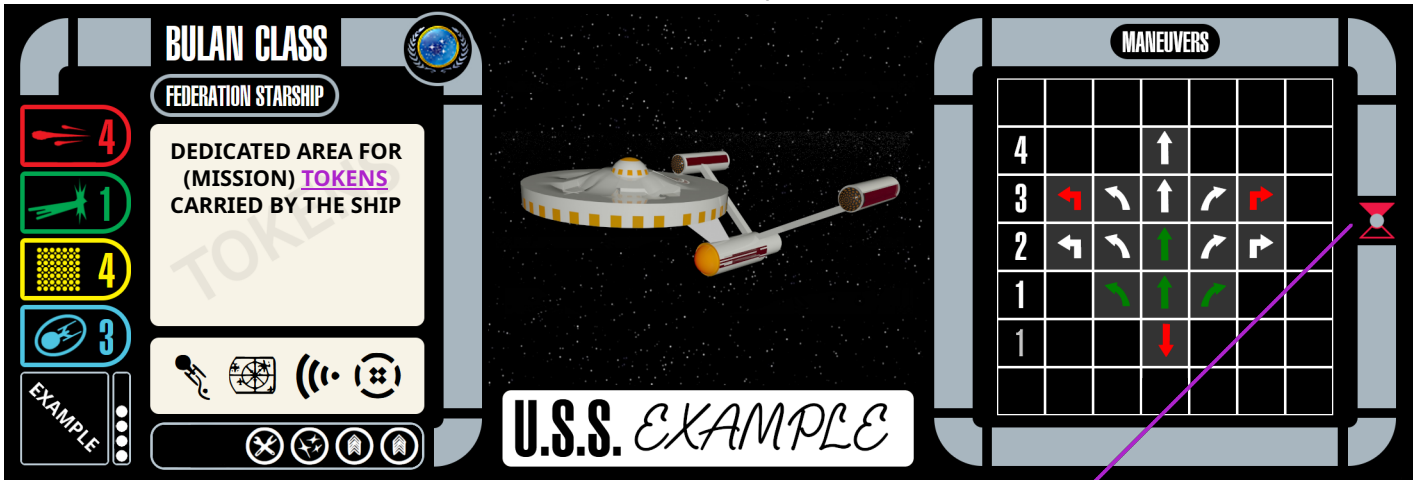


EXPLANATIONS

A NEW COMPONENT TO REPLACE TWO SHIP CARDS EACH, THUS COMBINING **ALL RELEVANT INFORMATION**:



MINIMUM CAPTAIN SKILL REQUIRED TO USE THIS SHIP, 4 IN THIS CASE

SPACE TO **NAME YOUR SHIP** (IN ADDITION TO THE CAPTAIN)

MANEUVERS AND FIRING ARCS AT A GLANCE, OPTIONAL BACKSIDE TO FLIP TO ON SHIP LOSS

Every property of all the ship classes was subject to a rebalancing, from firing arcs to hull values and maneuvers. As such, values printed on the ship tokens (the thing that goes on the plastic base) are now incorrect for certain ships!

When something is in conflict, the STEA material always takes precedence. Alternatively, you may print the relevant page from the *UPDATED_TOKENS*-file, which contains replacements where necessary.

Furthermore, if you are using Maneuver Dials (instead of just placing a small cube or something), these two ships require other dials:

- The *Nebula*-class must use a maneuver dial from a *Predator*- or *D'Kyr*-class (or other equivalent)
- The *Romulan Science Vessel* must use a maneuver dial a *Raptor*-, *B'Rel*-, *Defiant* or *Romulan BoP*-class

DESIGN RATIONALES - THE WHY

Star Trek Alliance is a great solo and coop system that is forced to conform to the (somewhat shaky) balance of its competitive parent game, *Star Trek Attack Wing*. As a game, *Alliance* is a wonderful experience as long as one sticks to the content included within the *Alliance* boxsets only.

Attempt to bring in other content though, such as generic Federation ships from *Star Trek Attack Wing*, and the balance usually breaks quickly: For most alternative ships, the game becomes too difficult and swingy as said ships are simply underpowered for *Alliance*. Some exceptions exist in the other direction, such as the Federation's *Intrepid*-class, which can be accessed starting with the midgame but overpowers the game's opponents with too much ease.

On the other hand, one is (wisely) instructed to bring in "weaker" ships from *Star Trek Attack Wing* if one wants to experience the content of e.g. *Alliance Part 1* as the Klingons, since the Klingon ships included in *Part 2* overperform in most missions of that first box. Here, having additional ships enables more play...

All of this originates from the fact that the designer of *Alliance* had to pick ships from the existing product line, unable to rebalance anything for a more robust coop system (due to breaking compatibility with the wider *Attack Wing*). With the capabilities of the ships in place, priority was thus given to a singular play experience, namely the one of the three *Alliance* boxes, and rightly so! *Alliance* works great if one plays the content as it was released with the ships it was released with in the context of their respective boxes. But there is a reason why *Alliance* exclusively uses its own upgrades cards, the majority of which will never be used in *Attack Wing* --- *Alliance* is simply its own game. Introducing additional material inherited from *Attack Wing* does not benefit the *Alliance* gameplay experience and therefore is, aside from some ships as mentioned above, essentially forbidden by the *Alliance* rulebook.

This fan expansion, a part of the *EXPANDED ALLIANCE* project (STEA), is attempting to only remedy the issues that arise when expanding *Alliance* with additional ships from *Attack Wing*. It also serves as a new baseline of supported *Attack Wing* ships for cooperative play, on which to build future content.

To use the new components in this expansion, disregard existing ship and maneuver cards and the instructions regarding compatible ships given in the *Alliance* rulebooks. Instead, the rule is: If this expansion contains a component for some ship, you may use that ship. Otherwise, you should not.

Also note that although this expansion's main purpose is obviously the rebalance separately sold material from *Attack Wing* for a better *Alliance* experience, it will still improve your play experience if you only own the *Alliance* boxes and nothing else (all STA-included ships are on the first two pages, for convenience).

DESIGN RATIONALES - THE WHAT

The **FEDERATION** receives a more consistent focus on wide firing arcs at the expense of some maneuverability compared to *Attack Wing*, which also makes the *Akira* or *Defiant* more distinct as essentially Klingon-style Federation vessels. The overpowered *Intrepid* is reigned in, the under-powered *Galaxy* is buffed and the *Nebula* can serve as an additional starter ship. NOTE: While the weaker classes like the *Miranda* and *Constellation* are included too, they do remain weaker.

The **ROMULANS** gain much needed additional starter ships and their existing one is improved, thus making them a "real" faction to have fun with in the early campaign missions. Their lack of late-game ships is compensated by adding talent slot variety for the *D'deridex*, making them very flexible. *Alliance*'s existing focus on staying cloaked remains: A romulan captain must stay out of enemy arcs and take out key targets with well-timed secondary weapon attacks.

The **KLINGONS** are changed the least, with only minor changes to some ship slots and fire arcs in order to make certain vessels more unique or more viable, most notably the *K'Vort* and *Negh'Var*. Still, the Klingons remain an offense-above-all faction that attempts to overwhelms the enemy with high damage.

HAVE FUN, LIVE LONG AND PROSPER...