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

Sci: 1

Inf: 1

Com: 0

NINE LIVES: If Enterprise is destroyed, roll 2 Dice: On a roll of 12, it is not destroyed. Instead, return it to your Reinforcements 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
Sci: 1
Inf: 1
Com: 0

NINE LIVES: If Enterprise is destroyed, roll 2 Dice: On a roll of 12, it is not destroyed. Instead, return it to your Reinforcements 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	0
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	1

Federation (Earth) Ship

Enterprise

drex file⁵

U.S.S. Aeon

Size: 1
Sci: 1
Inf: 0
Com: 0

SUBATOMIC DISRUPTORS: As long as Aeon has at least 1 in weapons, it gains a +6 bonus to weapons tests.

Weapons	12	11	7	6	0	11	10	6	2	10	6	D
Sensors	0	0	5	5	6	0	0	4	4	D	3	4
Engines	1	1	1	3	5	1	1	1	4	0	3	4
Shields	3	4	3	2	5	2	3	3	4	2	D	4

Federation Ship

U.S.S. Aeon

I.R.W. Scimitar

PREDATOR: When cloaked, a sensors test of 20 is required to detect this ship, instead of a 15.

Size: 6
Sci: 0
Inf: 1
Com: 3
Esp: 2

Weapons	9	19	11	9	9	16	3	3	7	13	D	11
Sensors	C	D	8	14	C	D	11	4	C	D	6	D
Engines	9	5	10	4	9	1	6	10	7	1	8	1
Shields	7	14	8	10	7	12	8	11	5	7	7	9

Romulan (Reman) Ship

I.R.W. Scimitar

Trager

SPIRAL-WAVE DISRUPTORS: When making a weapons test, add 3 to your result to determine damage done.

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

Cardassian Ship

Trager

Kumari

FIRST ICE CUTTER: Once per game, you may double your engine score for the purpose of passing an engine test.

Size: 2
Sci: 0
Inf: 1
Com: 1

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

Federation (Andorian) Ship

Kumari

U.S.S. Akira

NCC-62497

Size: 4
Sci: 1
Inf: 1
Com: 2
Esp: 0

CARRIER: As an action you may deploy 3 peregrine fighters, which may then attack as part of the same action.

	Weapons											
Weapons	10	9	7	6	4	10	9	8	4	7	3	0
Sensors	0	0	7	7	7	0	0	0	5	D	0	D
Engines	8	8	5	9	9	3	5	7	8	1	1	5
Shields	10	11	9	6	8	10	9	8	6	6	9	9

Federation Ship

U.S.S. Akira

NCC-63549

Peregrine Fighters

- Use sensor tokens to depict each fighter.
- Fighters have all stats at 2.
- Fighters are destroyed if successfully hit.
- Fighters may not leave the location in which they were deployed on their own power, though they may be tractored or otherwise forcibly moved.
- Destroyed fighters may only be replaced at either a starbase or your command post as part of a repair action.
- Fighters must be targeted individually by enemy starships.
- Deployed fighters may all be recalled as an action.

Peregrine Fighters

U.S.S. Enterprise NCC-1701-C

Size: 4
Sci: 1
Inf: 1
Com: 1
Esp: 1

HISTORY WILL NEVER FORGET: Once per game you may conduct a repair action, regardless of location.

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

Federation Ship

U.S.S. Enterprise

Suurok

TRACTOR BEAM: You can tractor beam a ship at your engine rating -2 (minimum 1).

Size: 3
Sci: 2
Inf: 0
Com: 1
Esp: 0

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

Federation (Vulcan) Ship

Suurok

drex files

Selaya

OVERLOAD: As an action, you may overload the ship's power grid, destroying the vessel (no VP for enemy), as well as dealing 1 damage to 1 enemy ship in the tile.
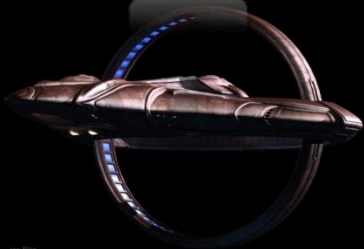
Size: 3
Sci: 1
Inf: 1
Com: 1
Esp: 0

Weapons

| 4 | 3 | 1 | 4 | 3 | 4 | 3 | 2 | D | 3 | 4 | D |

Sensors

| 2 | 7 | 8 | 8 | 9 | 1 | 6 | 7 | 8 | D | D | 1 |

Engines

| 8 | 6 | 8 | 2 | 5 | 5 | 2 | 3 | 5 | 3 | 2 | 6 |

Shields

| 4 | 2 | 1 | 4 | 1 | 3 | 2 | 1 | 1 | 3 | 3 | 2 |

Federation (Vulcan) Ship

Selaya

5th Wing Patrol Ship 6

PHASED POLARON BEAM: The first combat of the game, you ignore the shields of the enemy ship.

Size: 2
Sci: 0
Inf: 1
Com: 1
Esp: 0

	Weapons											
Weapons	5	3	0	5	4	5	4	1	D	5	4	D
Sensors	3	9	10	11	10	1	7	8	9	D	D	D
Engines	7	5	7	D	3	4	D	3	6	0	0	6
Shields	5	3	3	5	3	5	5	3	1	3	4	3

Jem'Hadar Ship

5th Wing Patrol Ship 6

U.S.S. Defiant

NX-74205

Size: 3
Sci: 0
Inf: 0
Com: 2
Esp: 1

OVER-GUNNED, OVER-POWERED: At the start of combat, Defiant may choose to double its weapons rating. If it does so, it takes one damage at the end of combat.

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

Federation Ship

U.S.S. Defiant

U.S.S. Valiant

NCC-74210

Size: 3
Sci: 1
Inf: 0
Com: 2
Esp: 0

INTELLIGENCE GATHERER: One free scan action per turn.

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

Federation Ship

U.S.S. Valiant