



K.H.S. NOVA

KZINTI STRIKE CRUISER

2
 1
 4
 3

When an enemy ship fires on Red Attack Drone Tokens that correspond to this ship's Blue Attack Drone Token, roll +1 defense die.

20



K.H.S. RENDER

KZINTI STRIKE CRUISER

2
 1
 4
 3

Each time you inflict a on an enemy ship's Hull, you may draw 2 Damage Cards (instead of 1) and choose which one to place beside the enemy ship. Discard the unused Damage Card.

20



KZINTI STARSHIP

KZINTI STRIKE CRUISER

2
 1
 4
 2

18



KZINTI STRIKE CRUISER

4							
3							
2							
1							
2							



K.H.S. COSMOS

KZINTI COMMAND CRUISER

3
 1
 5
 3

You may fire a "Drone Bombardment" Secondary Weapon even if there is a Blue Attack Drone Token next to your ship.

24



KZINTI STARSHIP

KZINTI COMMAND CRUISER

3
 1
 5
 2

22



KZINTI COMMAND CRUISER

4							
3							
2							
1							
2							



K.H.S. DF214

KZINTI FRIGATE

1
 3
 3
 2

You may assign 1 Kzinti Upgrade with "Drones" in its name to this ship for 0 SP, even if it exceeds your restrictions.

18



KZINTI STARSHIP

KZINTI FRIGATE

1
 3
 3
 1

16



KZINTI FRIGATE



4									
3	↖	↗	↑	↖	↗	↖	↗	↖	↗
2	↖	↗	↑	↖	↗	↖	↗	↖	↗
1	↖	↗	↑	↖	↗	↖	↗	↖	↗

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ONEFANG

CAPTAIN

At the beginning of the game, during the first Planning Phase, place a number of Mission Tokens on this card equal to the number of enemy ships in play.

Immediately after attacking with a Secondary Weapon, you may spend 1 Mission Token to attack the same target again with your Primary Weapon.

This Captain may only be assigned to a Kzinti ship.

8



5



REDRAIDER

CAPTAIN

Immediately after you move, 1 friendly Kzinti ship within Range 1-2 may remove a Disabled Token or any number of Time Tokens from a Kzinti Secondary Weapon Upgrade as a free Action.

6



4



CRUELFANG

CAPTAIN

Each time you place Attack Drone Tokens on an enemy ship, you may place 1 additional token.

5



3



RIPPLECLAW

CAPTAIN

Any friendly ship within Range 1 (excluding this 1) rolls +1 defense die the first time that ship defends each round.

6



4



MADEYES

CAPTAIN

Each time you attack, you may convert 1 ☹ result into a ♦ result.

4



3



KZINTI

CAPTAIN

1



0



BLACKWATER

At the beginning of the game, during the first Planning Phase, place a number of Mission Tokens on this card equal to the highest Attack Value of any enemy ship.

During the Activation Phase, when revealing a ↑ Maneuver, you may spend any number of Mission Tokens to increase or decrease that Maneuver's Speed by 1 (min 1). The new Maneuver does not have to be on your dial and retains the same color as the original Maneuver.

This Upgrade may only be assigned to a Kzinti ship.



5



SHADOWHUNTER

ACTION: Add 2 to your Agility for the rest of the round. Each time you defend this round, you may convert 1 ☹ result into an ☹ result.



3



CLEVERCLAW

ACTION: Disable 2 of your Shields in order to gain +2 attack dice this round.

During the Activation Phase, you may repair 1 Shield Token. If you do, reduce your total attack dice by 2 this round. If you use this effect, you cannot use the Action listed on this card this round.

4



SCARPAW

If you are the target of an enemy ship's attack and have no Active Shields, you may discard this card to repair or reactivate 1 Shield Token.

2



MADCLAW

Disable this card to flip a Critical Damage card assigned to your ship face down. If this card is assigned to a Kzinti ship, flip all Critical Damage cards assigned to your ship face down.

4



RUTHLESS HUNTER

At the end of the Perform Actions step of the Activation Phase, if there is at least 1 enemy ship within Range 1-2 that has less than its starting Value of Shields remaining, you may discard this card to perform an Action on your Action Bar as a free Action.

1

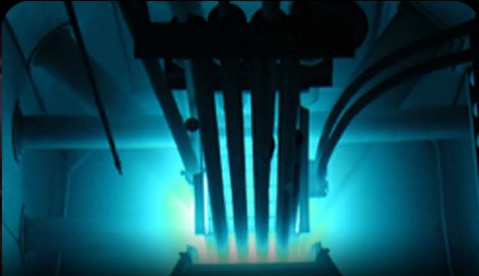


SCREECHROAR

When defending, during the Declare Target step, you may remove your Captain and all of its Upgrades from the game to cancel that attack. If you do, the attacking ship cannot perform another attack during that round. This card becomes your Captain with a Skill Value of 4.

This Upgrade may only be purchased for a Kzinti ship.

5



ENERGY HOARD

During the End Phase, you may discard this card to repair 1 Shield Token OR remove 1 Auxiliary Power Token from beside your ship.

This Upgrade may only be assigned to a Kzinti Captain.

1



ELECTRONIC WARFARE

As long as this card is assigned to your ship, its base Agility Value is +1.

If an enemy ship places a Red Token on your ship, a friendly Kzinti ship within Range 1 may acquire a Target Lock on that ship as a free Action, if able.

6

ADDITIONAL RULES

FACTION: KZINTI

The Kzinti Faction is an optional Faction in *Star Trek: Attack Wing*. Before playing the game, both players should agree as to whether Kzinti cards count as *Kzinti* or *Independent* Faction.



INITIATIVE

Primary Factions appear in Black. Optional Factions appear in Gray:

Q-Q-Continuum > Federation > United Earth > Klingon > Romulan > Dominion > Cardassian > Breen > Son'a > Borg > Species 8472 > Kazon > Kindi > Bajoran > Ferengi > Vulcan > Andorian > Kzinti > Orion > Tholian > Gorn > Vidiiian > Hirogen > Malon > Voth > Krenim > Independent > Mirror Universe

ATTACK DRONE TOKENS

Red Attack Drone Tokens have the following effects:

- 1) Enemy ships may declare an attack against them. Treat the entire stack of tokens as a single ship with an Agility of 2. Each ♦ or ♠ result against them destroys 1 Token.
- 2) If a ship with Red Attack Drone Tokens performs a Maneuver with a speed of 5 or 6, remove 1 Token.
- 3) The next time the ship with the corresponding Blue Attack Drone Token can attack, target the ship with the Red Tokens and roll attack dice equal to the number of tokens remaining. The defending ship rolls no defense dice, but may spend Tokens to modify this roll. Each ♠ result deals 1 Critical Damage; all other results deal 1 damage. Remove the tokens after completing this step.



TELEPATHY

During the Activation Phase, instead of revealing a Maneuver, you may discard this card. If you do, your ship does not move until all other ships have moved. You may then perform any legal Maneuver on your dial instead of the chosen Maneuver.

4



★ CONCEALED DISRUPTORS

While attacking with a Primary Weapon, during the Compare Results step, you may discard this card and convert all ✨ results to ♦ results to make a second attack with your Primary Weapon. (Do not convert ✨ results on this second attack).

If you receive a "Munitions Failure" or "Weapons Malfunction" Critical Damage Card, you may immediately discard this card to flip it face down without resolving its effect.

4



★ COMMAND SHIP

When attacking with your Primary Weapon, you may fire in any direction at Range 1-2.

This Upgrade may only be purchased for a Kzinti Captain on a Kzinti ship and costs SP equal to your ship's Primary Weapon Value +1.

?



★ POUNCE

During the End Phase, if you are within Range 1-3 of an enemy ship with 2 or more Attack Drone Tokens beside it, you may discard this card and 2 Attack Drone Tokens beside that ship to move to any legal position in base contact with the target ship. You cannot overlap an Obstacle, planet, or other ship with this effect, or use it to leave the battlefield.

3



DISRUPTOR PULSE

3

ATTACK: Place 3 Time Tokens on this card to perform this attack. During the Declare Target step, target every enemy ship that is in your forward firing arc and within range and perform a separate attack against each of the target ships with this attack.

This Upgrade costs +4 SP for any non-Kzinti ship.

6



DECOY DRONE

While defending, if there is no blue Attack Drone Token next to your ship, you may discard this card to gain +2 Agility until the End Phase.

If you discarded this card this round, you cannot place a blue Attack Drone Token next to your ship this round. This Upgrade may only be assigned to a Kzinti ship.

2



ECM DRONE

While defending, if there is no blue Attack Drone Token next to your ship, you may discard this card to convert any number of the attacker's ✨ results to blank results.

If you discarded this card this round, you cannot place a blue Attack Drone Token next to your ship this round. This Upgrade may only be assigned to a Kzinti ship.

1



ECCM DRONES

While attacking with a "Drone Bombardment" Upgrade, you may discard this card to place 2 additional Attack Drone Tokens on the target ship.

If you discarded this card, you cannot use any other effect that places additional Attack Drone Tokens to enhance this attack.

3



ARMORED DRONES

While attacking with a "Drone Bombardment" Upgrade, you may discard this card to place 1 additional Attack Drone Token on the target ship.

If you discarded this card, you cannot use any other effect that places additional Attack Drone Tokens to enhance this attack.

1



TYPE IV DRONES

When removing Attack Drone Tokens, after rolling the attack dice, you may discard this card to convert any number of ☹ results into ✨ results.

4