

DOORWAY



BATTLE BRIDGE DOOR

Place one atop Battle Bridge side deck during the seed phase. Battle Bridge is now open and in play (immune to cards which close doorways). **OR** Stock in deck and play at start of ship battle (even during opponent's turn) if you have Leadership in that battle. Allows you to draw two extra Tactic cards (cumulative) or enhances each of your ships' and facilities' WEAPONS +1; then discard doorway.

1 V

EQUIPMENT



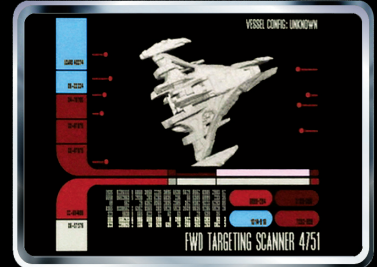
ENVIRONMENTAL SUIT

Self-contained garment for protecting personnel in a hostile environment. A variable magnetic field can be activated in the boots when working in zero-gravity.

You may discard this equipment to prevent a personnel present from being killed by a dilemma or a Tactic card (that personnel is stopped instead).

2 V

EVENT



TACTICAL CONSOLE

Standard display on most modern starships. Combines weapons control with target acquisition and analysis subroutines. Highly effective in the hands of a trained tactical officer.

Plays on your ship docked at your facility. While you have Miles O'Brien or a SECURITY-classification personnel aboard, ship is WEAPONS +3. (Captain's Order.)

3 V

INCIDENT



MAKE IT SO

Seeds or plays on table. Once each turn, if your staffed ship has its matching commander aboard, you may "unstop" it (once per game per Ship card title) **OR** download Ready Room Door (to download a Captain's Order) **OR**, if that ship is in battle (even during opponent's turn), download a Tactic card (once per game per Tactic card title). Discard incident after use, unless that matching commander has a icon.

4 V

INTERRUPT



ATTACK PATTERN DELTA

Upon encountering Dominion ships during a rescue attempt in 2370, Captain Keogh ordered the U.S.S. Odyssey and two runabouts to execute a predetermined attack pattern.

Plays at start of ship battle. Doubles one Tactical Console until end of battle **OR** draw up to X additional Tactic cards, where X = the number of your ships in this battle.

5 V

TACTIC



ATTACK WING

ATTACK 1 ATTACK bonus +1 for each of your ships firing.
DEFENSE 2 DEFENSE bonus +1 if you have a Jem'Hadar attack ship defending.
Hit = . Direct hit = .

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

6 V

Sickbay damaged: randomly kills one MEDICAL, Exobiology or disabled personnel (on a Nor, one personnel in Infirmary).

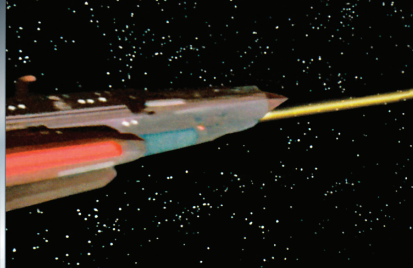
RANGE -1

WEAPONS -1

SHIELDS -1

HULL -25%

TACTIC



BAJORAN PHASER BANKS

ATTACK 1 ATTACK and DEFENSE bonus +2 if you have a Bajoran ship firing with Resistance or Navigation aboard (or +4 if one crew member has both skills).
DEFENSE 1 Hit = . Direct hit = .

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

7 V

Casualties: randomly kills one personnel (on a Nor, one personnel at site of opponent's choice).

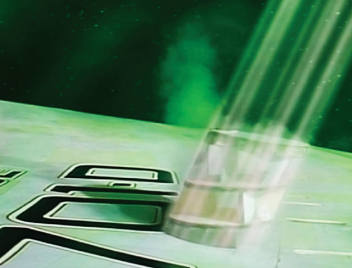
RANGE -1

WEAPONS -1

SHIELDS -1

HULL -30%

TACTIC



BORG CUTTING BEAM

ATTACK 1 If you hit, you may relocate one of target's crew members (random selection; from any one site if on a Nor) to one of your ships in this battle and assimilate that personnel. Hit or direct hit = .
DEFENSE 3

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

8 V

SHIELDS -2

HULL -40%

TACTIC



BREEN DISRUPTOR BURST

ATTACK 2 ATTACK bonus +2 if you have a Breen ship firing. Hit = . Direct hit = .

DEFENSE 2

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

9 V

Casualties: randomly kills one personnel (on a Nor, one personnel at site of opponent's choice).

RANGE -2

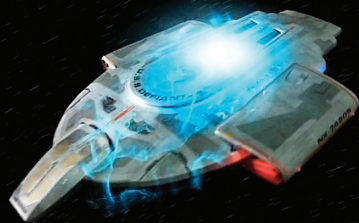
WEAPONS -2

SHIELDS -2

HULL -35%

TACTIC

STAR TREK
DEEP SPACE NINE



GREEN ENERGY-DAMPENING WEAPON

ATTACK
3

Requires ship with Energy Dampener firing. Hit or direct hit = ♣♣ and, unless target is *U.S.S. Sao Paulo*, is *I.K.C. Ki'tang*, or has Energy Dampener, "power surge" also disables RANGE and WEAPONS.

DEFENSE
1

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

10 V

Power surge: special equipment off line. Discard this damage marker at end of opponent's next turn.

SHIELDS -2 HULL -20%

TACTIC

STAR TREK
ARMADA



CHAIN REACTION PULSAR

ATTACK
5

Requires a staffed ship which has three or more staffing icons firing. ATTACK bonus +1 if *Akira* class. Hit or direct hit = ♣ and nullifies one Event card enhancing target's attributes (once per turn).

DEFENSE
0

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

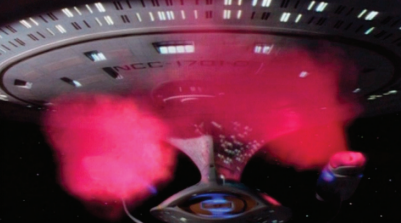
11 V

Scanners off line: you may play Scan and Full Planet Scan only where you have an undamaged ship.

RANGE -1 WEAPONS -1 SHIELDS -3 HULL -35%

TACTIC

STAR TREK
THE NEXT GENERATION



"CRIMSON FORCEFIELD"

ATTACK
0

Harmless pyrotechnic ruse nullifies opponent's Tactic card unless opponent has an OFFICER with CUNNING>8 aboard a ship or facility in this battle. Hit = ♣♣. Direct hit = ♣♣♣.

DEFENSE
2

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

12 V

Cloaking Device off line.

RANGE -2 WEAPONS -2 SHIELDS -3 HULL -40%

TACTIC

STAR TREK
DEEP SPACE NINE



EVASIVE MANEUVERS

ATTACK
-2

DEFENSE bonus +2 if you have a ship with no staffing requirements defending.

Hit = ♣♣♣. Direct hit = ♣♣♣♣.

DEFENSE
4

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

13 V

Plasma leak: randomly kills one ENGINEER, Astrophysics or Physics personnel (on a Nor, one personnel in Ore Processing Unit).

RANGE -1

HULL -35%

TACTIC

STAR TREK
THE NEXT GENERATION



FERENGI ENERGY WEAPON

ATTACK
1

ATTACK bonus +2 if you have a Ferengi ship firing. Hit = ♣♣. Direct hit = ♣♣♣♣.

DEFENSE
2

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

14 V

Casualties: randomly kills one personnel (on a Nor, one personnel at site of opponent's choice).

RANGE -1 WEAPONS -1 SHIELDS -2 HULL -30%

TACTIC

STAR TREK
THE NEXT GENERATION



FULL PHASER SPREAD

ATTACK
3

ATTACK bonus +1 if you have a *Galaxy*-class ship firing.

Hit = ♣♣♣. Direct hit = ♣♣♣♣.

DEFENSE
2

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

15 V

Science panel destroyed: randomly kills one SCIENCE or Stellar Cartography personnel (on a Nor, one personnel in Science Lab).

RANGE -1 WEAPONS -1 SHIELDS -1 HULL -30%

TACTIC

STAR TREK
INSURRECTION



ISOLYTIC BURST

ATTACK
3

Requires a Son'a Battleship or *Li'seria* firing. If you hit, randomly kills one additional personnel (on a Nor, one personnel at site of opponent's choice). Hit = ♣♣. Direct hit = ♣♣♣♣.

DEFENSE
0

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

16 V

Casualties: randomly kills one personnel (on a Nor, one personnel at site of opponent's choice).

RANGE -3

HULL -30%

TACTIC

STAR TREK
THE NEXT GENERATION



MAXIMUM FIREPOWER

ATTACK
6

Hit = ♣♣♣ (or ♣♣♣♣ if you have *Future Enterprise*, *I.K.C. Chang*, *I.K.C. Fek'Ihr*, *Decius*, any ship with the word "future" in its lore or a Borg cube firing). Direct hit = ♣♣♣♣.

DEFENSE
-3

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

17 V

Transporters off line.

SHIELDS -2 HULL -20%

TACTIC

STAR TREK
DEEP SPACE NINE



PHASED POLARON BEAM

ATTACK
1

ATTACK bonus +2 if you have a *Domination* ship firing. Hit = ♣♣♣. Direct hit = ♣♣♣♣.

DEFENSE
2

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

18 V

Casualties: randomly kills one personnel (on a Nor, one personnel at site of opponent's choice).

RANGE -1 WEAPONS -2 SHIELDS -1 HULL -30%

TACTIC

STAR TREK
FIRST CONTACT

PHASER BANKS

ATTACK 1

ATTACK bonus +2 if you have a Federation ship firing. Hit = ♠♠. Direct hit = ♠♠♠♠.

DEFENSE 2

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

19 V

Casualties: randomly kills one personnel (on a Nor, one personnel at site of opponent's choice).

RANGE -1

WEAPONS -2

SHIELDS -1

HULL -30%

TACTIC

STAR TREK
FIRST CONTACT

PHOTON TORPEDO

ATTACK 2

ATTACK bonus +1 if you have an Akira-class ship firing. Hit = ♠♠. Direct hit = ♠♠♠♠.

DEFENSE 2

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

20 V

Tactical panel overload: randomly kills one SECURITY or Computer Skill personnel (on a Nor, one personnel in Security Office).

WEAPONS -1

SHIELDS -1

HULL -35%

TACTIC

STAR TREK
THE NEXT GENERATION

PICARD MANEUVER

ATTACK 3

If you initiated ship battle with your matching commander aboard your ship, it appears to be in two places at once and has a 50/50 chance to avoid all damage this battle. Hit = ♠♠. Direct hit = ♠♠♠♠.

DEFENSE 0

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

21 V

EPS taps overloaded: Opponent may immediately download to this ship one Plasma Fire or Warp Core Breach (if possible).

RANGE -2

SHIELDS -2

HULL -20%

TACTIC

STAR TREK
THE NEXT GENERATION

PLASMA ENERGY BURST

ATTACK 0

ATTACK bonus +4 and DEFENSE bonus +2 if you have a D'Kora-class ship firing. Hit = ♠♠♠♠. Direct hit = ♠♠♠♠♠♠. Otherwise, causes electromagnetic disruptions (♠).

DEFENSE 2

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

22 V

EM burst: until end of your next full turn, WEAPONS disabled and all ENGINEER-classification personnel are "stopped."

WEAPONS -1

SHIELDS -1

TACTIC

STAR TREK
THE NEXT GENERATION

PLASMA TORPEDO

ATTACK 1

ATTACK bonus +2 if you have a Romulan ship firing. Hit = ♠♠. Direct hit = ♠♠♠♠.

DEFENSE 2

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

23 V

Casualties: randomly kills one personnel (on a Nor, one personnel at site of opponent's choice).

RANGE -1

WEAPONS -1

SHIELDS -2

HULL -30%

TACTIC

STAR TREK
FIRST CONTACT

PRIMARY ENERGY WEAPON

ATTACK 1

ATTACK bonus +2 if you have a Borg ship firing. Hit = ♠♠. Direct hit = ♠♠♠♠.

DEFENSE 2

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

24 V

Casualties: randomly kills one personnel (on a Nor, one personnel at site of opponent's choice).

RANGE -1

WEAPONS -2

SHIELDS -2

HULL -30%

TACTIC

STAR TREK
THE NEXT GENERATION

PULSE DISRUPTOR

ATTACK 1

ATTACK bonus +2 if you have a Klingon ship firing. Hit = ♠♠. Direct hit = ♠♠♠♠.

DEFENSE 2

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

25 V

Casualties: randomly kills one personnel (on a Nor, one personnel at site of opponent's choice).

RANGE -2

WEAPONS -1

SHIELDS -1

HULL -30%

TACTIC

STAR TREK
DEEP SPACE NINE

PULSE PHASER CANNONS

ATTACK 4

ATTACK bonus +1 if you have a Defiant-class ship firing. Hit = ♠♠. Direct hit = ♠♠♠♠.

DEFENSE 1

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

26 V

Tractor beam off line.

WEAPONS -1

SHIELDS -1

HULL -20%

TACTIC

STAR TREK
FIRST CONTACT

QUANTUM TORPEDO

ATTACK 5

ATTACK bonus +1 if you have a Sovereign-class ship firing. Hit = ♠♠. Direct hit = ♠♠♠♠.

DEFENSE 0

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

27 V

Sensors off line: crew cannot attempt space missions.

WEAPONS -2

SHIELDS -2

HULL -15%

TACTIC

RIKER MANEUVER

ATTACK	4
DEFENSE	-1

Requires ship at a nebula firing; ATTACK bonus +3 if William T. Riker aboard. Hit = ♠♣. Direct hit = ♠♣♣♣, and another opposing ship present (your choice) is also hit = ♣♣.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

28 V

Plasma containment rupture: opponent may immediately download Plasma Fire to this ship.

RANGE -2 WEAPONS -2 SHIELDS -2 HULL -30%

TACTIC

SPIRAL-WAVE DISRUPTOR

ATTACK	1
DEFENSE	2

ATTACK bonus +2 if you have a Cardassian ship firing. Hit = ♠♣. Direct hit = ♠♣♣♣.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

29 V

Casualties: randomly kills one personnel (on a Nor, one personnel at site of opponent's choice).

RANGE -2 WEAPONS -1 SHIELDS -1 HULL -30%

TACTIC

STRAFING RUN

ATTACK	4
DEFENSE	-1

ATTACK bonus +1 if you have a Hideki-class ship firing. Hit = ♠♣. Direct hit = ♠♣♣♣.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

30 V

Bridge damaged: randomly kills one OFFICER, Leadership or Navigation personnel (on a Nor, one personnel in Ops).

RANGE -1 WEAPONS -1 SHIELDS -1 HULL -20%

TACTIC

T'POL/SOONG MANEUVER

ATTACK	0
DEFENSE	2

ATTACK bonus +3 and DEFENSE bonus +2 if you have a NX-class ship firing. Hit = ♠♣. Direct hit = ♠♣♣♣.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

31 V

Burn and Turn: until the end of your next full turn, this ship may not move to a mission where an opponent has a ship.

RANGE -2 WEAPONS -1 SHIELDS -1

TACTIC

TARGET ENGINES

ATTACK	2
DEFENSE	1

ATTACK bonus +1 if you have a Dominion ship firing. Hit = ♠♣. Direct hit = ♠♣♣♣.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

32 V

RANGE enhancements off line.

RANGE -2 HULL -25%

TACTIC

TARGET SHIELDS

ATTACK	2
DEFENSE	2

Hit = ♠♣. Direct hit = ♠♣♣♣. Otherwise, drains target's SHIELDS (♠).

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

33 V

SHIELDS enhancements off line.

SHIELDS -2

TACTIC

TARGET THESE COORDINATES

ATTACK	3
DEFENSE	1

Hit = ♠♣ (or ♠♣♣ if target is affected by Weak Spot). Direct hit = ♠♣♣♣.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

34 V

Shields fluctuating: opponent's transporters, if operated by Transporter Skill personnel, may beam through SHIELDS.

RANGE -1 WEAPONS -1 SHIELDS -1 HULL -20%

TACTIC

TARGET WARP FIELD COILS

ATTACK	2
DEFENSE	2

May not be used to fire upon a facility. Hit = ♠♣. Direct hit = ♠♣♣♣.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

35 V

Warp drive off line: opponent may immediately download Engine Imbalance to this ship as an interrupt (immune to Amanda Rogers).

RANGE -3 HULL -30%

TACTIC

TARGET WEAPONS

ATTACK	2
DEFENSE	1

ATTACK bonus +1 if you have a Dominion ship firing. Hit = ♠♣. Direct hit = ♠♣♣♣.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

36 V

WEAPONS enhancements off line.

WEAPONS -2 HULL -25%