

VICTORY AT ANY COST!
Klingon Stratagem 7

FAST SHIELD ROTATION
Klingon Stratagem 7

INVASIVE PROCEDURES
Romulan Stratagem 7

TARGET THAT TORPEDO!
Romulan Tactic 5

ACQUIRE HOSTAGES
Cardassian Stratagem 6

TORPEDO SPREAD
Cardassian Stratagem 5

HEAVY ASSAULT
Cardassian Stratagem 7

MOVE AND STRIKE
Cardassian Tactic 7

Ferengi Stratagem
THEFT 6

Ferengi Stratagem
ZAKDORN TACTICS 7

Ferengi Stratagem
FIRE AFT TORPEDOES 3

PICARD MANEUVER
Federation Stratagem 7

TORPEDO SPREAD
Federation Stratagem 5

ATTACK PATTERN DELTA
Federation Stratagem 7

ALL POWER TO SHIELDS!
Federation Tactic 6

FIRE AFT TORPEDOES
Federation Stratagem 4

Sacrifice X Torpedoes
to Destroy X Torpedoes.

If conditions for
boarding are met, a
torpedo may be transported
and detonated instead.
Apply damage to Hull.

Lower Shields.
Transport Crew.
Raise Shields.
Target's shields must
be at 0.

Gain:
+ 3 Beam Weapon.
Shields to 0.
Shields may no longer be
raised. Cannot be used
while suffering a
shields crit.

An additional
Attack Order may be
executed at any time
during movement.

Set Shields to 0.
Fire Beam Weapon Twice.
Launch One Torpedo.

Launch Three Torpedoes

If boarding
conditions are met, one
crew from target ship
may be beamed to your ship.
You must keep this crew
disk concealed.

Shake and drop
5 Hits Counters.
Immediately move ship
equal to the number of Hits,
ignoring all objects in path.
Fire Beam Weapon

Launch up to two
Torpedoes from
rear of ship.

-2 Beam Weapon.
Fire at all ships
within Range: 1

If boarding conditions
are met, one Tech on
target ship may be
beamed over
and used.

Launch up to two
Torpedoes from
rear of ship.

Turn:
Set Speed to 0.
Triple Value of Shields.
Crew may not be activated.
Weapons may not be fired.

Fire Beam Weapon.
Launch Two Torpedoes.

Launch Three Torpedoes