

EXPLANATIONS

ADDITIONAL UPGRADE CARDS FOR ALL THREE MAIN ALLIANCE FACTIONS, TO BE **COMBINED** WITH THE EXISTING CARDS:



TINY CUTTING MARKS AROUND EACH CARD'S FRONT SIDE

CARD BACKSIDES ARE **OPTIONAL** (BUT LOOK NICE, OF COURSE)

ALL THE CARDS FOLLOW THE STANDARD STAR TREK ALLIANCE LAYOUT AND RULES

NO HOUSE RULES ARE REQUIRED! YOU CAN SIMPLY ADD THESE CARDS TO ANY ALLIANCE CAMPAIGN OR SESSION!

(furthermore, they work just fine with vanilla components and balancing, usage of the new combined ship components is entirely optional)

DESIGN RATIONALES - THE WHY

Star Trek Alliance is a great solo and coop game. It features a satisfying campaign with many highs and few lows and an interesting pool of upgrade cards to obtain, learn and master. The cards that come with the three *Alliance* boxes work fine and leave little to be desired when playing the game for the first time. Really, the one caveat of *Alliance* is that there is not enough of it! Aside from the *Dominion War Campaign*, no products other in this line were released. As such, once a player has come to grips with the all cards, has understood what works well together and what does not, build variety can feel limited on repeated plays.

This fan expansion, a part of the *EXPANDED ALLIANCE* project, is attempting to shake up that existing card pool: Featuring 45 brand new cards (48 if you count duplicates) for all three existing *Alliance* factions, it has been carefully designed to provide new and interesting upgrade card combinations and thus massively increase build variety over the course of your *Alliance* campaigns. Particular care was taken to mimic wording and style of *Alliance* (sometimes to a fault), as well as general simplicity of card effects (compared to *Attack Wing*) wherever possible. All new cards should feel like they were part of the game all along.

To achieve this, the general design philosophy was to provide more options instead of re-inventing anything. While some cards introduce truly new ideas, most twist concepts from *Alliance* into new shapes and forms, or simply translate existing ideas from *Star Trek Attack Wing* into *Alliance* (with appropriate modifications made of course). A particular focus for *EXPANDED ALLIANCE* is to fix *Alliance*'s curious lack of cheap cards, leading to edge cases in which it is unsatisfying to start investing in a type of upgrade card you had no experience in before. Spending an experience did never feel good if no new cards could be equipped next mission through that investment... No more, new cost 1 and 2 cards have been added across all upgrade types!

Providing more options also means introducing additional cards at costs with little to no variety previously: Various types of upgrade cards in standard *Alliance* feature only a singular card of a particular cost, like a single elite talent at cost 4 for the Romulans or a single crew upgrade at cost 5 for the Federation. Another problem, occurring when playing the first campaign of the *Alliance* trilogy with the Klingons and Romulans, is the fact that you are heavily railroaded into certain builds due to the need for the *Scan* action in these missions. Again, additional early game cards for these factions solves that problem, with the new options giving you much needed flexibility here.

Finally, a number of expensive new elite talent cards carefully alleviate *Alliance* build limitations, allowing you to uproot previous faction-limitations and existing upgrade slot limits if you so desire, opening yet another realm of possibilities in the late game.

In short, *EXPANDED ALLIANCE* disrupts the player's existing build habits but without ever invaliding the previously working build strategies, leading to more fun.

Note that *EXPANDED ALLIANCE* contains a few cards that can only be used if you own additional material from *Attack Wing* and a few more that you will likely never use when playing exclusively with the *Alliance* ships. Such cards exist to solve certain shortcomings that arise when introducing non-*Alliance* material into the *Alliance* campaign, especially in early campaign missions for non-Federation players (also see the new *ship overview* components, supporting these changes). In other words, if you consider some new cards underpowered or useless for your Romulans in box 3, maybe these cards simply are underpowered for that box.

DESIGN RATIONALES - THE WHAT

The **FEDERATION** receives additional cards to aid other players directly and to hinder the enemy without direct attack, emphasizing that faction's generally cooperative nature. Additional cards with a defensive focus make *Alliance*'s defense missions a little less dependent on the luck-of-the-die while a few offensive cards mitigate particularly bad rolls and can boost torpedo-based builds without the help of the Klingons.

The **ROMULANS** have a heavy focus on staying cloaked in *Alliance*, a focus that is both supported by the new cards but also sometimes purposely undermined, with some new cards requiring you to be not cloaked. Several additional cards allow the Romulans to boost their comparatively low damage output, others continue to emphasize maneuverability and not getting hit. In addition, the Romulans gain several cards to make their early campaign experience more flexible.

The **KLINGONS** unsurprisingly gain various new effects related to attacking, given their offensive focus. Most importantly, they gain new low-cost weapons upgrades, as well as elite talents and crew that aid in staying on the attack. And for the particularly aggressive player, there is *The Road to Sto'Vo'Kor*...

HAVE FUN, LIVE LONG AND PROSPER...