

STAR TREK CUSTOMIZABLE CARD GAME FIRST EDITION

# THE TERRAN EMPIRE

THE CONTINUING COMMITTEE

62 ADDITIONAL VIRTUAL CARDS • RELEASED NOVEMBER 2016 • VERSION 1.0

## Design Team

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## "Long live the Empire."

The Continuing Committee is proud to bring you *The Terran Empire* — a sixty-two (62) card *First Edition* virtual expansion. Celebrate the birth of the Imperials in the Mirror Quadrant with the final expansion in the Mirror Block. Players will have many options in the dark alternate universe. Follow a lowly member of the crew through promotions and deception until they become Emperor (or Empress), or perhaps take command of a futuristic starship and use it to dominate the spaceline. Use the tools around you before they disappear, and try to get by with limited resources in your hand. The Mirror Quadrant is not a place for the faint of heart!

## RULES

**Emperor, Empress** — These terms are equivalent.

**Homeworld** — If both players play different personas of a mission and one is a Homeworld, both missions are considered to be a Homeworld.

**Start of Turn Actions** — A player may choose the order of their start of turn actions.

**Coming Soon** — Continue the exploration of the 22nd century as the Continuing Committee presents the first set in the Starfleet Block. MACOs and bold Klingon justice will be the focus of the first set, with Vulcans not far behind!



The Continuing Committee is dedicated to not only maintaining the *Star Trek: Customizable Card Game* community and the levels of competition, but exceeding them in scope and in quality.

ARTICLES  
FORUMS  
RULES

CARD IMAGES  
TOURNAMENTS  
PLAYER LOCATOR

The *Star Trek CCG* Community lives on at  
[WWW.TREKCC.ORG](http://WWW.TREKCC.ORG)

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## DILEMMA

— STAR TREK —  
ENTERPRISE

## ALIEN CONSPIRACY

After years of oppression by their Terran colleagues, the powerful threat of the *Starship Defiant* incited many within the Empire to rise up.

Choose one personnel in crew or Away Team for each Dissident your opponent has in play. Your opponent chooses up to two of those personnel to be killed.

1 V



## DILEMMA

STAR TREK  
THE NEXT GENERATION

## ARCHAIC RITUAL

Many cultures have elaborate ceremonies. Jean-Luc Picard used the *ja'chug*, a lengthy recitation of victories, to delay the selection of a new Klingon High Council leader.

To get past, two personnel in crew or Away Team with the highest STRENGTH and one additional personnel with highest remaining CUNNING are stopped.

2 V



## DILEMMA

STAR TREK



## MULTITRONIC MENACE

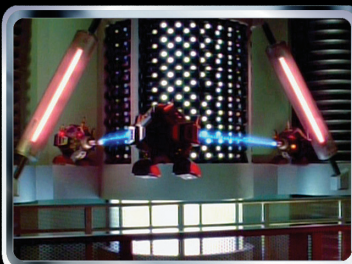
Reliance on automation can be dangerous. In 2268, shipboard tests of the M-5 multitronic unit with a skeleton crew resulted in the unit defending itself with deadly force.

If ship has any attribute > number of personnel in crew, kills a unique personnel (random selection) for each of this ship's staffing icons. Mission continues.

3 V



## DILEMMA

STAR TREK  
THE NEXT GENERATION

## QUALITY OF LIFE

While Dr. Farallon's exocomps proved useful as tools, their potential sentience led to conflict over whether they should be sacrificed to save humanoid lives.

Opponent may draw a card for each present. To get past requires an (your choice, discarded) OR Cybernetics and 2 Law OR 4 ENGINEER OR Exocomp.

4 V



## DILEMMA

— STAR TREK —  
ENTERPRISE

## REFLECTIONS

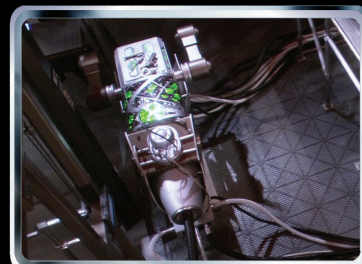
Faced with time-consuming repairs, Chief Engineer Tucker was initially unaware that the sabotage was due to a suggestion implanted in his mind by Commander T'Pol.

Randomly stops half of crew (round down). If opponent has no cards in hand, those personnel are killed instead. Nullify with a personnel with Mindmeld and Treachery.

5 V



## EQUIPMENT

— STAR TREK —  
ENTERPRISE

## 2 SOLUBAN CLOAKING DEVICE

In the 22nd century, cloaking devices were rare. The Soluban were one of the few sources of such technology.

May report aboard your ship (for free if Soluban). While aboard your ship, that ship has a Cloaking Device. Counts down only if you have any cards in hand.

6 V



## EVENT

STAR TREK



## 4 A REAL GAME

What constitutes a winning hand in fizzbin depends on the day of the week and whether it's dark outside. It's one of the few card games that requires its own glossary.

Seeds or plays on table. Players need an additional 10 points to win the game. Nullified if any player has solved or scouted three or more missions. (Cumulative.)

7 V



## EVENT

STAR TREK  
THE NEXT GENERATION

## 2 AMANDA ROGERS: PROTECTOR

Keeping her powers secret, Amanda Rogers protected the crew of the *U.S.S. Enterprise* from minor mishaps. A crisis in engineering ultimately forced her to reveal herself.

Seeds or plays on table. Nullify a non- interrupt; if you have any cards in hand, place that interrupt atop owner's draw deck. Discard event.

8 V



## EVENT

STAR TREK  
THE NEXT GENERATION

## 3 CAPTAIN'S PREROGATIVE

Although Starfleet regulations normally prohibit a starship commander from leading away missions, a captain can ignore such directives if it suits their interests or experience.

Plays on table. While you have no cards in hand, if the matching commander of a ship you have in play helps solve a mission, score 5 points. (*Captain's Order.*)

9 V



**EVENT**

2

**LOYAL SUBORDINATE**

Although junior officers can be impulsive and exuberant, a commanding officer relies on their quick reactions for timely protection.

Plays on table. While you have no cards in hand, your personnel cannot be captured or killed by opponent's dilemmas; stopped instead. *(Captain's Order.)*

10 V

**EVENT**

2

**SECURITY DRILLS**

In times of crisis, those who wear the uniform have to be prepared for any contingency.

Plays on table. Name a skill (or two skills if you have no cards in hand). Your and MACO personnel may use 2 SECURITY as the named skill(s).

11 V

**EVENT**

4

**TECHNICAL WIZARDRY**

With help from Geordi La Forge, Jean-Luc Picard was able to steal Ardra's magic tricks, revealing her fraud and rendering the "mythical being" powerless.

Plays on table. While you have no cards in hand, your events are immune to Kevin Uxbridge.

12 V

**EVENT**

**TERRAN FLAGSHIP: PREDATOR**

The capture of the technologically sophisticated *Starship Defiant* significantly advanced the Terran Empire.

Plays on your unique, non- ship at a Mirror Quadrant location. Ship gains and , attributes all +4, replaces each staffing icon with , and once per game may nullify a dilemma here (if at a mission).

13 V

**EVENT**

3

**TYRANNY**

Powerful dictatorships like the Terran Empire have traditionally gained additional manpower by creating a pervasive climate of fear.

Plays on table. At the start of your turn, if you had no cards in hand when your turn began, you may download to hand a card or an event. (Cumulative.)

14 V

**EVENT**

2

**WILL YOU KINDLY DIE?**

Denying the Tholian "visitor" the extreme environmental conditions it required to survive proved to be an effective way of extracting information — and killing the troublesome guest.

Plays on table. Once each turn, if you have no cards in hand, you may make your opponent choose and discard one of their universal personnel in play.

15 V

**Imperial Outpost**

In the mirror universe, the Terran system is the heart of the Terran Empire. The Terran Empire establishes outposts throughout its territory.

Seed one build where you have a ENGINEER.

▼ UFP: One Small Step

**OUTPOST**

SHIELDS 28

16 V

**Imperial Palace**

The seat of the Terran Empire has been located in numerous places including San Francisco and Kyoto.

Seeds or plays on 2155 Earth. Once per turn, one personnel may report for free here. (Not duplicatable.)

**HEADQUARTERS**

SHIELDS 38

17 V

**Starfleet Outpost**

As humanity explored further into deep space, Starfleet established outposts throughout its expanding territory.

Seed one build where you have a ENGINEER.

▼ UFP: One Small Step

**OUTPOST**

SHIELDS 26

18 V

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4

55

Treachery x2 + CUNNING > 35 + discard one personnel

**Unsanctioned Attack**

**Dissident-controlled space:** Bypass chain of command to coordinate strike on subversives.

Treachery x2 + CUNNING > 35 + discard one personnel

35

M

4

28 V

OBJECTIVE

— STAR TREK —  
ENTERPRISE™

**ASSERT AUTHORITY**

Seeds on table. If, at the end of your turn, your staffed ship with a unique M personnel aboard is at a mission opponent seeded (or a ♣ mission), objective complete (once per game): Place objective in point area, place a copy of the unique personnel (the Contender) beneath objective from outside the game, draw a card, and you may download Betray Captain.

5

29 V

OBJECTIVE

— STAR TREK —  
ENTERPRISE™

**BETRAY CAPTAIN**

Plays on table if your Assert Authority complete. If, at the end of your turn, your ship is at your unique mission with its matching commander and the Contender aboard, kill that commander; objective complete (once per game): Place objective in point area, the Contender is now the matching commander of that ship, draw two cards, and you may download Consolidate Power.

8

30 V

OBJECTIVE

— STAR TREK —  
ENTERPRISE™

**CONSOLIDATE POWER**

Plays on table if your Betray Captain complete. If you just won a battle involving at least two of your ships and the Contender, objective complete (once per game): Place objective in point area, the Contender is now an Admiral, your ship the Contender is aboard is attributes all +2, draw three cards, and you may download Declare New Sovereign.

12

31 V

OBJECTIVE

— STAR TREK —  
ENTERPRISE™

**DECLARE NEW SOVEREIGN**

Plays on table if your Consolidate Power complete. When the Contender helps solve a matching homeworld, objective complete (once per game): Place objective in point area, the Contender is now an Emperor (or Empress), and once each turn you may stop that personnel to either draw four cards OR download a personnel.

15

32 V

Carri

— STAR TREK —  
DEEP SPACE NINE™

**OFFICER**

Self-taught Terran biochemist serving in Mr. Sisko's crew. Typical female mercenary. Cook who often mediates shipboard conflicts. Plays the flute.

SCIENCE

Music

Law

INTEGRITY 8

CUNNING 8

STRENGTH 6

33 V

Dr. Cochrane

— STAR TREK —  
ENTERPRISE™

**CIVILIAN**

First Terran to make contact with an alien species. Zefram Cochrane likes rum, country music, guns, and women in uniform. Demanded a statue.

ENGINEER x2

Computer Skill

Astrophysics

Treachery

Zefram Cochrane's Shotgun

INTEGRITY 5

CUNNING 8

STRENGTH 6

34 V

Haon Obst

— STAR TREK —  
ENTERPRISE™

**CIVILIAN**

Typical humanoid slave laborer reporting to Slar. His knowledge of alien cultures and anatomy did little to aid the reverse-engineering of the Starship Defiant.

Honor

Exobiology

Anthropology

INTEGRITY 8

CUNNING 7

STRENGTH 4

35 V

Admiral Black

— STAR TREK —  
ENTERPRISE™

**V.I.P.**

Typical military leader. Briefly served as president of the Imperial Commission for Loyalty. Terran commander of the I.S.S. Avenger.

Treachery x2

Law

Leadership

Greed

INTEGRITY 3

CUNNING 6

STRENGTH 6

36 V



**Captain Forrest** — STAR TREK — ENTERPRISE



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**OFFICER**

Confident captain in the Terran Empire. *Maxwell Forrest* has friends in high places. Romantically involved with Comm Officer Sato.

- Treachery
- Leadership
- Law
- Archaeology
- Biology
- Navigation
- Transporter Skill

INTEGRITY 5 CUNNING 7 STRENGTH 7

37 V

**Chief Engineer Tucker** — STAR TREK — ENTERPRISE



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**ENGINEER**

Talented Terran engineer recommended for his position by Admiral Black. *Charles Tucker III* has absorbed dangerously high levels of delta radiation.

- Physics
- Computer Skill
- Transporter Skill
- Cybernetics
- Technical Wizardry

INTEGRITY 6 CUNNING 6 STRENGTH 7

38 V

**Chief Surgeon Phlox** — STAR TREK — ENTERPRISE



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

**MEDICAL**

Sadistic physiologist whose finesse was useful to the Empire. The Denobulan doctor *Phlox* was courted by the rebels and became a reluctant dissident.

- Exobiology x2
- SCIENCE
- Biology
- Physics
- Will You Kindly Die?

INTEGRITY 5 CUNNING 7 STRENGTH 5

39 V

**Comm Officer Sato** — STAR TREK — ENTERPRISE



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**OFFICER**

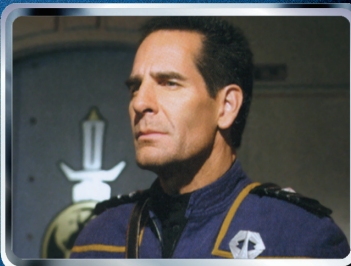
*Hoshi Sato* seized command of the *Starship Defiant* and declared herself Empress of the Terran Empire.

- Treachery x2
- Anthropology
- Computer Skill
- Doubles Male's Love Interest.

INTEGRITY 2 CUNNING 8 STRENGTH 6

40 V

**Commander Archer** — STAR TREK — ENTERPRISE



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**OFFICER**

Covetous commander of the *Starship Defiant*. A soldier all his life, *Jonathan Archer* was romantically involved with Comm Officer Sato.

- Treachery x2
- SECURITY
- Stellar Cartography
- Leadership
- Navigation
- Watch Dog
- Tyranny

INTEGRITY 2 CUNNING 7 STRENGTH 8

41 V

**Commander T'Pol** — STAR TREK — ENTERPRISE



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**SCIENCE**

Dutiful commander. Vulcan dissident loyal to Captain Forrest. *T'Pol* was romantically involved with Chief Engineer Tucker during her last *Pon farr*.

- ENGINEER
- OFFICER
- SECURITY
- Treachery
- Exobiology
- Mindmeld
- Hinder Progress

INTEGRITY 3 CUNNING 8 STRENGTH 7

42 V

**Corporal Scott** — STAR TREK — ENTERPRISE



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**SECURITY**

Typical Terran MACO. Defended Commander Archer from a Gorn attack aboard the *Starship Defiant*.

- Honor
- MEDICAL
- Geology
- Astrophysics

INTEGRITY 6 CUNNING 5 STRENGTH 7

43 V

**Crewman Biggs** — STAR TREK — ENTERPRISE



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**ENGINEER**

Representative of Terran engineers. An expert in radiation effects on physiology. From *Tasche Station*, Luna. He likes to tinker with power converters.

- Astrophysics
- Exobiology

INTEGRITY 5 CUNNING 6 STRENGTH 6

44 V

**Crewman D'Vela** — STAR TREK — ENTERPRISE



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**ENGINEER**

One of many subjugated Orion slave girls serving on Imperial Starfleet vessels. Dissident who is popular among her crewmates.

- Diplomacy
- Navigation
- MEDICAL
- Seductive Dance

INTEGRITY 5 CUNNING 7 STRENGTH 5

45 V



❖ **Crewman Gham**— STAR TREK —  
ENTERPRISE

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**OFFICER**

Typical Andorian dissident serving aboard the *I.S.S. Avenger*. Sensor specialist and aspiring pilot. He enjoys old stories of the Andorian Imperial Guard.

● Archaeology ● **SCIENCE** ● Honor

INTEGRITY 7 CUNNING 6 STRENGTH 5

46 V

❖ **Crewman Terev**— STAR TREK —  
ENTERPRISE

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**OFFICER**

Typical Tellarite once suspected of being late for his duty shift. Became a dissident after spending time in the agony booth. Misses singing in the mud bath.

● Music ● Computer Skill ● Exobiology

INTEGRITY 5 CUNNING 6 STRENGTH 6

47 V

❖ **Crewman Sovat**— STAR TREK —  
ENTERPRISE

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**SCIENCE**

Idealist and mentor to Commander T'Pol. *Sovat* thought he was too old to become a revolutionary. Vulcan dissident. Commanded the *I.S.S. Avenger*.

● Computer Skill ● Biology ● Exobiology  
● Geology ● Anthropology

INTEGRITY 6 CUNNING 8 STRENGTH 7

48 V

❖ **Ensign Guerrero**— STAR TREK —  
ENTERPRISE

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**SCIENCE**

Representative of junior science officers seeking out new worlds and civilizations to conquer. Obsessive collector of rare gemstones.

● Smuggling ● Stellar Cartography  
● Geology

INTEGRITY 5 CUNNING 6 STRENGTH 6

49 V

❖ **Ensign Kelby**— STAR TREK —  
ENTERPRISE

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**ENGINEER**

Terran who helped repair the *Starship Defiant*. *Kelby* covets Chief Engineer Tucker's position. Fascinated by methods of achieving enlightenment.

● Computer Skill x2 ● Transporter Skill  
▼ Meditation

INTEGRITY 6 CUNNING 7 STRENGTH 6

50 V

❖ **Major Reed**— STAR TREK —  
ENTERPRISE

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**SECURITY**

Enthusiastic major, MACO, and opportunistic assassin. Second officer *Malcolm Reed* is largely credited with the creation of the agony booth.

● ENGINEER ● Treachery ● Physics  
▼ Combat-Ready: Tense Situation

INTEGRITY 4 CUNNING 6 STRENGTH 7

51 V

❖ **Private Brown**— STAR TREK —  
ENTERPRISE

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**SECURITY**

One of many Terran soldiers. Considered a career in the sciences before becoming a MACO. Distrusts his non-Terran crewmates, particularly Vulcans.

● Biology ● Archaeology ● Leadership

INTEGRITY 6 CUNNING 6 STRENGTH 8

52 V

❖ **Private Palmer**— STAR TREK —  
ENTERPRISE

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**OFFICER**

Representative of female MACO soldiers who worked closely with Major Reed and Sergeant Mayweather.

● Youth ● Stellar Cartography

INTEGRITY 6 CUNNING 6 STRENGTH 6

53 V

❖ **Sergeant Mayweather**— STAR TREK —  
ENTERPRISE

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

**SECURITY**

Opportunistic sergeant romantically involved with Comm Officer Sato. *Travis Mayweather* is a MACO and bodyguard to Commander Archer.

● Anthropology

INTEGRITY 5 CUNNING 6 STRENGTH 7

54 V



# Sergeant Moreno



## SECURITY

Typical Terran tasked with procuring specimens for the medical bay. MACO interrogator entrusted by Major Reed to oversee the agony booth.

Biology MEDICAL Acquisition  
Agony Booth

INTEGRITY 4 CUNNING 6 STRENGTH 7

55 V

# Starship Defiant



## CONSTITUTION CLASS

NCC-1764. Responded to a Tholian distress call in 2268 and entered an area of spatial interphase. Emerged in the 22nd century mirror universe.

Tractor Beam  
Terran Flagship

RANGE 6 WEAPONS 6 SHIELDS 5

56 V

# I.S.S. Avenger



## NX CLASS

Admiral's ship, NX-09. Captained by Admiral Black in the Empire's fight against the rebellion and later commanded by Crewman Sovol in the strike back.

Radiation Monitoring  
X=2 in M

RANGE 5+X WEAPONS 5+X SHIELDS 5+X

57 V

# I.S.S. Enterprise NX-01



## NX CLASS

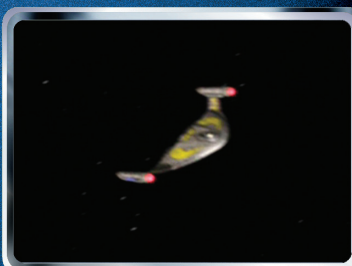
Prototype Terran flagship commanded by Captain Forrest. Later captained by Commander Archer.

Attributes all +1 for each aboard (limit 4).  
Sullivan Cloaking Device

RANGE 5 WEAPONS 5 SHIELDS 5

58 V

# Imperial Interceptor



## TERRAN ASSAULT CLASS

Destroyer used by the Terran Empire. Backbone of the fleet. Frequently used as support for the larger NX-class battle cruisers.

X=3 at a mission.

RANGE 6 WEAPONS 5+X SHIELDS 5

59 V

## TACTIC

### PHASE CANNONS

ATTACK 1  
DEFENSE 2  
ATTACK bonus +2 if you have a Starfleet ship firing. Hit = . Direct hit = .

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

RANGE -1 WEAPONS -2 SHIELDS -1 HULL -35%

60 V

## 22nd Century Japan

2155 Earth: After attacking San Francisco, Empress Sato moved her throne to Kyoto.

Seeds or plays on table; download Imperial Palace here; any players may download UFP: One Small Step. Native to this timeline: all M cards, M personnel, M cards, and equipment. Non-M cards are excluded from battle here.

61 V

## Vintaak Drydock Station

2155 Spatial Interphase: Site of concealed Tholian base used to study mysterious vessel.

Seeds on table; download Starship Defiant here from outside the game, uncontrolled. Any player may beam personnel from their ship here aboard Starship Defiant; may be commandeered by unopposed Away Team with 2 ENGINEER, OFFICER, SECURITY and STRENGTH>50 aboard. At the end of each of your turns, flip this card over.

62 V

## Vintaak Disappearance Site

2268 Spatial Interphase: Weakened area of space where universes overlap.

Any player's ship with a Tractor Beam, 4 SCIENCE, and CUNNING>40 aboard may commandeer Starship Defiant here. At the end of each of your turns, flip this card over.

62 V



TACTIC

— STAR TREK —  
ENTERPRISE™

PHASE CANNONS

ATTACK 1

DEFENSE 2

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

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

60 V

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

RANGE -1

WEAPONS -2

SHIELDS -1

HULL -35%

TACTIC

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ENTERPRISE™

PHASE CANNONS

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WEAPONS -2

SHIELDS -1

HULL -35%

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ENTERPRISE™

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ATTACK 1

DEFENSE 2

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RANGE -1

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SHIELDS -1

HULL -35%

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RANGE -1

WEAPONS -2

SHIELDS -1

HULL -35%

TACTIC

— STAR TREK —  
ENTERPRISE™

PHASE CANNONS

ATTACK 1

DEFENSE 2

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

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

60 V

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

RANGE -1

WEAPONS -2

SHIELDS -1

HULL -35%

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