

FEDERATION PLAYER AID

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FEDERATION COMMAND DECKS

Size	Cr	Op	Co	Notes
Captain Kirk	3	5	7	Extra VP / Mixed - Crew have very good abilities including extra VP for influence missions Good combat cards: 2 that can cancel combat
Captain Picard	3	7	8	Combat - Crew add to weapons, good defensive combat cards
Evasive Maneuvers	2	10	4	Movement - primarily adds to engines and aids in breakaways or evasion
Flagship Fleet	3	9	8	Combat - good crew and combat cards, especially useful if you happen to have less than 3 ships
Heavy Security	3	5	9	Combat - Crew add to weapons, most cards add to weapons or shields
Main Engineering	2	9	6	Power Adjustments and Engines - cards to perform power adjustments, and boost engines
Sensor Upgrade	2	10	5	Science - excellent deck for sensor upgrades
Starfleet Command	2	7	4	Influence / Mixed - Crew add shields, +1 fleet size card, cards for placing command tokens
Strange New Worlds	3	10	3	Exploration and Encounters - particularly good deck for passing system tests during encounters
Wild Space	2	10	6	Exploration / Mixed - cards incredibly varied

* Cr = # of Crew Cards *Op = # of Ops Cards *Co = # of Combat Cards

ACTION SUMMARY

Free Actions

- Move Ship (1 per ship)
- Power Adjustment (1 per ship) (decloaking a ship counts as its PA)
- Cycle a Mission Card (1 per turn)
- Cycle Command Card (1 per turn)

Regular Actions

(3 per turn 1 per ship)

- Cloaking
- Combat
- Influence
- Reinforcement
- Repair
- Scan
- Transport
- System Tests

LOCATION TILES

Hex Size	Star	Habit able	Unin- habitable	Nebula	Empty	Other	Total
2		2			4		6
3	1	4			4	2	11
4	1	1	2	2	4		10
5	1	1		4			6
6		1		3		2	6
7			2	2		1	5
8			2	1			3
9+	1			1		1	3
Total	4	9	6	13	12	6	

FEDERATION SHIPS

Ship	Size	SCI	INF	COM	Weap	Sens	Eng	Shld	CI
ENTERPRISE E	6	3	2	1	16	15	10	16	
PROMETHEUS	5	1	2	2	14	7	11	12	
VENTURE	5	4	1	0	13	12	9	13	
SUTHERLAND	4	1	1	2	11	7	9	10	
DEFIANT	3	0	2	1	7	6	9	7	x
EXCELSIOR	3	1	1	1	7	10	10	7	
VOYAGER	3	2	1	0	6	12	10	7	
YEAGER	3	0	1	2	7	8	9	7	
ENTERPRISE A	2	1	1	0	5	10	9	5	
RELIANT	2	2	0	0	4	11	9	4	
EQUINOX	1	1	0	0	4	10	8	4	
YOSEMITE	1	1	0	0	2	13	8	4	
Totals		17	12	9	96	121	111	96	
Vs Klingon		+9	-1	-8	-5	+33	+17		



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KLINGON COMMAND DECKS

Decks	Cr	Op	Co	Notes
Battleship	2	6	9	Combat - Good combat cards 5 cards (½ deck) with abilities specific to size 5+ ships
Code of Honor	2	3	8	Combat - Situational crew cards Varied offensive and defensive combat cards
Hidden Enemy	2	5	6	Cloaking / Combat - Completely focused on cloaked combat
House of Duras	3	6	6	Cloaking / mixed - Interesting crew abilities Incredibly varied cards, extra cloaking options
House of Martok	2	5	8	Combat - Rozhenko is an excellent crew card Mix of offensive and defensive combat cards
House of Mogh	3	4	9	Combat - Interesting crew abilities Very aggressive combat cards
Imperial Expansion	3	7	8	Influence - Klingon deck to aid in influence missions - because not every ship is good at combat
Klingon High Council	2	3	9	Combat - Situational crew cards Varied and situational combat cards +1 to fleet size
The Science of War	2	7	8	Science & Combat - Klingon's only science deck Good deck if you start with the Maht-h'a ship or just want extra sensors
Way of the Warrior	2	2	9	Combat - Situational Crew Varied and situational offensive and defensive combat cards

* Cr = # of Crew Cards *Op = # of Ops Cards *Co = # of Combat Cards

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7			2	2		1	5
8			2	1			3
9+	1			1		1	3
Total	4	9	6	13	12	6	

KLINGON SHIPS

Ship	Size	SCI	INF	COM	Weap	Sens	Eng	Shld	CI
NEG'HVAR	6	1	2	3	17	9	9	16	X
BORTAS	5	0	2	3	14	7	9	12	X
MAHT-H'A	5	3	1	1	13	10	10	13	X
KRONOS ONE	4	0	3	1	10	7	9	10	X
T'ONG	4	0	1	3	10	6	9	10	X
GR'OTH	3	0	1	2	7	5	8	7	X
KLOTHOS	3	0	1	2	7	7	8	7	X
CH'TANG	2	1	0	1	5	6	6	4	X
KORINAR	2	1	1	0	5	8	7	4	X
ROTARRAN	2	1	1	0	5	10	6	5	X
QHONDOQ	1	0	0	1	4	6	7	4	
SOMRAW	1	1	0	0	4	7	6	4	
Totals		8	13	17	101	88	94	96	
Vs Federation		-9	+1	+8	+5	-33	-17		