

# U.S.S. Aventine

NCC-82602

Size: 6

Sci: 4

Inf: 1

Com: 1

QUANTUM SLIPSTREAM: Once per game  
You may move to any point on the map as  
part of your normal movement.

Weapons	17	9	6	8	1	17	14	6	5	10	6	D
Sensors	D	12	14	14	16	2	2	8	14	D	2	9
Engines	5	8	10	10	9	2	2	10	10	0	9	5
Shields	17	9	8	6	12	14	17	11	6	10	2	6

Federation Ship

# U.S.S. Aventine



# U.S.S. Enterprise

NCC-1701

Size: 2

NINE LIVES: If Enterprise is destroyed, roll 2

Sci: 1

Dice: On a roll of 12, it is not destroyed.

Inf: 1

Instead, return it to your Reinforcements

Com: 0

Pool at Red Alert-status.

Weapons	5	3	0	5	3	5	4	1	D	3	5	D
Sensors	2	8	9	10	10	0	6	7	8	D	D	D
Engines	8	6	8	0	4	5	0	4	7	0	0	6
Shields	5	3	3	5	3	5	5	3	1	5	3	3

Federation Ship

# U.S.S. Enterprise



# Enterprise

NX-01

Size: 2

NINE LIVES: If Enterprise is destroyed, roll 2

Sci: 1

Dice: On a roll of 12, it is not destroyed.

Inf: 1

Instead, return it to your Reinforcements

Com: 0

Pool at Red Alert-status.

Weapons	3	2	0	3	2	3	2	1	D	2	3	D
Sensors	2	6	7	8	8	0	5	6	7	D	D	D
Engines	7	5	7	1	4	4	1	2	3	1	1	5
Shields	3	2	1	3	1	3	2	1	1	3	2	2

Federation (Earth) Ship

# Enterprise



