

EXPANDED ALLIANCE - CORE RELEASE



The aim of this free print&play fan project is to release new content for the board game *Star Trek: Alliance*, by *WizKids*. Usage of any copyrighted material related to *Star Trek* and *Star Trek: Alliance* in this fan work falls under fair use, ownership of the *Star Trek: Alliance* board game is required to play.

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Star Trek: Alliance Game Design by Lynnvander Studios (www.lynnvander.com)

This fan expansion has been created and designed by Elias Heydrich.
The ship token replacements of STEA were generously created by M.C. Tammer.

Furthermore, STEA was generously playtested by the following people:

Karl Steffensky, Florian Raitzin, Joseph Myers, Henry Thomas, Sabrina Mockenhaupt, Tarak Masuk, Alexandra Lee, Tim Richards, Sandra Collins, Donald Acker, Patric Andrée, *anonymous others...*

PRINTING INSTRUCTIONS:

Almost all components of this fan expansion have been created at 300DPI for an A4 paper printer, intended for double-sided printing with this pattern: All odd pages are fronts, all even pages are the backsides.

The file called *UPDATED_TOKENS.pdf* is the exception, as it is intended only for single-sided printing.

In general, printing on 200g paper or heavier (even better) at a local copy shop is recommended.

CONTENT OVERVIEW:

This first, foundational release of STEA, called *CORE*, consists of two parts:

- 48 additional upgrade cards, intended to supplement existing *Star Trek: Alliance* content
- 20 combined *ship overview* components, intended to provide a better balancing for all ship classes included in *Star Trek: Alliance* as well as those that can be "imported" from *Star Trek: Attack Wing*

Both parts are, ignoring content related to new starter ship classes, fully independent from each other.