

THE PRACTICAL JOKER: (Animated Faction Pack)

Number of players: 2

Special Components: None

“While patrolling the Neutral Zone the U.S.S Enterprise entered an energy field while fleeing from Romulan ships. After passing through the energy field, the computer was damaged by the subatomic particles that made up the energy field. This damage has caused the computer to suffer the electronic equivalent of a nervous breakdown. Now, due to this damage, everything on the ship is malfunctioning and the crew are being impeded while trying to perform their duties.”

SQUADS: Player #1: 60 points including only the U.S.S. Enterprise

Player #2: 60 points including exactly two Romulan D7 Class ships.

SETUP: The Federation Player sets up within 4” of the N edge of the play area. The Romulan Player sets up within 4” of the S edge of the play area. (Standard setup)

RULES:

MESSING WITH THE SYSTEMS: When a ship would perform an action on its action bar, roll 1 attack die and consult the below chart.

- BLANK – Perform a CLOAK, SENSOR ECHO or EVADE instead.
- HIT – Perform an EVADE or SCAN instead.
- BATTLESTATIONS – Perform a TARGET LOCK or BATTLESTATION instead
- CRITICAL – This ship loses its action instead.

MESSING WITH THE CREW: When the ability of a Captain, Admiral or CREW upgrade is used, place 2 TIME tokens on that and in addition to its normal costs and conditions.

THE FINAL JOKE: All ships gain the following ability:

WHEN DEFENDING: Once per game, cancel this attack.

OBJECTIVES:

BOTH PLAYERS: Destroy the opposing fleet.

THE PRACTICAL JOKER: MISSION OVERVIEW

Number of Players: 2

Special Components: None

While patrolling the Neutral Zone the *U.S.S. Enterprise* entered an energy field while fleeing from Romulan ships. After passing through the energy field, the computer was damaged by the subatomic particles that made up the energy field. This damage has caused the computer to suffer the electronic equivalent of a nervous breakdown. Now, due to this damage, everything on the ship is malfunctioning and the crew are being impeded while trying to perform their duties.

1

THE PRACTICAL JOKER: SET UP

80 SP, including only the *U.S.S. Enterprise*.

60 SP, including exactly two Romulan D7 Class ships.

The Federation Player sets up within 4" of the N edge of the play area. The Romulan Player sets up within 4" of the S edge of the play area.



2

THE PRACTICAL JOKER: SPECIAL RULES

MESSING WITH THE SYSTEMS: When a ship would perform an Action on its Action Bar, roll 1 attack die and consult the below chart.

- — Perform a or Action on that ship's Action Bar instead.
- — Perform an or Action on that ship's Action Bar instead.
- — Perform a or Action on that ship's Action Bar instead.
- — This ship loses its Action instead.

MESSING WITH THE CREW: When the ability of a Captain, Admiral, or Upgrade is used, place 2 Tokens on that card in addition to its normal costs and conditions.

THE FINAL JOKE: All ships gain the following ability:

WHEN DEFENDING: Once per game:

Cancel this attack.

3

THE PRACTICAL JOKER: SPECIAL RULES

OBJECTIVES

BOTH PLAYERS: Destroy the opposing fleet.

4