









## TWELFTH GRADIENT

### MALON EXPORT FRIGATE

 2
  1
  4
  3

At the beginning of the Combat Phase, you may remove any number of red Tokens from beside your ship. If you do, place 2 Theta Tokens beside your ship for each red Token removed, and remove all corresponding blue Tokens from their ships.

 20
 



## MALON STARSHIP

### MALON EXPORT FRIGATE

 2
  1
  4
  2




 18
 



## MALON EXPORT FRIGATE

6					
5					
4					
3					
2					
1					
1					



## VRELK

### CAPTAIN



Place 3 Time Tokens on Vrelk to perform a (Action as a free Action. If there are any number of Time Tokens on Vrelk, treat his Skill Value as 1.

 3
  2



## MALON

### CAPTAIN

 1
  0



## CONTAINMENT LEAK


**ATTACK:** Discard this card and place a Minefield Token with 2 Theta Tokens on it within Range 1 of each of your side arcs (If your ship does not have side arcs, it cannot activate this Upgrade). The entire token must fall within the field of its firing arc. Any ship that overlaps the Minefield is treated as overlapping an obstacle, and rolls 2 attack dice for damage and the 2 Theta Tokens attach to the ship. Remove each Minefield after the first time its effects are activated.

 5



## STORAGE TANKS

Prior to moving, disable this card and 1 Upgrade. Each ship within Range 1 of your movement template loses 1 Active Shield and gains 1 Theta Token. If an affected ship has no Active Shields (even if it is a result of this ability), you may discard the Upgrade you disabled to discard 1 Upgrade from that ship. You may not take any Actions or free Actions this round.

 5

## ADDITIONAL RULES

### FACTION: MALON

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

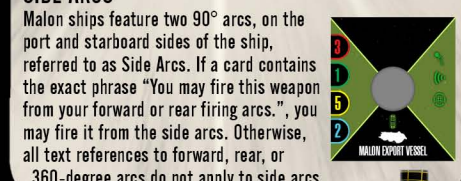
### INITIATIVE

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 > Xindi > Bajoran > Ferengi > Vulcan > Andorian > Orion > Tholian > Gorn > Vidorian > Hirogen > Malon > Krenim > Independent > Mirror Universe

### SIDE ARCS

Malon ships feature two 90° arcs, on the port and starboard sides of the ship, referred to as Side Arcs. If a card contains the exact phrase "You may fire this weapon from your forward or rear firing arcs.", you may fire it from the side arcs. Otherwise, all text references to forward, rear, or 360-degree arcs do not apply to side arcs.



## THETA TOKEN

### (REFERENCE CARD)

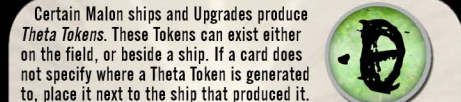
Certain Malon ships and Upgrades produce Theta Tokens. These Tokens can exist either on the field, or beside a ship. If a card does not specify where a Theta Token is generated to, place it next to the ship that produced it.

If a ship passes through a Theta Token while it is on the field, the Theta Token attaches to that ship. This does not count as passing through an Obstacle. If a Theta Token is anywhere on an Obstacle, any ship moving through the Obstacle picks it up even if the movement did not actually contact it.

While a Theta Token is beside a ship, it has the following effects:

- 1) A non-Malon ship with 3-6 Theta Tokens suffers -1 die to all attack and defense rolls.
- 2) A non-Malon ship with 7-9 Theta Tokens suffers -2 dice to all attack and defense rolls.
- 3) Any ship (including a Malon ship) with 10 or more Theta Tokens is immediately destroyed. Place a standard Obstacle on the field anywhere in contact with the destroyed ship's base, then place 3 Theta Tokens on that Obstacle.
- 4) Any non-Malon ship with 1 or more Theta Tokens may use the following Action:

**ACTION:** Remove any number of Theta Tokens from this ship. If you removed 3-6 Tokens, place an Auxiliary Power Token beside this ship. If you removed 7+ Tokens, place 2 Auxiliary Power Tokens beside this ship. You cannot perform any free Actions during the same round you perform this Action, either before or after you perform this Action.







**ELEVENTH GRADIENT**

**MALON EXPORT VESSEL**

**3**

**1**

**5**

**3**

**24**



**MALON STARSHIP**

**MALON EXPORT VESSEL**

**3**

**1**

**5**

**2**

**22**



**MALON EXPORT VESSEL**

6					
5					
4					
3					
2					
1					
1					



**EMCK**
**CAPTAIN**

**ACTION:** Place 1 Theta Token beside your ship and acquire a Target Lock on a ship within Range 1-2, even if it is Cloaked.

**5**

**3**



**MALON**
**CAPTAIN**

**1**

**0**



**MALON ENGINEER**

**ACTION:** If there are 3 or more Theta Tokens beside your ship, treat your Agility value as 3 until the End Phase.

**3**



**SPATIAL CHARGES**

**6**

**1-3**

**ATTACK:** Discard this card to perform this attack.

Defending ships at Range 3 roll +2 defense dice. Defending ships at Range 2 roll +1 defense die.

This weapon may be fired in any direction.

**4**



**SPATIAL VORTEX**

Whenever you make a 6↑ Maneuver, immediately after moving, you may make a White 1↑ or White 2↑ Maneuver, even if it is not on your dial.

**2**



**WASTE CONTROLLER**

This Upgrade does not require an Upgrade Slot and may only be equipped to a Malon ship with a Malon Captain.

Add 1 slot to your Upgrade Bar.

If your ship has 1 or more Theta Tokens beside it and no Active Shields, add +1 attack die to every attack made with your Primary Weapon.

**?**

**3**





TENTH GRADIENT

MALON HEAVY EXPORT

4

1

6

3

28

Immediately after you move, you may take 1 Theta Token from beside this ship and place it on the field in contact with your port or starboard edge. If your port or starboard edge is in contact with another ship, you may place it beside that ship instead.



MALON STARSHIP

MALON HEAVY EXPORT

4

1

6

2

26



MALON HEAVY EXPORT

6			↑			
5			↑			
4		↖	↑	↗		
3		↖	↑	↗		
2	↖	↖	↑	↗	↗	
1			↑			
1			↓			



FESEK

CAPTAIN

4

2

Add 1 slot to this ship's Upgrade Bar.

If Fesek is assigned to a Malon ship, when attacking, during the Roll Attack Dice step you may re-roll 1 blank result for each Upgrade assigned to your ship.



PELK

2

If there is a Disabled Token on Pelk during the Movement Phase you may treat a White 2 or 2 Maneuver as a Green Maneuver.

If there is a Disabled Token on Pelk during the End Phase roll 1 attack die. On a or result discard Pelk.



DREMCK

5

**ACTION:** Place 3 Time Tokens on Dremck and target an uncloaked ship with no Active Shields at Range 1. Place 3 Time Tokens each on up to 2 Upgrades on that ship.



RADIATION VENTS

3

If you just activated an ability that places Theta Tokens beside your ship, you may disable this card to instead place them anywhere on the field within Range 1 of your ship that does not overlap the base of another ship.



FUEL VALVES

4

Place 2 Time Tokens on this card and 3 Theta Tokens beside your ship to perform an Action from your Action Bar as a free Action.

This Upgrade may only be purchased for a Malon ship and no ship may have more than one "Energy Conduits" Upgrade.



VIHAAR

4

This Upgrade does not require an Upgrade Slot, but it may only be attached to a unique Malon Upgrade.

If this ship is destroyed, place a standard Obstacle Token on the field anywhere in contact with its base, but not overlapping any other ship. Place 5 Theta Tokens on this Obstacle Token; they attach to any ship that passes through the Obstacle. Ignore this text if this ship is destroyed by accumulating 10 Theta Tokens.





**NINTH GRADIENT**

**MALON EXPORT CRUISER**

4

0

7

5

32



**SELVK**
**CAPTAIN**

Selv's Captain Skill is equal to the number of Theta Tokens beside his ship.

3



**THETA DOUBLE**

**ACTION:** Discard this card and target every Theta Token on the field (not beside any ship) at Range 1-2. Place 1 additional Theta Token on top of each Token you targeted using this ability. You may remove an equal number of Theta Tokens from your ship (max 3).

2



**MALON STARSHIP**

**MALON EXPORT CRUISER**

4

0

7

4

30



**VALAK**

**ACTION:** Remove any number of Theta Tokens from this ship. If you removed 3-6 Tokens, place an Auxiliary Power Token beside this ship. If you removed 7+ Tokens, place 2 Auxiliary Power Tokens beside this ship. You cannot perform any free Actions during the same round you perform this Action, either before or after you perform this Action.

3



**THETA MAX**

**ACTION:** Target an enemy ship at Range 1 with no Active Shields. If there are no Theta Tokens beside their ship, place 3 Theta Tokens beside their ship. If there is any non-zero number of Theta Tokens beside their ship, place 1 Theta Token beside their ship. Place a number of Theta Tokens equal to the number you placed with this ability beside your ship.

3



**MALON EXPORT CRUISER**

**MALON EXPORT CRUISER**

6			↑		
5			↑		
4		↖	↑	↗	
3		↖	↑	↗	
2	↖	↖	↑	↗	↗
1			↑		
1			↓		

32



**ANTIMATTER TORPEDOES**

**ATTACK: (Target Lock)** Spend your target lock and place 3 Time Tokens on this card this card to perform this attack.

In addition to dealing damage, for each uncanceled ♦ or ♠ result you may place 1 Theta Token beside the target ship (max 3).

This Upgrade may only be purchased for a Malon ship and you may only fire this weapon from your side arcs.

2-3

5



**THETA STOP**

Upon revealing your maneuver, you may discard this card. If you do, place the shown Maneuver template in contact with your ship, but do not execute the maneuver. Instead, you may remove up to 3 Theta Tokens from your ship and place them at the end of the Maneuver template. Regardless of the color of the shown Maneuver, place exactly 1 Auxiliary Power Token beside your ship.

4