

## THOLIA ONE

THOLIAN VESSEL

You may perform the Action listed on the "Energy Web" Upgrade card as a free Action.

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## THOLIA FOUR

THOLIAN VESSEL

At the end of the Activation Phase, you may place an Energy Web Guide Token and rotate your ship 45° even if you didn't place an Energy Web Token.

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## ADDITIONAL RULES

### FACTION: THOLIAN

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



### INITIATIVE

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

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

### POWER TRANSFER

The Power Transfer (☞) Action does the following:

**ACTION:** Target a friendly ship within Range 1-2.

Remove a Disabled Token or any number of Time Tokens from 1 ⚡. Upgrade on that ship.



## THOLIAN STARSHIP

THOLIAN VESSEL

2

2

2

1

1

14

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## THOLIAN STARSHIP

THOLIAN VESSEL

2

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14

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## ADDITIONAL RULES

### GLOBE TOKEN

While this token is placed next to a ship, its Primary Weapon attacks are made at -2 attack dice (min 2), and Secondary Weapon attacks place 1 additional Time Token on that Upgrade. The ship may perform the following:

**ACTION:** Roll 1 attack die. On a ♦ or ✖ result, remove the Globe Token.



### WEB WALL TOKEN

A Web Wall Token counts as an Obstacle (but not as a Minefield) both for movement and attacks. Whenever a ship is defending through a Web Wall Token, it may convert 1 (⊖) result to an (⊖) result.



### WEB ENCLOSURE TOKEN

Use the Planet Token from the Starter Set for this Token. This Token is not treated as an Obstacle or Planet.

## THOLIAN VESSEL

THOLIAN VESSEL

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## THOLIAN VESSEL

THOLIAN VESSEL

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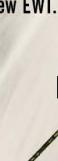
## ADDITIONAL RULES

### ENERGY WEB TOKEN - LARGE BASE

When using the "Energy Web" Upgrade on the Tholian Tarantula or any other large base ship, use the Large Base Energy Web Token, as well as the following modifications:



1) When deploying the Energy Web Token, you may place a ↑ Template behind the new token. If it touches another EWT, you may move the EWT it touches and up to 2 other EWTs that touch it forwards to connect with your new EWT.



2) You may not perform the 45° adjustment as described on Page 4 of the EWT rules.

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## INTERPHASIC DISJUNCTION

**ACTION:** Target a Upgrade on an enemy ship within Range 1-2 and roll 1 attack die. Instead of dealing damage, on a result discard that Upgrade, on a result disable that Upgrade, or on a result place 2 Time Tokens on the card. If you placed any tokens on the target Upgrade, place the same number and type of tokens on this card. If you discarded the target Upgrade, discard this card.

5

## INTERGALACTIC INTELLIGENCE

During the Roll Defense Dice step of the Combat Phase, any time you defend against an attack, add +1 defense die.

If any Upgrade on your ship is discarded by an enemy Captain, Upgrade, or Admiral, you must discard this card instead.

This card may only be purchased by a Tholian Captain.

3

## PERFECT TIMING

If any friendly Tholian ship within Range 1-2 (including your own ship) is defending for the first time this game, you may choose one of the following effects:

During the Roll Defense Dice step, you may roll +2 defense dice. You cannot gain bonus defense dice from any other source (including Range) if you use this effect.

OR

During the Modify Defense Dice step, you may convert any number of results to results. If you do so, place an Auxiliary Power Token next to the defending ship.

5

## STRIKE FORCE GOLD

THOLIAN WIDOW ATTACK SQUADRON

5

### ATTACK SQUADRON TOKENS: 5

After you move, if you are within Range 1 of 2 or more enemy ships, or within Range 1-2 of a Federation ship, place 1 Token next to your ship. You cannot take an action this round.

You may assign this Attack Squadron to your fleet even if there are no ships with a Hull Value of 4 or more.



22

## THOLIAN ATTACK SQUADRON

THOLIAN WIDOW ATTACK SQUADRON

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### ATTACK SQUADRON TOKENS: 4

For each Attack Squadron assigned to your fleet there must be at least 1 ship with a Hull Value of 4 or more.

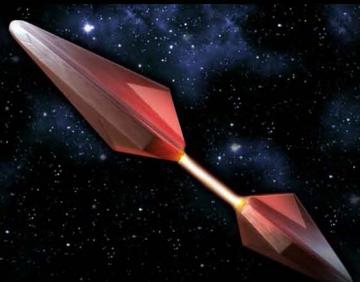


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## THOLIAN WIDOW ATTACK SQUADRON

5

|   |  |  |  |
|---|--|--|--|
| 3 |  |  |  |
| 2 |  |  |  |
| 1 |  |  |  |



## THOLIAN PRECISION

If you damage an opponent's Hull with a , you may immediately disable this card to search the Damage Deck for a "Injured Captain" or "Communications Failure" card instead of drawing a random Damage Card. Re-shuffle the Damage Deck when you are done.

3

## SYMBIOSIS

While this Attack Squadron has a Target Lock on any enemy ship, add the Action to its Action Bar.

3

## WEBSLIDER

If this Attack Squadron ends its movement on an Energy Web Token, you may immediately move it to any legal position in contact with that token, or any Energy Web Token that touches the initial token. The facing of the new position must be the same as the original. If you use this effect, place an Auxiliary Power Token next to this Attack Squadron.

2



**NUKARA**

**THOLIAN RECLUSE**

Whenever you perform the Action listed on an "Energy Web" Upgrade, instead of deploying the Energy Web Token as normal, you may place the token anywhere at Range 1 touching an existing Energy Web Token, but not intersecting any enemy ship.

**4** **1** **5** **3** **26**

**THOLIAN STARSHIP**

**THOLIAN RECLUSE**

**4** **1** **5** **2** **24**

**THOLIAN RECLUSE**

|   |   |   |   |     |
|---|---|---|---|-----|
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| 3 | ↖ | ↗ | ↑ | ↖ ↗ |
| 2 | ↖ | ↗ | ↗ | ↖ ↗ |
| 1 | ↖ | ↗ | ↑ | ↖ ↗ |

**TEZRENE** **CAPTAIN**

You may field a Romulan, Dominion, Breen, or Gorn Admiral without paying a faction penalty.

**5** **3**

**DLYAX**

During the Activation Phase, if you perform the Action listed on an "Energy Web" Upgrade, place a **(C)** Token next to your ship. If the Action was performed as a free Action, you cannot use the effect of this Upgrade.

**3**

**NASKEEL**

You do not pay a faction penalty when assigning Naskeel to any ship.

Your ship may field the "Energy Web" Upgrade, even if it is not a Tholian ship.

You cannot assign this Upgrade to a ship with a large base or a 360° firing arc.

**4**

**WEB WALL**

At the beginning of the game, place 3 Mission Tokens on this card.

**ACTION:** Spend a Mission Token to place a Web Wall Token within Range 1 of this ship, but not within Range 1-2 of any enemy ship. If there are no Mission Tokens left on this card, remove it from the game immediately.

This Upgrade may only be assigned to a Tholian Recluse.

**5**

**EXTENSIBLE SPINNERET**

**ACTION:** If you performed a **3↑** Maneuver this round, you may place 2 Time Tokens on this Upgrade and on an "Energy Web" Upgrade assigned to your ship to place 2 Energy Web Tokens in a straight line in the play area behind your ship (If you do not have an Energy Web Upgrade on your ship with no tokens on it, you cannot use this Action).

**1**

**SUBSPACE WEBS**

**ACTION:** Discard this card to place a Subspace Web Token touching any edge of your ship's base. Then place a second Subspace Web Token that is not within Range 1-3 of any ship. If a friendly ship's Maneuver overlaps either token, instead of completing the Maneuver the ship may instead be placed on the other Subspace Web Token facing any direction. You cannot perform this Action if it would cause any two ships to overlap. These tokens are not treated as Obstacles.

This Upgrade may only be assigned to a Tholian ship.

**6**

### ZENSTALA

**THOLIAN ORB WEAVER**

During the Roll Attack Dice step of the Combat Phase, if the target ship has 1 or more Auxiliary Power Tokens, roll +1 attack die.

**Abilities:**

- 3 Red Maneuver
- 2 Green Maneuver
- 4 Yellow Maneuver
- 2 Blue Maneuver
- 1 Orange Maneuver
- 1 White Maneuver

**Upgrades:**

- Web Enclosure (5 SP)
- Distortion Field (3 SP)
- Xenophobia (3 SP)

**Ship Stats:** 22

### THOLIAN STARSHIP

**THOLIAN ORB WEAVER**

**Abilities:**

- 3 Red Maneuver
- 2 Green Maneuver
- 4 Yellow Maneuver
- 1 Blue Maneuver
- 1 Orange Maneuver
- 1 White Maneuver

**Upgrades:**

- Web Enclosure (5 SP)
- Distortion Field (3 SP)
- Xenophobia (3 SP)

**Ship Stats:** 20

### THOLIAN ORB WEAVER

**Abilities:**

- 4 Red Maneuver
- 3 Green Maneuver
- 2 Yellow Maneuver
- 1 Blue Maneuver
- 1 Orange Maneuver
- 1 White Maneuver

**Upgrades:**

- Web Enclosure (5 SP)
- Distortion Field (3 SP)
- Xenophobia (3 SP)

**Ship Stats:** 20

### NOSTRENE

**CAPTAIN**

During the Movement Phase, if you reveal any  $\uparrow$  Maneuver, you may instead perform a White  $\downarrow$  Maneuver. If the original maneuver was a  $1\uparrow$ , you may still perform the Action listed on the Energy Web Upgrade. If you converted a Maneuver, at the end of the Activation Phase place an Auxiliary Power Token next to your ship.

**Abilities:**

- 6 Blue Maneuver
- 4 Orange Maneuver

**Upgrades:**

- Web Enclosure (5 SP)
- Distortion Field (3 SP)
- Xenophobia (3 SP)

**Ship Stats:** 6

### TOZSKENE

During the Movement Phase, if you reveal a bank or turn Maneuver, you may disable this card to perform the Maneuver in the opposite direction.

**Abilities:**

- 3 Blue Maneuver

**Upgrades:**

- Web Enclosure (5 SP)
- Distortion Field (3 SP)
- Xenophobia (3 SP)

**Ship Stats:** 3

### TRICOBALT WARHEAD

**ATTACK: (Target Lock)** Spend your target lock and disable this card to perform this attack.

This Upgrade costs +5 SP for any non-Tholian ship.

**Abilities:**

- 4 Orange Maneuver

**Upgrades:**

- Web Enclosure (5 SP)
- Distortion Field (3 SP)
- Xenophobia (3 SP)

**Ship Stats:** 6

### WEB ENCLOSURE

**ACTION:** Discard this Upgrade. If you do, at the beginning of the Combat Phase, place a Web Enclosure Token within Range 1 of the port or starboard edge of this ship. During an opponent's movement, if they end a Maneuver overlapping this token, they take 1 damage if the Maneuver was a Straight or Bank, 2 if the Maneuver was a Turn, or 3 damage if the Maneuver was a Spin or Come About. (Any unlisted Maneuver type deals no damage). You may only assign this Upgrade to a Tholian Orb Weaver.

**Abilities:**

- 5 Blue Maneuver

**Upgrades:**

- Distortion Field (3 SP)
- Xenophobia (3 SP)

**Ship Stats:** 5

### DISTORTION FIELD

Whenever an enemy ship attempts to acquire a target lock on your ship, roll 2 defense dice. If you roll at least 1  $\blacktriangle$  result, the  $\square$  Action has no effect.

This Upgrade may only be purchased for a Tholian ship, and no ship may be equipped with more than 1 "Distortion Field" Upgrade.

**Abilities:**

- 3 Blue Maneuver

**Upgrades:**

- Web Enclosure (5 SP)
- Xenophobia (3 SP)

**Ship Stats:** 3

### XENOPHOBIA

During an opponent's Movement Phase, if an enemy ship ends their Maneuver within Range 1 of your ship, you may disable this card to perform a White  $1\downarrow$  Maneuver.

**Abilities:**

- 3 Blue Maneuver

**Upgrades:**

- Web Enclosure (5 SP)
- Distortion Field (3 SP)

**Ship Stats:** 3

**ALKURA**

THOLIAN MESH WEAVER



If you reveal a ⚡ Maneuver while within Range 1 of a Tholian ship of Hull 5 or higher, you may instead take a White 1, 2, or 3 ⚡ Maneuver.



20

THOLIAN MESH WEAVER

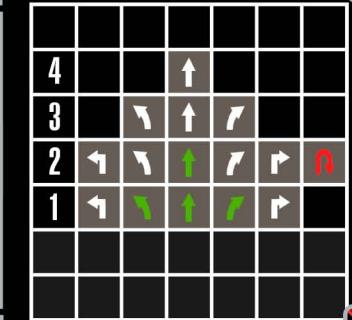
**THOLIAN STARSHIP**

THOLIAN MESH WEAVER



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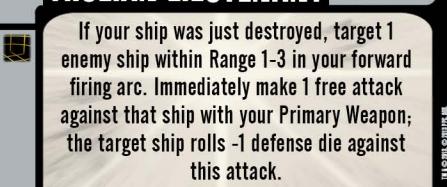
THOLIAN MESH WEAVER

**THOLIAN MESH WEAVER**

THOLIAN MESH WEAVER

**THOLIAN LIEUTENANT**

CAPTAIN



If your ship was just destroyed, target 1 enemy ship within Range 1-3 in your forward firing arc. Immediately make 1 free attack against that ship with your Primary Weapon; the target ship rolls -1 defense die against this attack.

This card's SP cost is equal to the Primary Weapon Value of its assigned ship.

4



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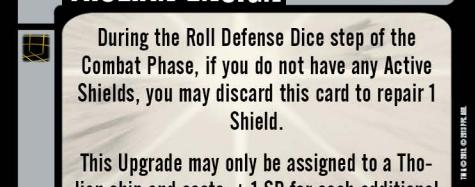
**THOLIAN ENSIGN**

During the Roll Defense Dice step of the Combat Phase, if you do not have any Active Shields, you may discard this card to repair 1 Shield.

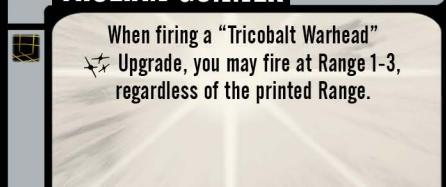
This Upgrade may only be assigned to a Tholian ship and costs +1 SP for each additional copy in your fleet past the first.



2

**THOLIAN GUNNER**

When firing a "Tricobalt Warhead" Upgrade, you may fire at Range 1-3, regardless of the printed Range.



1

**TANGLE WEB**

3

1-2



**ATTACK:** Place 2 Time Tokens on this card to perform this attack. If this attack hits, the target suffers no damage, and places one of your Energy Web Tokens onto the field (as described on EWT Reference Card 3, but do not move the ship); treat this as a friendly Energy Web Token. You may immediately attack the same ship again with any weapon at -1 attack die.

This Upgrade may only be assigned to a Tholian Mesh Weaver.



4

**THERMIONIC TORPEDOES**

5

1-2



**ATTACK:** (Target Lock) Spend your target lock and disable this card to perform this attack. For each uncancelled ⚪ result, in addition to dealing damage, you may place a Disabled token on an opponent's ⚪ or ⚫ Upgrade.

You may fire this weapon from your forward or rear arc.

This Upgrade may only be purchased for a Tholian ship.



5

**ENERGY WEB**

**ACTION:** If you performed a 1↑ Maneuver this round, you may place 1 Energy Web Token in the play area behind your ship.

This Upgrade may only be purchased for a Tholian ship.

5



## KOLIBRIA



### THOLIAN DREADNAUGHT

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|  | 6  |
|  | 4  |
|  | 30 |

During the Roll Attack Dice step of the Combat Phase, if there is a Token next to your ship, you may add 1 attack die for each friendly Tholian ship at Range 1-2. Place an Auxiliary Power Token on each friendly ship used to activate this effect.



## THOLIAN STARSHIP



### THOLIAN DREADNAUGHT

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|--|----|
|  | 4  |
|  | 1  |
|  | 6  |
|  | 3  |
|  | 28 |

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## THOLIAN DREADNAUGHT

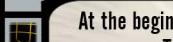


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| 1 | ↗ | ↖ | ↑ ↘ |

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## ALKENE

### CAPTAIN



At the beginning of the game, place 3 Tokens on this card.

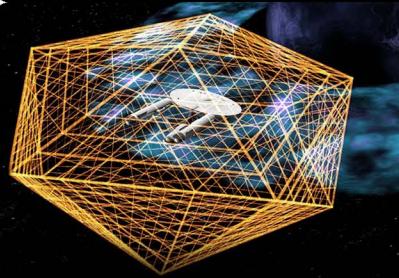
Whenever you flip this side of the card face up, add Tokens to it until it has 3 Tokens on it.

**ACTION:** Take a Token from this card and place it beside any friendly ship within Range 1-2.

7



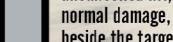
5



## GLOBESPINNER

5

1-2

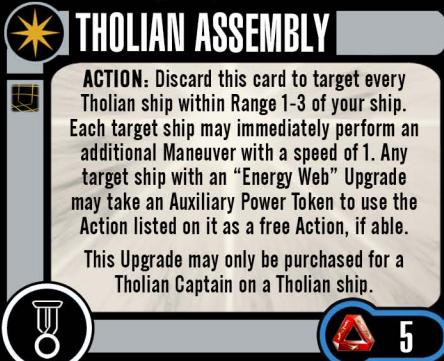


**ATTACK:** Disable this card to perform this attack. If there is at least 1 uncancelled hit, instead of dealing normal damage, place a Globe Token beside the target ship, and assign uncancelled results as normal.

You may fire this weapon from your forward or rear arc.

This Upgrade may only be assigned to a Tholian Heavy Cruiser or Tholian Dreadnaught.

5



**ACTION:** Discard this card to target every Tholian ship within Range 1-3 of your ship. Each target ship may immediately perform an additional Maneuver with a speed of 1. Any target ship with an "Energy Web" Upgrade may take an Auxiliary Power Token to use the Action listed on it as a free Action, if able.

This Upgrade may only be purchased for a Tholian Captain on a Tholian ship.

5



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**LYKENE** **CAPTAIN**

**ACTION:** Discard this Captain. You may immediately perform the Action listed on an "Energy Web" Upgrade equipped to your ship as a free Action. If you do, you may take a white  $1\uparrow$  Maneuver, even if it is not on your dial, then immediately perform the "Energy Web" Action a second time.

**2** **1**

**THE SWARM**

Immediately after moving, disable this card to perform a Action as a free Action.  
OR  
During the Declare Target step of the Combat Phase, discard this card to place a Token beside your ship.  
You may only assign this Upgrade to a ship with a Tholian Captain.

**4**

**INMATE 91856**

If an enemy ship at Range 1-2 crosses an Energy Web Token, before any dice are rolled, you may discard this card to set 1 attack die to a result.  
If this Upgrade is assigned to your ship, you may field the Harmonic Signal Upgrade, even if it exceeds your restrictions.

**3**

**PLASMA TORPEDOES** **4**

**ATTACK:** (Target Lock) Spend your target lock and place 3 Time Tokens on this card to perform this attack.  
You may re-roll all of your blank results one time.  
You may fire this weapon from your forward or rear firing arcs.

**1-2** **3**

**WEBCASTER** **4**

**ATTACK:** Place 2 Time Tokens on this card to perform this attack. For each Auxiliary Power Token on the target ship, add +1 attack die.  
You may fire this weapon from your forward or rear arc.  
This Upgrade may only be purchased for a Tholian ship.

**1-2** **3**

**HARMONIC SIGNAL**

During the Gather Forces step, select 2 Tholian Captains with a Captain Skill of 6 or less and place them facedown beneath this card. If any Tholian Captain within Range 1-3 is disabled or discarded, you may discard this Upgrade to assign 1 of the Captains to that ship. The original Captain and the other Captain under this Upgrade is discarded, if applicable.

**4**



**LOSKENE** **CAPTAIN**

**ACTION:** Target 1 friendly ship that is not within Range 1-3 of your ship and whose Captain has a lower Skill than Loskene's. Target ship may immediately perform an additional 1 or 2 Maneuver (straight, bank, or turn). The additional Maneuver must be on the target ship's Maneuver Dial.

**4** 3

**THOLIAN PILOT** **CAPTAIN**

**ACTION:** If you performed a Green Maneuver this round, repair 1 Shield Token. You may only use this Action if this card is equipped to a Tholian ship.

**2** 1

**THOLIAN** **CAPTAIN**

**ACTION:** If you performed a Green Maneuver this round, repair 1 Shield Token. You may only use this Action if this card is equipped to a Tholian ship.

**1** 0



**ENERGY WEB**

**ACTION:** If you performed a  $1\uparrow$  Maneuver this round, you may place 1 Energy Web Token in the play area behind your ship.

This Upgrade may only be purchased for a Tholian ship.

5

**ENERGY WEB**

**ACTION:** If you performed a  $1\uparrow$  Maneuver this round, you may place 1 Energy Web Token in the play area behind your ship.

This Upgrade may only be purchased for a Tholian ship.

5

**ENERGY WEB**

**ACTION:** If you performed a  $1\uparrow$  Maneuver this round, you may place 1 Energy Web Token in the play area behind your ship.

This Upgrade may only be purchased for a Tholian ship.

5



**THOLIAN PUNCTUALITY**

When you initiate an attack, you may discard this card to gain +1 attack die for that attack. This Upgrade may only be purchased by a Tholian Captain.

1

**ALKENE** **ADMIRAL**

At the beginning of the game, place 3 Tokens on this card.

**FLEET ACTION:** Take a Token from this card and place it beside any friendly ship within Range 1-2.

+2 5

**PROJECT LEADER** **ADMIRAL**

**FLEET ACTION:** Place 1 Time Token on a Captain card at Range 1-2. While there is any number of Time Tokens on that Captain, treat its Skill Value as 1.

+1 3