s Agility Value (green number). If the defending ship is Cloaked, the defender’s Agility Value is replaced by its printed Agility Value +4.

6. Modify Defense Dice

Players can spend Action Tokens and resolve abilities that re-roll or otherwise modify defense dice results.

7. Compare Results

Players compare the final attack and defense dice results to determine if the defending ship was hit and how much damage it suffers.

8. Deal Damage:

If the defending ship was hit, it loses Active Shield Tokens or receives Damage Cards based on the damage it suffers. See “Suffering Damage” (p31).

After resolving the final step, the ship with the next highest Captain Skill resolves these same steps. Players continue resolving combat for ships in order of Captain Skill, from **highest to lowest**, until all ships have had the opportunity to perform one attack.

Breaking Ties in Captain Skill

- If multiple players have the same Captain Skill, they may choose which order to attack.
- If multiple Enemy AI ships have the same Captain Skill, they must attack following the numbers on their assigned ID Tokens, in ascending order.
- If players and one or more Enemy AI ships have the same Captain Skill, resolve all the Enemy AI ships first in ascending order of ID Tokens, then all of the player ships in any order the players choose. Enemy AI ships are always considered to have Initiative. See “Initiative” (p34).

Note: Unless specifically allowed by an Upgrade, Mission Special Rule, or Enemy Logic card, each ship may attack only once per round.

These seven steps of combat are described in detail over the next few pages. Some of these combat steps are modified for Enemy AI ships. See “Combat Phase: Enemy AI ships” (p27).

COMBAT PHASE: PLAYER SHIPS

1. Choose Method of Attack

The attacker chooses if they’re going to attack with the ship’s Primary Weapon or a Weapon Upgrade.

2. Declare Target

During this step, the attacker (the active ship) must declare its target (the ship they wish to attack). The target ship must be inside the attacker’s firing arc and within range. Players should measure to verify that these conditions are met before declaring a target.

MISSION: COMBAT PHASE - PLAYERS

Once declared, the target ship is now the defender and players proceed to the “Roll Attack Dice” step.

Firing Arc

Each ship Token has a colored wedge shape (colored differently for each Faction) called the primary firing arc. This area shows the angle from which the ship's weapons can fire. An opposing ship is inside the active ship's firing arc if any part of the opposing ship's base falls inside the angle defined by the wedge shape (see “Range and Firing Arc Examples” to the right).

Some ships also have a secondary firing arc marked by dashed lines on the Ship Token. The ship can use that arc to activate effects or make attacks that indicate that they can be activated or fired through a secondary firing arc. A ship cannot fire its Primary Weapon through its secondary firing arc unless otherwise noted.

Other ships do not obstruct firing arcs. For example, if a ship has multiple opposing ships inside its primary firing arc, it can target any one of them. Thematically, this represents that ships can attack above or below the other ships in 3D space.

Range

Range is measured using the Range Ruler. The Range Ruler is divided into three sections: Range 1 (close), Range 2 (medium), and Range 3 (far). Some weapons and abilities provide bonuses or are restricted based on the range (distance) from another ship. See “Upgrade Card” (p05).

Each ship's Primary Weapon can target ships at Range 1–3 (i.e., at Range 1, 2, or 3).

To measure range, place the Range 1 end of the range ruler so that it touches the closest part of the attacker's base. Then point the ruler toward the closest part of the target ship's base that is inside the attacker's firing arc. The lowest section (1, 2, or 3) of the ruler that overlaps the target ship's base is considered the range between the ships. If the ruler is not long enough to reach the target ship, the ship is considered out of range and cannot be targeted.

When the rules refer to a ship being “at Range 2,” it means that the closest part of the intended target's base must fall under the “Range 2” section of the Range Ruler. When the rules refer to a ship being “at Range 1–3,” it means that the target's base must fall under any section of the Range Ruler.

A ship may be within range, but still fall outside the attacker's firing arc.

Range Combat Bonuses

Depending on the range between the ships, the attacker or defender may roll additional dice during this attack. See “3. Roll Attack Dice” (p25). and See “5. Roll Defense Dice” (p26).. Range combat bonuses only occur when a ship is attacking with its primary weapon.

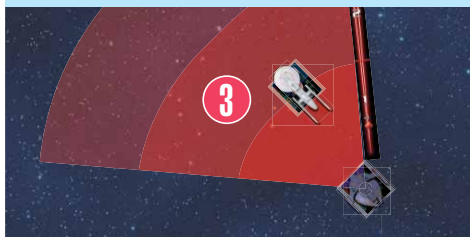
Firing While Cloaked

If a Cloaked ship fires, flip its Cloak Token over to the red side. The ship is still considered Cloaked until the End Phase, at which time its Cloak Token must be removed. See “End Phase” (p30).



Range and Firing Arc Examples

1. The Excelsior-Class is within the Attack Ship's firing arc, at Range 3.
2. The Akira-Class is at Range 2 of the Attack Ship, but outside its firing arc.
3. The Excelsior-Class is at Range 1 of the Attack Ship, and within its firing arc.



3. Roll Attack Dice

During this step, the attacker calculates how many attack dice to use and then rolls the dice.

The Primary Weapon for each ship represents either its phaser or disruptor banks. The player rolls a number of attack dice equal to the ship's Primary Weapon Value (the red number shown on its Ship Card and Ship Token).

Instead of attacking with its Primary Weapon, the attacker may choose to use a Secondary Weapon that their ship has equipped. See "Secondary Weapons" (p35).

The attacker resolves any card abilities that allow them to roll additional (or fewer) dice. Also, if they are targeting a ship at Range 1 with their Primary Weapon, they roll +1 attack die.

After calculating the number of attack dice, the attacker takes that number of red attack dice and rolls them.

Combat Bonuses

There are several factors that may modify a ship's attack or defense, including the range modifier just described. All dice modifiers are cumulative. If modifiers would reduce the attacker's dice to zero or less, then the attack causes no damage. If modifiers would reduce the defender's dice to zero or less, then the defender rolls zero defense dice.

4. Modify Attack Dice

During this step, players may resolve abilities and spend Tokens that allow them to modify attack dice. This includes adding die results, converting die results, and re-rolling dice (see "Modifying Dice Results", right).

If a player wants to resolve multiple modifying abilities, they resolve them in the order of their choosing. If the attacker and defender both have abilities that modify the attack dice, the defender resolves all of their abilities before the attacker resolves any.

Spending Target Lock Tokens

If the attacker has a Target Lock on the defender (i.e. the red [A] Token near the targeted ship matches the letter on the blue [A] Token near the attacker), they may return their pair of assigned [A] Tokens to the Action Token supply to choose any number of attack dice and re-roll them once (see "Combat Phase Example" on page 28).



Spending a Battle Stations Token

If the attacker has a [B] Token, they may return it to the Action Token supply to convert all [B] results on the attack dice to [D] results.



Modifying Dice Results

When players roll dice during combat, these dice are rolled into a common area. The face up side of each die is considered the result. Dice in this common area may be modified in several ways, and the final results determine how much damage the target ship suffers (if any).

Add: Some effects add a specific result to the combat. To resolve this, the player places a Token or unused die displaying this result into the common area.

Convert: Some effects convert one die result to a different result. To resolve this, the player physically picks up the die from the common area and rotates the die so that its face up side displays the new result.

Re-roll: Some effects allow players to re-roll certain dice. To resolve this, the player picks up the appropriate number of dice from the common area and rolls those dice again.

Important: When a die is converted or re-rolled, ignore its original result and apply only the new result. This new result may be modified by other effects; however, a die that has already been re-rolled cannot be re-rolled again during this attack unless a card effect specifically says that the die can be re-rolled more than once.

MISSION: COMBAT PHASE - PLAYERS

5. Roll Defense Dice

During this step, the defender calculates how many defense dice to use and then rolls the dice.

The defender rolls a number of defense dice equal to the ship's Agility Value (the green number shown on the Ship Card and Ship Token).

If the defender has a [👤] Token beside their ship (green or red), they replace their Agility Value with their printed Agility Value +4.

If the defender is at Range 3 by the attacker's Primary Weapon, they roll +1 defense die.

If the attacker has a [👤] Token beside their ship, the defender rolls -1 defense die.

The defender also resolves any card abilities that allow them to roll additional (or fewer) dice. After calculating the number of defense dice, the defender takes that number of green defense dice and rolls them.



6. Modify Defense Dice

During this step, players may resolve abilities and spend Tokens that allow them to modify defense dice. This includes adding and converting die results, and re-rolling dice (see "Modifying Dice Results").

If a player wants to resolve multiple modifying abilities, they resolve them in the order of their choosing. If the attacker and defender both have abilities that can modify defense dice, the attacker resolves all of their abilities before the defender.

Spending a Battle Stations Token

If the defender has a [👤] Token, they may return it to the Action Token supply during this step to change all [👤] results to [👤] results.



Spending an Evade Token

If the defender has an [👤] Token, they may return it to the Action Token supply to add one additional [👤] result to their defense roll.



7. Compare Results

During this step, players compare their dice results to determine whether the defender was hit.

Compare the number of [👤], [👤], and [👤] results in the common area. For each [👤] result, cancel (remove) 1 [👤] or [👤] result from the attack roll. All [👤] results must be canceled before any [👤] results may be canceled.

If there is at least one uncanceled [👤] or [👤] result remaining, the defender is considered hit (see "Deal Damage" below). If all [👤] and [👤] results are canceled, the attack misses and the defender does not suffer any damage.

Canceling Dice

Each time a die result is canceled, a player takes 1 die displaying the canceled result and physically removes the die from the common area. Players ignore all canceled results during this attack. All abilities that allow players to cancel dice must be resolved at the start of the "Compare Results" step.

8. Deal Damage

During this step, ships that have been hit suffer 1 **damage** for each uncanceled [👤] result, and then suffer 1 **critical damage** for each uncanceled [👤] result. For each damage or critical damage suffered, the ship must lose one Active Shield Token (blue). If it has no Active Shield Tokens, it must receive 1 Damage Card instead. See "Suffering Damage" (p31). When the number of Damage Cards dealt to a ship equals or exceeds its Hull Value (yellow number), that ship is destroyed. See "Destroying Ships" (p31)..

Note: A Disabled Shield Token (red) cannot be damaged but does not protect the ship from receiving Damage Cards.

After resolving the final step, the ship with the next highest Captain Skill takes its turn resolving the combat steps. After each ship has had the opportunity to attack, the Combat Phase ends and the players proceed to the End Phase.

COMBAT PHASE: ENEMY AI SHIPS

When an Enemy AI becomes the Active Ship during the combat phase, follow the same 1-8 combat steps as for player ships. When the Enemy AI ship is required to make a decision, refer to the instructions on the Combat Phase section of its Enemy Logic card, its Loadout card, and below:

1. Choose Method of Attack

Follow the weapon choices listed on the Logic card to determine whether the Enemy AI ship attacks with the ship's Primary Weapon or a Weapon Upgrade on its Loadout Card.

2. Declare a Target

Refer to the Orders for Enemy AI ship. Enemy AI ships with the **Attack** Order will select the player ship in the nearest range band as their attack target. For other Orders, refer to the Mission's Special Rules to determine which ship or object to target. If there are several possible targets in the shortest range band, choose the one that will roll the fewest total defense dice including any bonuses from Upgrades and obstructions, if applicable. If still tied, players may choose which of them is fired upon.

3. Roll Attack Dice

When attacking, Enemy AI ships always use their abilities to maximize the number of Attack dice rolled.

4. Modify Attack Dice

When attacking, Enemy AI ships always use their abilities and Tokens at the first opportunity to attempt to maximize the number of [♦] and [☀] results:

- A. If the Enemy AI ship has a red [☠] Token on the target, return their pair of assigned [☠] Tokens to the Action Token supply to reroll any blank [◇] results on the attack dice.
- B. Use any abilities to reroll any attack dice that are still blank [◇].
- C. If the Enemy AI ship has a [☺] Token, return it to the Action Token supply to convert all [☺] results on the attack dice to [♦] results.



Note: If the Enemy AI ship does not have a [☺] Token or an ability that modifies [☺] results when performing the steps above, its [☺] results are also considered blank [◇] and will be rerolled if possible.

5. Roll Defense Dice

When defending, Enemy AI ships always use their abilities to maximize the number of Defense dice rolled.

6. Modify Defense Dice

When defending, Enemy AI ships use their abilities and Tokens at the first opportunity to attempt to match the number of [♦] and [☀] results they will be dealt. Enemy AI ships only spend Tokens if doing so produces more [👊] to reduce the damage it will take.

- A. Use any abilities to re-roll defense dice that are still blank [◇]. If the Enemy AI ship does not have a [☺] Token or an ability that modifies [☺] results when performing these steps, its [☺] results are also considered blank [◇] and will be rerolled if possible.
- B. If there are still uncanceled [♦] or [☀] results, and the Enemy AI ship rolled at least 1 [☺] result, return a [☺] Token to the Action Token supply to convert all [☺] into [👊] results.
- C. If there are still uncanceled [♦] or [☀] results, return a [👊] Token the Action Token supply to add 1 [👊] result.

7. Compare Results and 8. Deal Damage

These steps are the same as for player ships. See "Suffering Damage" (p31).

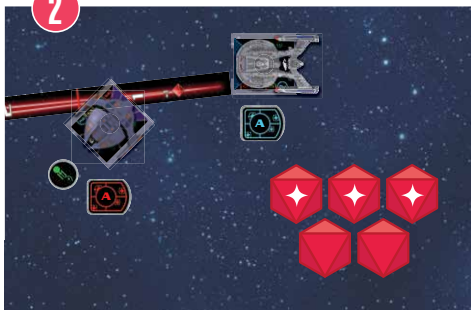
MISSION: COMBAT PHASE EXAMPLE

1



The ships end the Activation Phase in this position, and the Combat Phase begins. Of all the remaining ships in the mission, the Akira-Class has the highest Captain Skill so it resolves its combat steps first.

2



The Jem'Hadar Attack Ship is within the forward firing arc of Akira-Class and at Range 1, and has been Target Locked by the Akira-Class, so the player controlling the Akira-Class chooses to attack the Attack Ship.

The Akira-Class rolls 5 attack dice (4 dice from the ship's Primary Weapon Value of 4, +1 for firing at Range 1). The Akira-Class obtains the following results: [♦], [♦], [♦], [⬢], [⬢].

3



The Akira-Class chooses to return its Target Lock to the supply to re-roll the 2 blank results, getting: [☀], [☹]. Without a [☹] Token to spend, the [☹] result will have no effect for this attack.

4



The Jem'Hadar Attack Ship rolls 2 defense dice since it has an Agility Value of 2, and obtains the following results:

[⬢], [🔪].

5



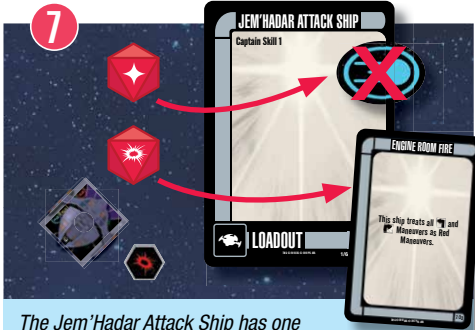
The Jem'Hadar Attack Ship will return its [🔪] Token to the supply to add 1 [🔪] result to its defense roll.

6



The 2 [🔪] results cancel two [♦] results, but 1 [♦] result and one [☀] result remain. The Jem'Hadar Attack Ship is hit!

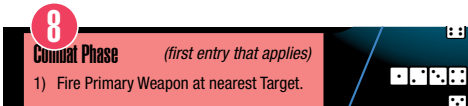
MISSION: COMBAT PHASE EXAMPLE



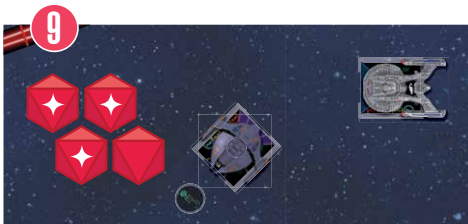
The Jem'Hadar Attack Ship has one Active Shield left, so 1 [Fire] result destroys that Shield. Players remove the Shield Token from beside the loadout card of the matching Attack Ship and return it to the supply.

The Attack Ship then suffers 1 critical damage from the uncancelled [Fire] result. The players deal 1 Damage Card face up beside the Attack Ship's loadout card. This face up Damage Card's text has an ongoing effect that applies during each Activation Phase. The Players place one Critical Hit Token near the Attack Ship model to remind them of this Damage Card's effect.

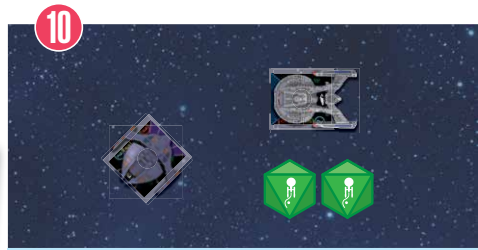
The Attack Ship is not destroyed by this attack because its Hull Value (3) is greater than the total number of Damage Cards it has (1).



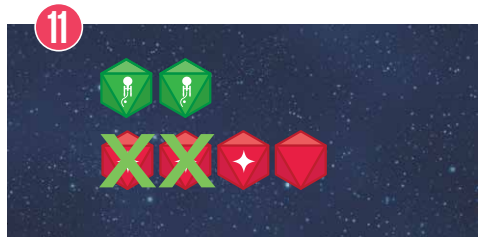
The ship with the next highest Captain Skill is the Attack Ship, so it resolves combat next. Following the Combat Phase instructions on its Logic card, the Attack Ship fires its primary weapon at the nearest enemy ship (the Akira-Class at Range 1, in this case).



One Player rolls 4 attack dice for the Attack Ship (3 dice from the ship's Primary Weapon Value of 3, +1 for firing at Range 1), and obtains the following results: [Fire], [Fire], [Fire], [Fire].



The Captain of the Akira-Class rolls 2 defense dice since it has an Agility Value of 2, and obtains the following results: [Fire], [Fire].



The 2 [Fire] results cancel 2 of the [Fire] results. The Akira-Class is hit, since 1 [Fire] result remains!



The Akira-Class has already taken some hits this mission and has no remaining shields. The remaining [Fire] result causes the Akira-Class to receive one face down Damage Card. Since the Akira-Class has a Hull Value of 5, it can suffer 4 more damage before it is destroyed.

MISSION: END PHASE

END PHASE

During this phase, the players perform the following steps. Although these steps can usually be performed at the same time for both player and Enemy AI ships, players should resolve them one by one in ascending order of Captain Skill if there are any abilities that may affect other ships. Enemy AI ships perform these activities in descending order of Captain Skill, and if tied, in descending order of their ID Tokens.

If two or more player ships have the same Captain Skill, they choose which of them will perform these steps first. If Players and Enemy AI ships have the same Captain Skill, Enemy AI ships must perform these activities last.

- Some card abilities have the “**END PHASE:**” header. Unless there are additional timing instructions after this header, all “**END PHASE:**” effects must happen at the start of the phase before anything else.
- Cloak Tokens that were flipped to their red sides must be removed. Cloak Tokens still on their green sides may stay in play if their owners elect to keep their ship’s Shields disabled. If the Cloak Token was currently positioned on top of the ship’s base, place it beside the ship to indicate that the ship has been Cloaked for more than one turn and can no longer be Target Locked. If a Cloak Token is removed from a ship (regardless if it was on its green or red side) immediately enable all disabled Shields on that ship.
- Each player and Enemy AI ship flips all of their Disabled Shield Tokens (red) back to their Active sides (blue). This is free and does not count as an Action. This has no effect on Damaged Shield Tokens (i.e. Shield Tokens removed by damage).
- Remove unused Scan, Evade, and Battle Stations Tokens from beside all ships; unused Target Lock Tokens remain on the table.
- Some card abilities or Missions may instruct players to resolve certain effects during the End Phase. These are often described as “at the end of Round 5”. If there are any such effects, resolve them now.

ENDING A MISSION

After performing the End Phase, players check the Mission Parameters section of the Mission page to confirm if any of the Mission’s End conditions have been met.

If none of these conditions are met, a new round begins, starting with the Planning Phase.

Otherwise, the Mission ends and players proceed to record their campaign progress:

5. RECORD CAMPAIGN PROGRESS

After the Mission ends, players perform the following steps to record the results as well as spend Experience Points (if any) they have earned.

1. Check Objectives

Players check which objectives they completed to determine whether the Mission was a **success** or **failure**. Choose a player to read aloud the corresponding section of the Mission page.

2. Record Progress

Players record their progress in the Campaign Log on the back cover of the Campaign book. If the success or failure of the mission has any other persistent effects, record them here.

3. Spend Experience

For each Experience Point a player earned from the mission, they must choose and shade one box on their Player card. See “Shading Numbered Boxes (Skill, Reputation)” (p07). Players must spend all of their Experience Points during this step; they cannot be saved for later.

NEXT CAMPAIGN ROUND

After completing a Mission and recording their progress, players can begin a new Campaign Round by choosing another Mission.

SUFFERING DAMAGE

Ships can suffer damage from different sources, such as being hit during combat or by an effect or card ability. Damage cards track how much damage each ship has suffered and are used to determine if the ship has been destroyed (see “Destroying Ships” below).

When a ship suffers damage or critical damage, it suffers them **one at a time** following these steps. The ship must suffer all normal damage before suffering any critical damage.

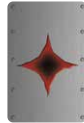
1. Damage Active Shields

If there are any Active Shield Tokens (blue) remaining beside the ship's card, remove one of the Tokens from play and skip Step 2. If there are no Active Shield Tokens, proceed to Step 2 below. Note that Disabled Shield Tokens (red) cannot be destroyed, but they do not protect the ship's Hull.



2. Damage Hull

Deal one Damage Card to the ship based on the type of damage it suffered. If the ship suffered damage (such as from a [♦] result), place the Damage Card **face down** beside the ship's card. If the ship suffered critical damage (such as from a [💥] result), place the Damage Card **face up** next to the ship's card (see “Critical Damage” below).



Note: If the Damage Deck runs out, shuffle the discard pile to form a new deck.

Critical Damage

When a ship suffers damage, players deal the Damage Card **face down** and ignore the card's text. However, when a ship suffers critical damage, players deal the Damage Card **face up**. The text on face up Damage Cards is resolved as instructed on the card. When a ship is dealt a Damage Card face up, place a Critical Hit Token near the ship. This Token reminds players that this ship is affected by an ongoing effect. If a ship somehow manages to remove the ongoing effect (e.g. by flipping that card face down, by discarding that card, etc.), return the Critical Hit Token to the supply.

BROKEN FORMATIONS

When an Enemy AI ship in a formation takes **hull damage**, the formation it is a part of is considered broken. Once a formation is broken, it remains broken for the remainder of the mission, and **all ships in that broken formation** now choose their targets and determine their maneuvers individually.

DESTROYING SHIPS

When the number of Damage Cards dealt beside a Ship Card is **equal to or greater than** the ship's Hull Value (yellow number), the ship is immediately destroyed (face up and face down cards count toward this total). Immediately remove the destroyed ship from the play area, unless there is another ship of equal Captain Skill that hasn't fired yet (see Simultaneous Attack Rule see below), discard all of its Damage Cards to a face up discard pile next to the Damage Deck, and return all of its Tokens to their respective supplies.

Note: Because ships are destroyed immediately after receiving Damage Cards, ships with low Captain Skill may be destroyed before having an opportunity to attack.

Simultaneous Attack Rule

Although ships perform their attacks one at a time, ships with a Captain Skill **equal to the active ship's** Captain Skill have the opportunity to attack before being destroyed. If such a ship would be destroyed, it simply retains its Damage Cards without being removed from the play area. It may perform an attack as normal during the Combat Phase, although any face up Damage Cards just dealt to it may affect this attack. After the ship has had its opportunity to attack this round, it is removed from the play area.

Simultaneous Attack Example:

Both the Captain of an Akira-Class ship and an Elite Jem'Hadar Attack Ship have a Captain Skill of 4. Since Enemy AI ships always have Initiative, it attacks first. From this attack, the Akira-Class suffers damage equal to its Hull Value and will be destroyed, but since it has the same Captain Skill, it can resolve its combat steps. After the Akira-Class resolves its combat steps, it is destroyed and removed from the play area.

ADDITIONAL RULES

MOVEMENT EXCEPTIONS

Fleeing the Battlefield

If a ship executes a maneuver that causes any part of its base to go outside the play area (beyond the edge), then that ship has fled the battlefield. Unless specified by the Mission Overview, ships that flee the battlefield are immediately destroyed.

Note: Enemy AI ships have special rules for resolving maneuvers that leave the play area. See “Swerving to Avoid Board Edges” (p21).

Moving Through a Ship

Ships can move through space occupied by other ships without penalty; it is assumed the ships have sufficient time and room to maneuver around them in 3D space.

To execute a maneuver through another ship, the player should hold the Maneuver Template above the ships and make their best estimation of where the ship should end its movement. Then they pick up their ship and move it to its final location. Both players must agree on the ship's final position and facing.

Overlapping Other Ships

There are a few situations that may arise where ships overlap other ships, and they are explained below.

Plastic Bases Overlapping

If a ship executes a maneuver that would cause the final position of its base to physically overlap another ship's base (even partially), follow these steps:

1. From the opposite end of the template, move the active ship backward along the top of the template until it no longer overlaps another ship. While moving the ship, adjust it so that the template remains centered between both the sets of guides on the ship's base. Place the ship so that the bases of both ships are touching.
2. Skip this ship's “Perform Action” step.

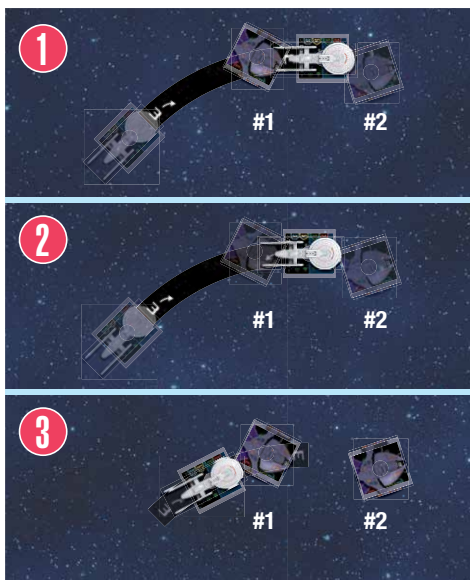
Ships whose bases are touching can target each other as long as they're within the appropriate firing arc(s).

Important: If the active ship is executing a [↻] Maneuver that causes it to overlap another ship, instead treat its maneuver as a [↑] Maneuver with the same speed and color revealed on the dial.

If the ship is executing a [↓] Maneuver that causes it to overlap another ship, then from the opposite end of the template, move the active ship forward along the top of the template until it no longer overlaps another ship.

Plastic Figures Overlapping

Some ship figures extend beyond the edge of their base. If this part of the figure would touch another figure or obstruct its movement, simply add or remove one peg from the base to prevent this situation and continue moving as normal.



Overlapping Ships Example:

1. While trying to execute a [3↗] maneuver, the Excelsior-Class will overlap Attack Ship #2.
2. The Player moves the Excelsior-Class backwards along the template, but it will overlap Attack Ship #1.
3. The Player moves the Excelsior-Class backwards along the template, and places it touching Attack Ship #1.

OBSTACLES

Space contains many hazards including asteroids and floating debris. Most Missions use various Obstacles, which are shown in their Map Setup diagrams. Each Obstacle has special rules that can affect Movement and Combat. Additionally, some Missions use the large Planet Token, which has its own special rules.

Moving Into and Through Obstacles

When a ship executes a Maneuver in which either the Maneuver Template or the ship's base physically overlaps an Obstacle (other than the Planet Token, see below), follow these steps:

1. Execute the Maneuver as normal, but skip the "Perform Action" step.
2. The player rolls one attack die. The ship then suffers any damage or critical damage rolled. See "Suffering Damage" (p31).

Important: When overlapping an Obstacle, the ship stays where it lands (on top of the Token). When the ship moves next turn, it may separate from the Obstacle without a penalty. A ship that is overlapping an Obstacle during the Combat Phase suffers the same penalties that other ships do when attacking through Obstacles (see below).

Note: Enemy AI ships have a chance to change Maneuvers when they would hit an Obstacle. See "Swerving to Avoid Obstacles" (p21).

Attacking Through Obstacles

When measuring range during combat, if any part of the Range Ruler **between the two ships** overlaps an Obstacle, the attack is considered **obstructed**. Because of this obstruction, the defender rolls one additional defense die during the "Roll Defense Dice" step of this attack.

Remember that range is always measured as the shortest distance between the two ships' bases.



Asteroid Fields are the most common type of Obstacle. They have no additional special rules.



The reverse of the Asteroid Field Tokens include a variety of other objects that appear in various *Star Trek Alliance* missions. Each has its own mission-specific special rules. **Unless otherwise specified, these do not count as obstacles.**

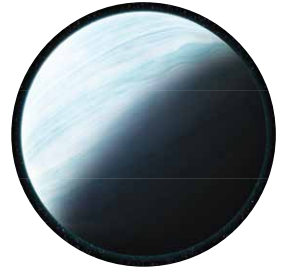


PLANETS

Moving Into and Through Planets

Any Player-controlled ship that overlaps a Planet Token at the end of its movement must move backward along its chosen Maneuver

Template until it no longer overlaps the Planet Token. Skip the ship's "Perform Action" step during that round. A ship may, however, move completely through the Planet Token the same way that it would another ship without suffering any penalty.



Important: Enemy AI ships ignore Planet Tokens while moving and can overlap them. See "Planet Tokens" (p21).

Attacking Through Planets

The Planet Token is considered a complete obstruction for firing purposes, but only if neither the attacking or defending ship overlap the planet. When measuring range during combat, if any part of the Range Ruler between the two ships overlaps the Planet Token, the attack is considered completely obstructed and the attacker cannot roll any attack dice.

Important: While an Enemy AI ship overlaps a Planet Token, it can attack and be attacked as normal.

ADDITIONAL RULES

INITIATIVE

Initiative is a term used to resolve timing conflicts between ships with the same Captain Skill.

Initiative comes into play at any point where both player ships and Enemy AI ships want to activate or resolve anything at the same time. Unless otherwise specified, Enemy AI ships have Initiative and must resolve all their abilities, effects, etc. before their players resolve any. Anything that is reactionary, such as an attack-canceling effect, may supersede this rule.

- If multiple players have the same Captain Skill, they may choose which order to activate.
- If multiple Enemy AI ships have the same Captain Skill, they must activate following the numbers on their assigned ID Tokens, in ascending order.
- If players and one or more Enemy AI ships have the same Captain Skill, resolve all the Enemy AI ships first in ascending order of their ID Tokens, then all of the player ships in any order the players choose.

BREAKING THE RULES

Some abilities on cards conflict with the general rules. In case of a conflict, card text overrides the general rules. If one card ability forbids an effect, while another ability allows it, the effect is forbidden.

RESOLVING RULES DISPUTES

Situations may arise that are too close to call, such as a ship being within a certain range, or whether a ship can successfully complete a maneuver without colliding with an obstacle or ship.

In these cases, players should always resolve the situation in the manner that is most favorable to the Enemy AI.

SHIP SYSTEMS

Actions and Cloaking

Some Actions begin with the following text: “**ACTION:** If your ship is not Cloaked, disable all of your remaining Shields...” These Actions cannot be used if you are Cloaked. Furthermore, a player wishing to use that ability must first disable all of their remaining Active Shields.

Auxiliary Power

There are several factors that can force a ship to switch to Auxiliary Power, such as executing difficult Red Maneuvers. See “Check for Power Strain” (p15). When this occurs, place an Auxiliary Power Token beside the ship. While a ship has at least 1 Auxiliary Power Token, it cannot execute Red Maneuvers or perform any Actions (even free Actions).



If a ship with an Auxiliary Power Token reveals a Red Maneuver during the Activation Phase, that ship must draw 1 faceup damage card, then perform a white [↑2] Maneuver (even if that maneuver would normally be green for that ship).

After a ship executes a Green Maneuver, remove one Auxiliary Power Token from it. See “Check for Power Strain” (p15).

Note: Enemy AI ships have different rules for handling Auxiliary Power. See “Remove Auxiliary Power Token [a]” (p22).

Disabling Shields

Some abilities require a player to disable Shield Tokens. All Shield Tokens begin the game with their active (blue) sides face up. When instructed to disable a Shield Token, the player flips it over to its disabled (red) side. A Disabled Shield Token cannot be damaged but does not protect the Hull. During the End Phase, a player can activate all of their disabled Shield Tokens by flipping them back to their blue sides for free.



If a special ability requires a player to disable a specified number of Active Shields, then the ship must possess at least that many Active Shields. However, if a special ability requires a player to disable **all** remaining Shields, then it may be used even with no Shield Tokens remaining.

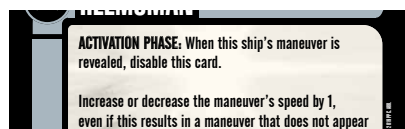
Exception: In order to perform a Cloak Action, a ship must have at least 1 Active Shield in play. When performing the Cloak Action, the ship must then disable all of its remaining Shields. See “Cloak [k]” (p17).

Note: A Disabled Shield is not the same thing as a Damaged Shield. If a Shield is damaged during combat, it is removed from play and does not come back during the End Phase. The only way to restore a Damaged Shield Token is to use a card’s special ability.

UPGRADE CARDS

Card Ability Anatomy

All card text consists of three main parts: timing, costs & conditions, and effect. The timing is always listed in bold capital letters followed by a colon (ex. **ACTIVATION PHASE:**). The costs and conditions immediately follow the timing (ex. *“When this ship’s maneuver is revealed, disable this card”*). Finally, the effect of the text is listed below the timing, costs and conditions (ex. *“Increase or decrease the maneuver’s speed by 1”*). The timing, costs and conditions all must be met before an effect can be activated and resolved.



Secondary Weapons

Some Weapon Upgrade Cards provide their ships with Secondary Weapons such as Photon Torpedoes. This section explains a few rules related to Secondary Weapons.



Ships may perform only one attack during the Combat Phase. Secondary Weapons show the header **“ATTACK:”** as a reminder that a ship attacks with either its Primary Weapon or one of its Secondary Weapons.

In addition to being inside the attacker’s firing arc, the closest point of the target ship’s base must fall within the **Weapon Range** shown on the card. See “Upgrade Card” (p05). If both of these conditions are met, then the player rolls the number of attack dice equal to this card’s **Attack Value** (instead of the ship’s Primary Weapon Value).

For example, Photon Torpedoes can only be used to attack an opposing ship that is at Range 2-3. They cannot be used to target ships at Range 1 or beyond Range 3.

Some Secondary Weapons specify they can be fired either from a ship’s primary firing arc (▼) or its secondary firing arc (▲). These are the only types of weapons that can be fired from a secondary firing arc. Of course, a ship must actually have a secondary firing arc on its Ship Token (marked by dashed lines) in order to fire a Secondary Weapon that is restricted to only a secondary arc.

Secondary Weapon attacks are not affected by the extra dice provided by the Range Ruler at Range 1 (+1 attack die) or Range 3 (+1 defense die). When firing a Secondary Weapon, use the side of the Range Ruler that does not show the bonus dice (to avoid confusion). Only Primary Weapons make use of these extra dice.

Timing

Unless otherwise specified, effects, abilities, etc. that specify a phase, step, or time to activate in **can only activate at the beginning of the specified phase, step, or time**. Effects, abilities, etc. that can be activated at any time can only activate between phases or at the start of a phase, step, or time when any other effect could be activated.

Combat vs. Non-combat Effects

All effects are divided into one of two types: Combat Effects and Non-Combat Effects. Combat Effects come in three types:

1. Any effect that occurs within the Combat Phase.
For example, an effect that would activate during the Modify Attack Dice step.
2. Any effect that would cause an attack to be made

ADDITIONAL RULES: UPGRADES

outside of the normal Combat Phase or damage to be dealt. *For example, an Action that would allow for an attack to be made during the Activation Phase.*

3. Any effect that would affect the attack dice or defense dice being rolled **during an attack**. This includes anything that would add, subtract, replace, modify, re-roll, or otherwise affect the dice. *For example, the Cloak Action provides a Cloak Token which replaces the ship's Agility Value with its Agility Value +4. Since this affects the Agility Value (which affects the amount of defense dice being rolled), this is considered a Combat Effect.*

Note: If an ability allows a ship to make an attack outside of the normal Combat Phase, carry out the normal combat steps of the Combat Phase for that attack. For the purposes of all rules, the attack counts as being in the Combat Phase and going through each of the combat steps. This means that effects, such as those granted by a Cloak Token, would be in effect.

Non-Combat Effects include any effect that does not fit into one of the above categories. For example, an Action that would allow a ship to repair a shield or discard a (👤) from an opposing ship.

Combat Effects do not affect Non-Combat Effects and vice versa. For example, a Combat Effect that would disallow a ship from rolling defense dice would not prevent that ship from activating a Non-Combat Effect that would require that ship to roll defense dice.

Rule of 3

Whenever the sum of all modifiers applied to any value (Primary Weapon Value, Agility Value, Hull Value, Shield Value, Attack Value, Maneuver Speed, Range, Captain Skill, Squadron Points, etc.) is greater than +3 or less than -3, the sum of all modifiers is instead +3 or -3, respectively. All modifiers continue to apply to the value; only their sum is changed.

This rule only applies to modifiers, not to replacement values. Replacement values can alter the printed value by more than 3 before any modifiers apply, with modifiers still limited to a net modification of +3 or -3

on the replaced value. As a rule of thumb, replacement effects are always applied before modifier effects.

The range bonuses (+1 attack die at Range 1 and +1 defense die at Range 3) do not count as a modifier for the purposes of the rule of 3.

Replace Then Modify

The order in which replacements, modifiers, and range bonuses take place is irrelevant. To calculate a value, start with the printed value and then apply any replacements, first numbers and then those that multiply or divide, and then the sum of all modifiers.

Modification Example:

A ship has a printed Agility Value of 1. During the Activation Phase, that ship's Agility Value is modified by +5 (reduced to +3) by Upgrades and it uses the Cloak Action. The Cloak Action replaces its Agility Value with $1 + 4 = 5$ which is then modified by +3 to 8. Later during the Activation Phase, an opposing ship reduces its Agility by -1 with an Upgrade. Because all modifiers continue to apply to the value, the Agility Value is now modified by $+5 - 1 = +4$ and is still reduced to +3. Thus, the ship still has an Agility Value of 8. During the Combat Phase, an opposing ship has 2 Scan Tokens and attacks the ship at Range 3. The 2 Scan Tokens reduce the Agility Value of the ship by -2. Again, the modifiers continue to apply, so the modifier is now reduced to $+5 - 3 = +2$ by the Scan Tokens which makes the ship's Agility Value 7 (replace to 5 then $+2 = 7$). The Range 3 bonus also takes effect increasing the Agility Value to 8. However, because the Range 3 bonus is external to the rule of 3, there is still only a +2 Modifier to the Agility Value. Finally, during the step, the ship has an ability that modifies its Agility Value by another +2, increasing the total modifier to $+7 - 3 = +4$ which is again reduced to +3. The final Agility Value of the ship is a replacement of 5 from Cloak + 3 from modifiers + 1 from the Range 3 bonus = 9.



Optional and Mandatory Card Abilities

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 equipped, unless otherwise specified. Unless a card ability uses the word “may”, has “Action:” or “Attack:” headers, or has costs associated with activating the card, then the ability is mandatory and must be followed.

Card Abilities and Action Tokens

Some cards provide special abilities when a particular Token is beside the corresponding ship. Only one card on each ship can trigger its ability from the same Token during the same round.

Disabling Upgrade Cards

Some abilities may instruct you to “disable” a Card. Disabling a Card works differently than disabling a Shield Token. When instructed to disable a Card, place a Disabled Token on



that Card. While a Card is disabled, a player cannot use its text during the Activation Phase. A ship can spend its Action to remove a Disabled Token from one of its Upgrade Cards. That Upgrade is no longer disabled.

Discarding Upgrade Cards

Some abilities may require the player to “discard” an Upgrade Card. Return discarded Upgrade Cards to the game box; they cannot be used for the remainder of the current Mission.

Time Tokens

Many Upgrades instruct a player to place a certain number of Time Tokens on them. The player places that many Time Tokens on the Upgrade and cannot activate that Upgrade again until all the Time Tokens are removed. During the End Phase, players remove 1 Time Token from each Upgrade.



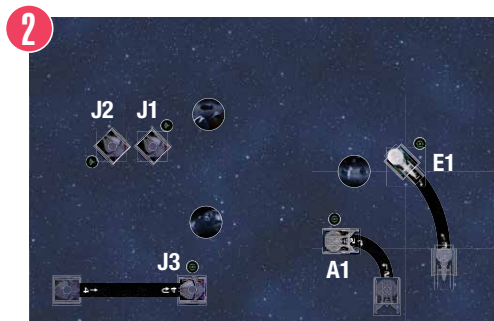
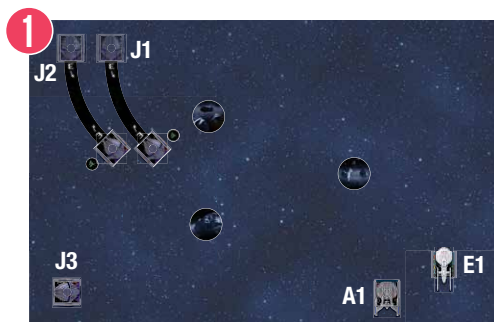
For example, an Excelsior-Class uses its Impulse Efficiency Upgrade, and places 2 Time (0:10) Tokens on it. This means that the ship will not be able to use that Upgrade again until all the Time Tokens have been removed.

ENEMY AI: GAMEPLAY EXAMPLE

Two Jem'Hadar Attack Ships (**J1, J2**) have Captain Skill 1 (**J1, J2**), while the third (**J3**) is an Elite Attack Ship with Captain Skill 4. Two players control *Akira* and *Excelsior-Class* ships (**A1, E1**), both Captain Skill 2.

Turn 1. After players set their maneuver dials, they activate Attack Ships J1 and J2. These ships have deployed in Formation, so they will choose the same target and perform the same maneuver. Their target, the nearest Federation ship, is the *Akira-Class*. It is out of range at a 45° angle from the Attack Ships. One of the players rolls for the maneuver and gets a 4: both Attack Ships perform a [↖3] maneuver. Then, both ships take Scan [🔍] actions because they have no shot and there are no enemies within Range 3 (**Figure 1**).

Both player ships activate in either order, performing maneuvers and actions, and then J3 activates. It's nearest target is ahead and beyond Range 3: Rolling a 2, it performs a [↑4]. Since it has a shot against A1, it performs a Battle Stations [⚔️] Action. (**Figure 2**).



ENEMY AI: GAMEPLAY EXAMPLE

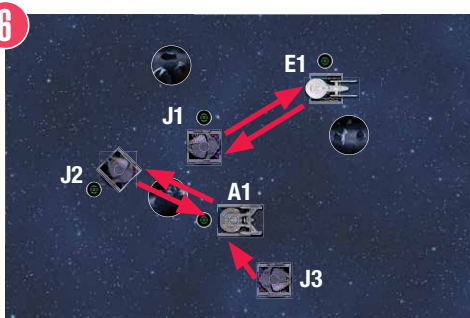
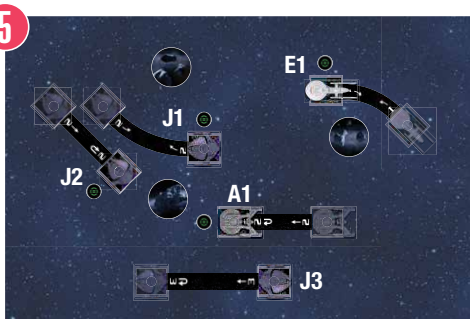
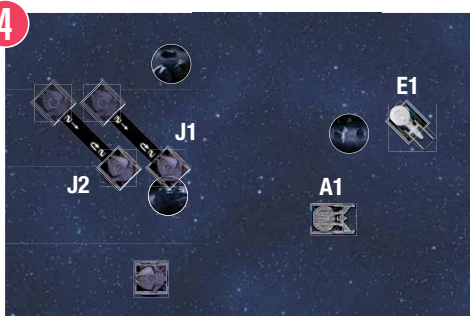
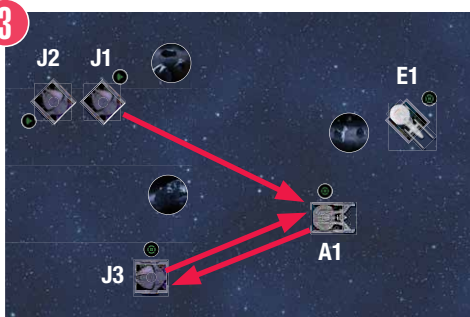
Turn 1 Combat Phase. J3 attacks first. Following the Combat Phase instructions on its Logic card it targets A1 at Range 2 with its primary weapon, rolling ☯☯☯☯. Since Enemy AI ships spend their Tokens at the first opportunity to add results, it spends its ☯☯ Token to modify its attack roll into ☯☯☯☯. After rolling ☯☯ to defend, A1 loses 1 shield.

A1 then returns fire, getting ☯☯☯☯☯☯, and spending its ☯☯ to modify its attack roll into ☯☯☯☯☯☯. The other player rolls for J3's defense, getting ☯☯☯☯. J3 loses 2 shields and takes 1 critical hull damage: Structural Damage. E1 is out of range of all Dominion ships and does not attack. Finally, the Captain Skill 1 Dominion ships fire. J1 attacks A1 at Range 3, getting ☯☯☯☯. J2 is out of range (**Figure 3**).

Turn 2. Players set their maneuvers again, then activate J1 and J2. Neither has hull damage, so their formation is not broken and they will continue to maneuver together. The nearest target for J1 is still A1: it is now straight ahead at Range 2 and closing. Rolling a 5, both J1 and J2 perform a [↑2] (**Figure 4**).

However, a [↑2] would carrying J1 over an Obstacle. Instead, it swerves to a [↖2] to avoid it. Both ships then take ☯☯ Actions because they will be able to attack from their current position. Then, both player ships activate in either order, performing maneuvers and actions, and finally J3 activates. Its nearest target is still A1, but now A1 is at 45° to the left, at Range 2 and closing. Rolling a 6 on the matching table, J3 performs a [↗3]. Since this is a red maneuver, J3 skips its Choose Action step on its Logic card but does not gain an Auxiliary Power Token (**Figure 5**).

Turn 2 Combat Phase. J3 fires first again, since it has a shot on A1 at Range 1. It rolls 4 dice and gets ☯☯☯☯. A1 rolls ☯☯☯☯ and loses 1 more shield. A1 does not have a shot on J1, so that player decides to attack J2 through the obstacle at Range 2, rolling ☯☯☯☯☯☯. The other player rolls 3 dice to defend, getting ☯☯☯☯☯☯. Since Enemy AI ships spend Tokens at the first opportunity, the players spend its ☯☯ Token to modify its roll to ☯☯☯☯☯☯, taking no damage. E1 then attacks J1, rolling ☯☯☯☯. The other player



rolls to defend for J1, getting ☯☯☯☯! J1 loses its shields and takes 1 hull damage. Now that J1 has hull damage, that formation is broken and both J1 and J2 will choose their own targets and maneuvers starting next turn. After J1 and J2 attack, it will be Turn 3. (**Figure 6**).

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CREDITS

Alliance System Design & Development:

Josh Derksen, Thomas Gofton (lynnvander.com)

Alliance System Playtesting:

Heather Ashworth, Shiu-Yik Au, James Binnie, Jeff Bueckert, Matthew Dobson, Dave Gilbert, Jeff Grimes, Dan Hoang, Joseph van der Jagt, Grish Kalashnikov, Mike Kasunic, Don Komhyr, Kelvin Lau, Aron Murch, Victor Naqvi, Michael Parise, Chris Powell, William Tink, Joe Silva, Peter Smith, Norm Weir.

FlightPath™ Game System:

Fantasy Flight Games

Attack Wing Game Design:

Andrew Parks, Christopher Guild

Attack Wing Development:

Kyle Payne, Geoffrey Engelstein, Chuck Kleinberg, Christopher Parks

Executive Producer:

Bryan Kinsella

Graphic Design:

Josh Derksen

Special Thanks To:

the heroes of dockingbay416.com, Heather Ashworth, Joseph van der Jagt, Zev Shlasinger

QUICK REFERENCE

THE CAMPAIGN ROUND

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- **Choose a Mission** (page 09)
- **Mission Setup** (page 09)
- **Fleet Setup** (page 12)
- **Play Mission** (page 13)
 1. **Reinforcements Phase** (page 13)
Place all Enemy AI ships listed by the Mission.
 2. **Planning Phase** (page 14)
Players discuss U.S.S. strategy and plan their maneuver dials.
 3. **Activation Phase** (page 15)
In ascending order of Captain Skill, each ship executes its chosen Maneuver, and then immediately performs one Action.
 4. **Combat Phase** (page 23)
In descending order of Captain Skill, each ship can attack one target in its firing arc and within range.
 5. **End Phase** (page 30)
 - Check Mission End conditions & “End Phase” effects.
 - Recover Disabled Shield Tokens.
 - Remove all [👁️] [🛡️] [🔥] [💥] Tokens.
 - Ships may keep their Shields disabled to keep [🛡️].
- **Record Campaign Progress** (page 30)

ACTIONS

PAGE 16



Evasive Maneuvers: Gain 1 [👁️] Token. During the Combat Phase, spend it to add 1 [👁️] result to the defense roll.



Scan: Gain 1 [👁️] Token. During the Combat Phase, any ship attacked by the scanning ship rolls 1 less defense die.



Battle Stations: Gain 1 [🛡️] Token. During the Combat Phase, spend it to change all [🛡️] results to [💥] results (when attacking) or all [🛡️] results to [👁️] results (when defending).



Cloak: Must have at least 1 Active Shield. Disable all remaining Shields and place a [🛡️] Token (green side) on top of its ship base. While Cloaked, replace the ship's Agility Value with its printed Agility Value +4. If the ship fires, flip the [🛡️] Token over to its red side; the ship is still considered Cloaked for the remainder of the round. During the End Phase, remove [🛡️] Tokens. Ships with [🛡️] Tokens may leave their Shields disabled to keep it: move the Token off the ship base to signify that it's been Cloaked for more than one round.

PERFORMING AN ATTACK

PAGE 23

1. **Declare Target** (follow Orders for Enemy AI ships)
2. **Roll Attack Dice**
 - At Range 1, Gain +1 Attack Die with Primary Weapons.
3. **Modify Attack Dice**
 - a. Attacker modifies Attack Dice.
 - b. Defender modifies Attack Dice.
4. **Roll Defense Dice**
 - At Range 3, Gain +1 Defense die vs. Primary Weapons.
 - Cloaked Ships roll +4 Defense dice.
5. **Modify Defense Dice**
 - a. Attacker modifies Attack Dice.
 - b. Defender modifies Attack Dice.
6. **Compare Results**
 - a. each [👁️] cancels 1 [💥].
 - b. each [👁️] cancels 1 [🔥].
7. **Deal Damage**
 - a. Defending ship suffers any [💥].
 - b. Defending ship suffers any [🔥].
 - Damage is dealt to Active Shields first.
 - Remaining damage is dealt as cards.
See “Suffering Damage” (p31).



Sensor Echo: Must be Cloaked. Move sideways with the [↑ 1] or [↑ 2] template.



Acquire a Target Lock: Gain 1 [🛡️] Token. Place the corresponding [🛡️] Token (with same letter) on any opposing ship at Range 1–3. Ships that have been Cloaked for more than one round cannot be Target Locked. When attacking a targeted ship, the locking ship may spend its [🛡️] + [🛡️] Tokens to re-roll as many of their attack dice as they choose.

Auxiliary Power

When a **Player-controlled ship** executes a **Red Maneuver**, it gains 1 Auxiliary Power Token. Ships under Auxiliary Power cannot execute Red Maneuvers or perform any Actions (not even free Actions). When a ship executes a **Green Maneuver**, remove 1 Auxiliary Power Token from it, and perform an Action this round if it is no longer has an Auxiliary Power Token.

When an **Enemy AI ship** executes a Red Maneuver, it skips its Perform Actions step. It does not gain an Auxiliary Power Token.



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