



★ AMBITIOUS

SETUP: When selecting your class of ship:
Modify the required Captain Skill for all ship classes by -1 when selecting which ship to command.

4



★ ABLATIVE ARMOR

WHEN DEFENDING: COMPARE RESULTS STEP:
If this ship has no Active Shields: Discard this card.
Cancel all ♦ results.

4



★ TECHNICAL EXPERTISE

Add 1 ✕ Slot to this ship's Upgrade Bar.

6



★ STRATEGIC OFFICER

Treat all friendly ships at Range as though they were at Range 1 for the effects of other Upgrade cards equipped to this ship.

2

5



★ DAMON OFFICER

WHEN DEFENDING: If this ship has no Active Shields:
Place 1  on this card.
Re-roll 1 defense die.

4

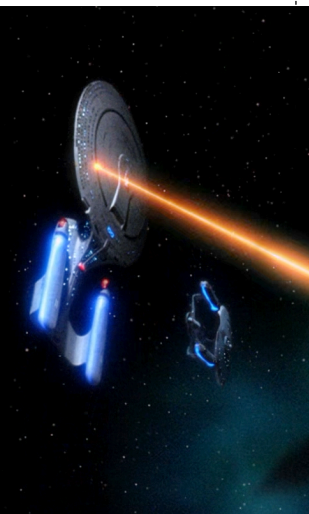


★ INTELLIGENCE OFFICER

COMBAT PHASE: Spend 1 (♣) Token beside this ship and target an opposing ship in Range.
Remove either 1 (±) Token or 1  Token from beside that ship.

1-2

2



★ PROTECTIVE

WHEN A FRIENDLY SHIP WITHIN RANGE IS DEFENDING, ROLL DEFENSE DICE STEP:
Discard this card.

1

2



★ PHASER CANNONS

ATTACK: If there are no  Tokens beside this ship: Place 3  Tokens on this card and target an opposing ship.

AFTER ATTACKING:
This ship may make a free attack with its Primary Weapon following standard rules.

3

1-2

4





INTIMIDATION

AFTER ATTACKING AN OPPOSING SHIP IN RANGE THAT HAS A PRINTED HULL VALUE OF 4 OR LOWER: Disable this card.

1-2

Place 1  Token beside the attacked ship. For the rest of this turn, any friendly ship that attacks this opposing ship rolls +1 attack die.

 **4**



HEAVY ARMAMENTS

Add 1  Slot to this ship's Upgrade Bar.

 **6**



THE ROAD TO STO'VO'KOR

COMBAT PHASE: As a free action, place 1  Token on this card and 1  Token beside this ship.

WHEN DEFENDING AND THIS CARD HAS A  TOKEN: DEAL DAMAGE STEP: When your ship is destroyed: You may make an attack with your Primary Weapon before your ship is removed from the play area.

 **3**



EMERGENCY OVERRIDE

COMBAT PHASE: If you do not have any  Tokens beside this ship: Disable this card.

Immediately perform an action from this ship's Action Bar as a free action.

 **4**



GLORIOUS BATTLE

AFTER ATTACKING: If you destroyed the target: Place 3  on this card.

Remove 1  from beside this ship.

 **3**



SECOND OFFICER

ACTIVATION PHASE: If you reveal a  Maneuver: Place 3  Tokens on this card.

Increase or decrease the maneuver's speed by 1, even if this results in a maneuver that does not appear on this ship's Maneuver Dial.

 **3**



COMRADERY

Add 1  Slot to this ship's Upgrade Bar.

 **6**



TAL SHIAR LIASON

ACTIVATION PHASE: Put 2  Tokens on this card.

This ship activates last during this Activation Phase, regardless of Captain Skill.

 **5**





RAPID FIRE

WHEN ATTACKING, MODIFY ATTACK DICE STEP:
Disable this card.
You may re-roll 1 attack die showing a  result.

Icons:  1 



HEAVY DISRUPTOR

WHEN ATTACKING WITH THIS SHIP'S PRIMARY WEAPON: Place 3  Tokens on this card.
If the defending ship is hit, place 1  Token beside it.

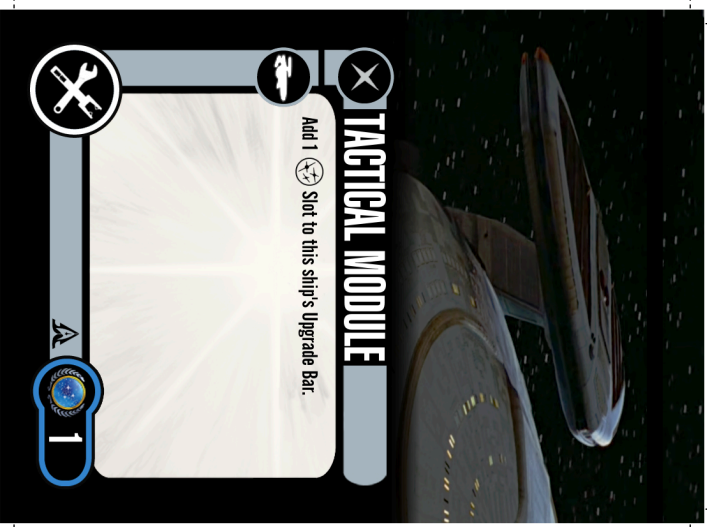
Icons:  2 



AGGRESSIVE

WHEN ATTACKING: DEAL DAMAGE STEP:
Discard this card.
Convert 1  result into a .

Icons:  1 



TACTICAL MODULE

Add 1  Slot to this ship's Upgrade Bar.

Icons:  1 



DORSAL TORPEDO POD

WHEN ATTACKING WITH ANY TORPEDO UPGRADE:
You may ignore all Firing Arcs of your ship when selecting an opposing ship target with that Torpedo Upgrade.

Icons:  4 



SENSOR PROBE

COMBAT PHASE: If there are no  Tokens beside this ship: Disable this card.
Place 1  Token beside this ship.

Icons:  1 



PHASER PRECISION

WHEN ATTACKING AN OPPOSING SHIP IN RANGE WITH THIS SHIP'S PRIMARY WEAPON: DEAL DAMAGE STEP: If all of your  and  results have been cancelled: Discard this card.
Add 1  result to your total.

Icons:  1 



ELUSIVE SENSOR PROFILE

WHEN THIS SHIP PERFORMS A  ACTION: Disable this card.
You may also use the 3  template for this action.

Icons:  3 





WEAPON OVERLOAD

WHEN ATTACKING WITH THIS SHIP'S PRIMARY WEAPON: ROLL ATTACK DICE STEP:
You may roll +1 attack die.
If you do so, suffer 1 damage to your Hull.

1



SHREWD

EXECUTE MANEUVER STEP: Disable this card.
Rotate this ship 180° before executing the maneuver.
Treat the maneuver as red.

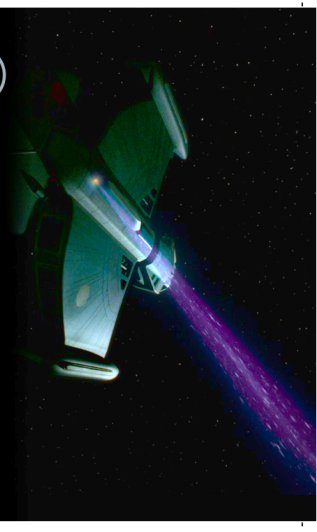
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THREAT ANALYSIS

WHEN DEFENDING: COMPARE RESULTS STEP:
If this ship is not cloaked: Discard this card.
Acquire a Target Lock on the attacking ship following standard rules, even if your ship's Action Bar does not list the Target Lock action.

1



POWER TRANSFER BEAM

ACTION: If you are not cloaked:
Place 2 Tokens beside this ship.
Target a friendly ship in range that is not cloaked.
That ship repairs 1 Shield.

1-2



OBSERVANT

COMBAT PHASE: If you have any Blue Tokens beside your ship: Disable this card.
Pick up 1 corresponding Red Token from its current position and place it beside any opposing ship in Range.

1



HIGH-ENERGY SENSORS

ACTION: If this ship is not cloaked:
Gain 1 Token. Place 1 Token beside this ship.

1



EMERGENCY SUBROUTINE

FREE ACTION: If this ship is not cloaked:
Discard this card.
Execute a Action following standard rules.

1



BATTLE-TESTED DESIGN

WHEN DEFENDING: COMPARE RESULTS STEP:
If the attacker is outside of this ship's Primary Firing Arc and this ship is not cloaked: Discard this card.
Cancel 1 result.

1





BECK

COMBAT PHASE: Discard this card.

Remove 1  Token from beside an opposing ship in Range.

1-2

 1



CAPTAIN'S AID

If you have at least 1  Slot in your Upgrade Bar:

Add 1  Slot to this ship's Upgrade Bar.

 1



CHIEF PETTY OFFICER

WHEN DEFENDING: Disable this card.

As a free action, you may place 1  Token beside this ship to re-roll 1 defense die.

 1



ENSIGN

COMBAT PHASE: Disable this card.

Swap 1   or  Token beside this ship with 1 of the other listed Tokens.

 1



WARTIME ALLIANCE

If the current Campaign or Mission allows using some number of Upgrade cards that do not match the faction of your Captain's card:

The Upgrade cards equipped to this ship may exceed the limit of non-matching cards by 1.

ANY 3



WARTIME ALLIANCE

If the current Campaign or Mission allows using some number of Upgrade cards that do not match the faction of your Captain's card:

The Upgrade cards equipped to this ship may exceed the limit of non-matching cards by 1.

ANY 3



CENTURION

COMBAT PHASE: Discard this card and choose one of the following effects:

- Remove 1 Red  Token from beside this ship (and the corresponding Blue  Token).
- Remove 1  Token from one of this ship's Upgrade cards.

 1



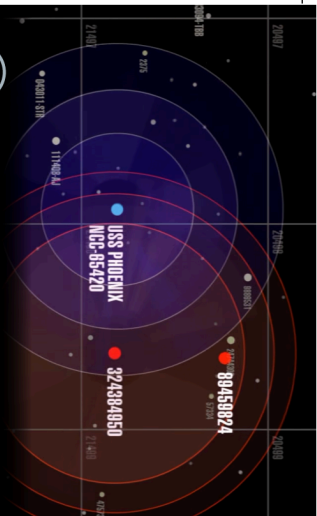
UHLANI

WHEN DEFENDING: Discard this card.

Convert 1  into 1 .

 1





TACTICAL ANALYSIS

COMBAT PHASE: Discard this card.

Place 1 (±) Token beside this ship.

Icons: Ship, 3



FLEET COORDINATION

AFTER ATTACKING: If there is at least 1 (←) Token beside this ship: Disable this card and spend a (←) Token from beside this ship.

Target a friendly ship in Range that is not cloaked. Place 1 (←) Token beside the target ship.

Icons: Ship, 2



LEAVE NO ONE BEHIND

WHEN A FRIENDLY SHIP IS DESTROYED: Discard this card.

Take 1 (→) Upgrade card from the destroyed ship and equip it to your ship for the duration of this mission, ignoring any Upgrade Slot restrictions.

Icons: Ship, 4



RAPID FIRE

WHEN ATTACKING, MODIFY ATTACK DICE STEP: Disable this card.

You may re-roll 1 attack die showing a ⬇ result.

Icons: Ship, 1



VENGEFUL

WHEN A FRIENDLY SHIP IS DESTROYED BY AN OPPOSING SHIP'S ATTACK: Discard this card.

Place 2 (→) Tokens beside the attacking ship. For the rest of this turn and during the next turn, any friendly ship that attacks this opposing ship rolls +1 attack die.

Icons: Ship, 4



PLASMA TORPEDO

ATTACK: Spend this ship's (→) Token, place 3 (→) Tokens on this card and target an opposing ship.

You may convert 1 ⬇ result into a ⬆ result, or into a ↔ result if the target is at Range 1.

Icons: Ship, 2



PLASMA TORPEDO

ATTACK: Spend this ship's (→) Token, place 3 (→) Tokens on this card and target an opposing ship.

You may convert 1 ⬇ result into a ⬆ result, or into a ↔ result if the target is at Range 1.

Icons: Ship, 2



AUXILIARY SHIELDING

AFTER DEFENDING: If this ship has no Shield Tokens: Discard this card.

Repair 1 Shield.

Icons: Ship, 5

