

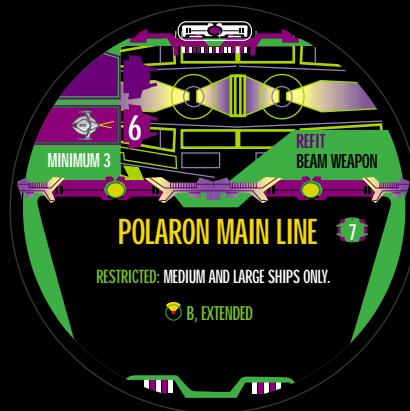


REFIT BEAM WEAPON

INTERPHASE WEAPON 7

FOR EACH HIT SCORED, DO TWO DAMAGE AND LOWER TARGET'S CURRENT SPEED BY ONE TO A MINIMUM OF ZERO.

A, STANDARD



REFIT BEAM WEAPON

MINIMUM 3

POLARON MAIN LINE 7

RESTRICTED: MEDIUM AND LARGE SHIPS ONLY.

B, EXTENDED



TORPS: 0

REFIT TORPEDO

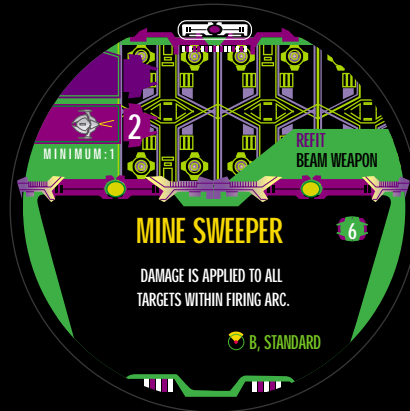
MINES: 10

MINE LAYER 3

BEFORE MOVING EACH ORDERS PHASE, PLACE A MINE AT THE REAR NOTCH OF SHIP.

MINES: HULL:1 DAMAGE:3

MINES CONTINUE TO BE LAYED UNTIL A SECOND CREW/TECH ORDER IS ISSUED.



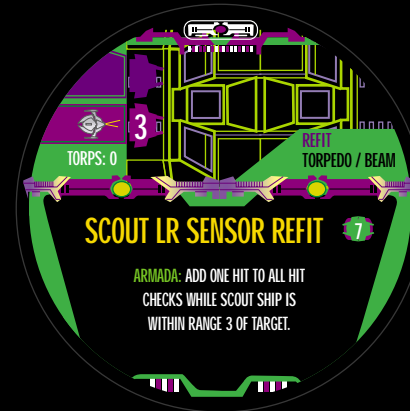
REFIT BEAM WEAPON

MINIMUM: 1

MINE SWEEPER 6

DAMAGE IS APPLIED TO ALL TARGETS WITHIN FIRING ARC.

B, STANDARD

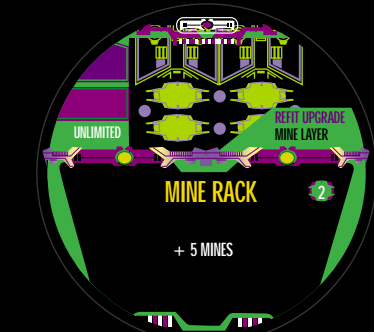


TORPS: 0

REFIT TORPEDO / BEAM

SCOUT LR SENSOR REFIT 7

ARMADA: ADD ONE HIT TO ALL HIT CHECKS WHILE SCOUT SHIP IS WITHIN RANGE 3 OF TARGET.




UNLIMITED

REFIT UPGRADE MINE LAYER

MINE RACK 2

+ 5 MINES



REFIT UPGRADE MINE LAYER

ENHANCED MINES 3

MINES DO 4 DAMAGE INSTEAD OF 3



REFIT UPGRADE MINE LAYER

HUNTER / KILLER MINES 4

IF ENEMY SHIP ENDS AN ORDER PHASE WITHIN TWO MINE MOVEMENT, MINE WILL ACTIVATE AND STRIKE SHIP.

MINE: HULL: 2



BEAM WEAPON UPGRADE

VR TACTICAL DISPLAY 5

BEAM WEAPON: YOU MAY CHOOSE TO IGNORE THE RESULT OF YOUR BEAM ATTACK AND REDROP THE HIT DISKS A SECOND TIME, FLIP.



UPGRADE

BIRTHING CHAMBER 5

END OF TURN: YOU MAY BRING INTO PLAY ONE JEM HADAR YOUTH DISK ON BOARD THIS SHIP.



PERSONAL

KETRACEL BOOST 3

BOARDING: SACRIFICE: +4 COMBAT VALUE UNTIL END OF THIS TURN.



ACTIVATED

VR TACTICAL DISPLAY

BEAM WEAPON: YOU MAY CHOOSE TO IGNORE THE RESULT OF YOUR BEAM ATTACK AND REDROP THE HIT DISKS A SECOND TIME, FLIP.

ACTIVATED



ACTIVATED

BIRTHING CHAMBER

END OF TURN: YOU MAY BRING INTO PLAY ONE JEM HADAR YOUTH DISK ON BOARD THIS SHIP.

ACTIVATED



ACTIVATED

KETRACEL BOOST

BOARDING: SACRIFICE: +4 COMBAT VALUE UNTIL END OF THIS TURN.

ACTIVATED

THE WHITE
CAPTAIN/1ST BRIDGE CREW
AWAY TEAM
GAMMA/UNIQUE

5
4
8

FLEET: TORPEDOES
+1 DAMAGE

FOUNDER
FOUNDER - ALLY
UNIQUE

10
0
11

MAY ISSUE A MANEUVER FOR ANY SHIP IN FLEET, FLIP.
MAY ISSUE 3 MANEUVERS INSTEAD OF ONE.

GELNON
FIELD SUPERVISOR
VORTA - ALLY
UNIQUE

6
0
8

ACTIVATE A CREW OR TECH DISK ON ANOTHER SHIP IN YOUR FLEET. IT'S ORDERS OR SPECIAL ABILITIES AFFECT THIS SHIP, FLIP.

TAXA'OUZU
FIRST OFF/2ND BRIDGE CREW
AWAY TEAM
GAMMA/UNIQUE

4
3
7

CRIT: CHANGE CRIT TO LIFE SUPPORT CRIT IF TARGET DOES NOT HAVE ONE.

GAMMA TROOPERS
GAMMA
ELITE AWAY TEAM

1
4
4

BOARDING: KILL ALL OPPONENT'S ACTIVATED CREW DISKS.

SPECIAL DETACHMENT
ELITE AWAY TEAM

0
3
3

BOARDING: SACRIFICE, DESTROY ONE TECH DISK ON BOARDED SHIP. DROP A HIT DISK. IF "HIT", DESTROY A 2ND TECH.

MIAN'ELAM
3RD ENGINEER
AWAY TEAM
UNIQUE

3
3
5

PHASE: CHOOSE ONE, FLIP:
+1 TRANS RANGE, -3 BATT
+2 BEAM, -2 BATT
+1 SPEED, -1 BATT

ASSAULT TEAM
ELITE AWAY TEAM

1
3
3

BOARDING: OPPONENT LOSES 2 CREW DURING COMBAT.

TACTICAL SQUAD
ELITE AWAY TEAM
GAMMA

0
3
4

BOARDING: SACRIFICE, THIS SHIP SUFFERS AN IMPULSE CRIT IF IT DOESN'T ALREADY HAVE ONE.

WARP CORE ENGINEER
ENGINEER
AWAY TEAM

3
3
4

PHASE: CHOOSE ONE, FLIP:
+1 BEAM, -1 BATT
+1 SHIELD, -1 BATT
+1 SPEED, -1 BATT

FIELD PROMOTION/1ST
CAPTAIN/1ST BRIDGE CREW
AWAY TEAM
GAMMA/UNIQUE

5
3
4

WHENEVER A 1ST IS KILLED, REPLACE ANY OTHER CREW DISK WITH THIS ONE. THIS DISK IS OUT OF PLAY UNTIL NEEDED.

FIELD PROMOTION/2ND
FIRST OFF/2ND BRIDGE CREW
AWAY TEAM
GAMMA/UNIQUE

4
3
3

WHENEVER A 2ND IS KILLED, REPLACE ANY OTHER CREW DISK WITH THIS ONE. THIS DISK IS OUT OF PLAY UNTIL NEEDED.

JEM HADAR YOUTH
AWAY TEAM
UNLIMITED

0
2
0

MAY ONLY BE BROUGHT INTO PLAY BY USE OF A BIRTHING CHAMBER TECH DISK.

JEM HADAR YOUTH
AWAY TEAM
UNLIMITED

0
2
0

MAY ONLY BE BROUGHT INTO PLAY BY USE OF A BIRTHING CHAMBER TECH DISK.

JEM HADAR YOUTH
AWAY TEAM
UNLIMITED

0
2
0

MAY ONLY BE BROUGHT INTO PLAY BY USE OF A BIRTHING CHAMBER TECH DISK.

EMERGENCY POWER BATTERIES

1	2	3	4	5
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EMERGENCY POWER BATTERIES

1	2	3	4	5
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EMERGENCY POWER BATTERIES

1	2	3	4	5
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EMERGENCY POWER BATTERIES

1	2	3	4	5
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ACTIVATED

5
4

THE WHITE

APPROPRIATE: BARRAGE, BURN, SHOOT TEAM, STRIKE, TROOP

1

WANT: TROOPERS
+1 BARRAGE

ACTIVATED

ACTIVATED

10
0

FOUNDER

APPROPRIATE: BARRAGE, BURN, SHOOT TEAM, STRIKE, TROOP

0

WANT: SHIP & MARSHAL THE
ANY SHIP IN FLEE, TRO
WANT: SHIP & MARSHAL THE
ANY SHIP IN FLEE, TRO

ACTIVATED

ACTIVATED

0
0

GELNON

APPROPRIATE: BARRAGE, BURN, SHOOT TEAM, STRIKE, TROOP

0

ACTIVATE A SHIP OR TROOP UNIT OR
ANOTHER SHIP IN YOUR FLEE. IT'S
BARRAGE OR SPECIAL ABILITY
ATTACK

ACTIVATED

ACTIVATED

4
3

IRAK'OUTU

APPROPRIATE: BARRAGE, BURN, SHOOT TEAM, STRIKE, TROOP

0

WANT: CHANGE SHIP TO LIFE
SUPPORT: COST 0 (SHOOT)
WANT: SHIP OR TROOP

ACTIVATED

ACTIVATED

1
4

SCHEMA-TROOPERS

APPROPRIATE: BARRAGE, BURN, SHOOT TEAM, STRIKE, TROOP

0

WARRIOR: YOU ALL
OPPOSITE'S ACTIVATED
COST: NONE

ACTIVATED

ACTIVATED

0
3

SPECIAL DETACHMENT

APPROPRIATE: BARRAGE, BURN, SHOOT TEAM, STRIKE, TROOP

0

WARRIOR: SACRIFICE, DETOUR
WANT: SHIP OR CHANGING SHIP
WANT: SHIP OR TROOP, 0 "TRO"
WANT: SHIP OR TROOP

ACTIVATED

ACTIVATED

3
3

IRON TEAM

APPROPRIATE: BARRAGE, BURN, SHOOT TEAM, STRIKE, TROOP

0

WANT: CHANGE SHIP, TROOP
+1 BARRAGE, -3 SHIP
+3 BARRAGE, -2 SHIP
+1 BARRAGE

ACTIVATED

ACTIVATED

1
3

ASSAULT TEAM

APPROPRIATE: BARRAGE, BURN, SHOOT TEAM, STRIKE, TROOP

0

WARRIOR: OPPONENT LOSTS
3 COST: NONE

ACTIVATED

ACTIVATED

0
3

TACTICAL SQUAD

APPROPRIATE: BARRAGE, BURN, SHOOT TEAM, STRIKE, TROOP

0

WARRIOR: SACRIFICE, THIS SHIP
WANT: AN OPPONENT SHIP & 0
WANT: AN OPPONENT SHIP & 0

ACTIVATED

ACTIVATED

3
3

WARP CORE ENGINEER

APPROPRIATE: BARRAGE, BURN, SHOOT TEAM, STRIKE, TROOP

0

WANT: CHANGE SHIP, TROOP
+1 BARRAGE, -3 SHIP
+1 BARRAGE, -1 SHIP
+1 BARRAGE

ACTIVATED

ACTIVATED

5
3

FIELD PROMOTION/1ST

APPROPRIATE: BARRAGE, BURN, SHOOT TEAM, STRIKE, TROOP

0

WARRIOR & YOU TO BATTLE, REPLACE
ANY OTHER COST: THIS WITH THIS
WANT: THIS SHIP IS NOT TO
PLAY

ACTIVATED

ACTIVATED

4
3

FIELD PROMOTION/2ND

APPROPRIATE: BARRAGE, BURN, SHOOT TEAM, STRIKE, TROOP

0

WARRIOR & YOU TO BATTLE, REPLACE
ANY OTHER COST: THIS WITH THIS
WANT: THIS SHIP IS NOT TO
PLAY

ACTIVATED

ACTIVATED

0
2

JEM HADAR YOUTH

APPROPRIATE: BARRAGE, BURN, SHOOT TEAM, STRIKE, TROOP

0

WANT: ONLY BE BROUGHT INTO
PLAY BY USE OF A BARRING
CHANGING THIS SHIP

ACTIVATED

ACTIVATED

0
2

JEM HADAR YOUTH

APPROPRIATE: BARRAGE, BURN, SHOOT TEAM, STRIKE, TROOP

0

WANT: ONLY BE BROUGHT INTO
PLAY BY USE OF A BARRING
CHANGING THIS SHIP

ACTIVATED

ACTIVATED

0
2

JEM HADAR YOUTH

APPROPRIATE: BARRAGE, BURN, SHOOT TEAM, STRIKE, TROOP

0

WANT: ONLY BE BROUGHT INTO
PLAY BY USE OF A BARRING
CHANGING THIS SHIP

ACTIVATED

6
6
6

HEAVY CRUISER
NON-UNIQUE

HEAVY CRUISER

CAP: 6 20

YOU MAY SACRIFICE A CREW DISK TO PREVENT THE LOSS OF A TECH DISK.

TORPS: 4

5
5
5

STRIKE SHIP
NON-UNIQUE

STRIKE SHIP

CAP: 6 18

START: +1 TORPEDO FOR EVERY POINT OF UNUSED CAPACITY.

TORPS: 5

JEM'HADAR HUY. CRUISER

JEM'HADAR STRIKE SHIP

6
6
6

HEAVY CRUISER
NON-UNIQUE

HEAVY CRUISER

CAP: 6 20

YOU MAY SACRIFICE A CREW DISK TO PREVENT THE LOSS OF A TECH DISK.

TORPS: 4

5
5
5

STRIKE SHIP
NON-UNIQUE

STRIKE SHIP

CAP: 6 18

START: +1 TORPEDO FOR EVERY POINT OF UNUSED CAPACITY.

TORPS: 5

JEM'HADAR ESCORT

JEM'HADAR ENH. WARSHIP

3
4
3

ESCORT
NON-UNIQUE

ESCORT

CAP: 3 10

MAY FIRE BEAM WEAPON AT ANY TORPEDO OR FIGHTER IN RANGE. (TORP: HULL 1) IF DESTROYED, ESCORT MAY FIRE A 2ND TIME.

TORPS: 3

3
4
3

ESCORT
NON-UNIQUE

ESCORT

CAP: 3 10

MAY FIRE BEAM WEAPON AT ANY TORPEDO OR FIGHTER IN RANGE. (TORP: HULL 1) IF DESTROYED, ESCORT MAY FIRE A 2ND TIME.

TORPS: 3

9
8
7

WARSHIP
NON-UNIQUE

ENHANCED WARSHIP

CAP: 6 26

AWAY TEAM DO NOT COUNT AGAINST WARSHIP'S CAPACITY. TORPEDOES MAY FIRE AFT.

TORPS: 6

9
8
7

WARSHIP
NON-UNIQUE

ENHANCED WARSHIP

CAP: 6 26

AWAY TEAM DO NOT COUNT AGAINST WARSHIP'S CAPACITY. TORPEDOES MAY FIRE AFT.

TORPS: 6