

1 System Test

- Determine Ship's System to be used.
- If able, make a Power Adjustment
- Play a Command Card
- Add any Crew Card Bonus
- Add/Subtract bonus tokens
- Roll Die and add to your base system total
- If this number is \geq Success!

Note: To make a Cooperative System Test with other ships in the same system - spending an *Action Point* for each ship - combine the required system rating to your roll above.

Note: System Tests you undertake to perform a mission count - count as one of your actions.



SCAN 1 Scan Action

Un-Explored System - peek at system tile

Search for Cloaked Ships -

- Pass a Level 15 **Sensor Test**
- Sensor Echo - remove
- Cloak Token - the ship **de-cloaks** and the Scanning Ship may take a Second Action this turn.

1 Influence Action

Exert Influence: Place 1 or remove 1 token

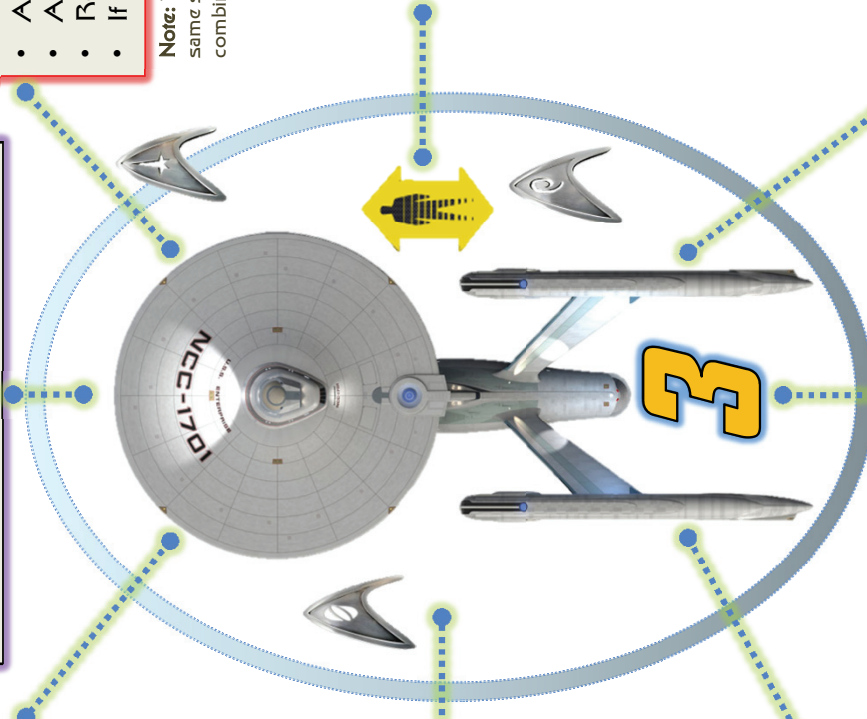
Build/Expand an Installation:

- **Outpost** - 1 Influence token
- **Colony** - 2 Influence tokens
- **Starbase** - 3 Influence tokens

1 Cloaking Action

Cloak an un-cloaked ship - replace with a **Sensor Echo** token

If Ship is cloaked: Place a **Sensor Echo** token



Discard 1 Command Card (*no action cost*) and draw a replacement card.

Cycle 1 Mission Card (*no action cost*) and draw a replacement card.

1 Combat Action

- **Weapons vs. Shield Test**
- If able, make a Power Adjustment before attacking enemy ship (*once per turn*)
- Both Players may play 1 Command Card
- Add any Crew Card Bonus
- Add/Subtract bonus tokens
- Roll Die and add to your base system total
- If attacker's number is $>$ target - **Success!**

Note: To make a Cooperative Attack with other ships in the same system - spending an *Action Point* for each ship - combine weapons rating to your roll above.

1 Transporter Action

Away Team - To/From a **Habitable System**

Crew Card- To/From a **enemy** ship you must first pass a **Sensor System test**, \Rightarrow enemy's Shield's Rating.

- Force opponent to Discard 1 Crew Card or discard 1 Crew Card from his hand (his choice).
- Take 1 Crew Card (your choice) and place on your ship as a prisoner.
- Rescue 1 Crew Card and immediately assign to your ship

Cargo- To/From a **friendly** ship (automatic)

Cargo- To/From a **enemy** ship you must first pass a **Sensor System test**, \Rightarrow enemy's Shield's Rating.

- Take 1 cargo card and place on your ship
- PLACE 1 cargo card on the enemy ship

1 Reinforce / Repair Action