

STAR TREK ALLIANCE ERRATA

The following page describes a small collection of recommended additional rules for *Star Trek: Alliance* and, by extension, *Star Trek: Expanded Alliance*. The purpose of these rulings is to resolve unclear or underspecified edge-cases that can occur while playing. By default, all content from STEA assumes that these rulings are in effect, though entirely ignoring this document will not have a big impact (and the wording on cards never relies on it).

ADDITIONAL UPGRADE CARD RULES

Star Trek: Alliance already features the *Non-Combat vs Combat Effects*, the *Rule of 3* and *Replace Then Modify* rulings, as well as others on pages 36 and 37 in the rulebook in box 1. To these existing rulings, add the following:

Maneuver Color Persistence

If an upgrade card's ability modifies the speed of a maneuver to be executed, it does not alter the color of that maneuver. In other words, even if altering a maneuver's speed creates a match with another maneuver on the ship's maneuver card, that match's color is of no consequence! The card's ability only modifies effective speed.

RATIONALE: Cards like the Federation's *Helmsman* from STA or STEA's Klingon's *Second Officer* are both ill-defined and overpowered without this rule, as they could allow declaring many (or all?) maneuvers as green.

Maneuver Color Hierarchy

If multiple upgrade cards, in any order, modify the color of a maneuver to be executed, the least beneficial color modification takes priority. In other words, an effect treating a maneuver as white overwrites one treating it as green, while treating a maneuver as red overwrites both. Other effects independent of maneuver colors remain.

RATIONALE: When combining STA cards like the Klingon's *Enhanced Thrusters* and *Thruster Efficiency*, the Romulan's *Plasma Coil Overcharge* and the Federation's *Impulse Upgrade*, it is entirely unclear how they interact.

ENFORCED MOVEMENT

Star Trek: Alliance actually clearly defines everything relevant here, but due to the wording on the Federation's *Helmsman* upgrade card, the following is often disputed: The speed of any maneuver varies between 1 as the minimum and 6 as the maximum. There is no such thing as zero-speed maneuver! Unless an upgrade card explicitly allows you to forgo moving, you must perform some maneuver during the activation phase.

RATIONALE: This is a game about movement and positioning first and foremost. Not moving goes against the spirit of the game, especially if you can theoretically do it absolutely every turn via the *Helmsman*. Furthermore, it leads to undesirable AI behavior and makes defense-oriented missions boring.

MANEUVER LIMITS

The maneuver templates that came with the *Star Trek: Alliance* represent the only maneuvers in the game. As such, e.g. the speed 4 ➡ maneuver simply does not exist and no card effect can conjure it into existence.

RATIONALE: Anything else would be impractical when playing. Plus, such maneuvers are really not needed.

ENEMY AI SHIPS AND PLANET TOKENS

Again, *Star Trek: Alliance* has clearly defined rules here, but due to a certain play session video, the following is often forgotten: Enemy AI ships neither swerve to avoid planets, nor do they loose their action if they move through a planet or overlap one. A planet simply is no *obstacle*, a planet simply "does not exist" for AI movement.