

STAR TREK ATTACK WING (UNOFFICAL) - EVENT CARDS

Rules of play: Players will take turns drawing cards from the Event Card Deck, one card per round. The player who draws the first card in the first round is the player with initiative. (See page 18 of the rule book.) At the beginning of the Planning phase, draw the next card in the Event Deck. The event listed on the card and its effects are applied for the current round.

Yellow Alert Cards affect only the player who draws the Card. **Red Alert** Cards affect all players. **Green** Cards have no effect that round.

Notes: Before the start of each game, review the Event Card Deck and remove any cards that are inappropriate or undesired for your game.

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STEADY AS SHE GOES

No event this round.
Use normal rules.

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YELLOW ALERT

TIME/SPACE DISTORTION

You can reposition any map element on the field. (planet, asteroid, fog, etc.) The new position cannot overlap any ships or other map elements.



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YELLOW ALERT

BIO-NEURAL GEL PACKS

Each of your ships may perform a second Action listed on its Action Bar as a free Action this round.



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YELLOW ALERT

PHOTONIC CANNON

All secondary weapons on all your ships can be used at Range 1-3 and add +2 attack die.



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YELLOW ALERT

RESERVE POWER

Remove all Disabled Tokens from all upgrades on your ships.



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RED ALERT

SUPERNOVA

All map elements (planets, asteroids, fog, etc.) are removed from the play area.



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RED ALERT

MAJOR Q INTERVENTION

All ships are removed from the play area and then placed in ascending Captain Skill order in that player's Starting Area.



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YELLOW ALERT

TRITANIUM-RICH ASTEROID

You may repair one hull damage on each of your ships, even critical damage.



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YELLOW ALERT

METEOR SHOWER

All your ships suffer one damage each (shields or hull in case of no remaining shields).



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YELLOW ALERT

DILITHIUM-RICH ASTEROID

You may repair one shield to each on your ships.



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YELLOW ALERT

MINOR Q INTERVENTION

All your ships are removed from the play area and then placed in ascending Captain Skill order in your Starting Area.



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YELLOW ALERT

COMPUTER FAILURE

Disable all Weapon upgrades on all your ships for the rest of the round.



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YELLOW ALERT

WARP JUMP

Choose one of your ships. That ship may perform the same maneuver an additional time immediately after its first.



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YELLOW ALERT

INERTIAL DAMPENER FAILURE

There is no ship movement this round; your ships remain in their current positions.



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YELLOW ALERT

SPATIAL ANOMALY

Choose one of your ships and remove it from the play area. During the End Phase, place your ship back in the play area at its original place.



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YELLOW ALERT

MUTINY

All Crew Upgrades are considered disabled for the rest of the round.



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YELLOW ALERT

SABOTAGE

During the Planning Phase, after every ship has been assigned a Maneuver Dial, choose an opponent's ship. Look at that ship's Maneuver Dial and change it to any maneuver of your choice.



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YELLOW ALERT

ESPIONAGE

During the Planning Phase, after all opponent's ships have been assigned a Maneuver Dial, you may look at the chosen Maneuver for any ship that has no active shields. Your opponent cannot change any Maneuver Dial after you have looked at it.



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YELLOW ALERT

Q-CRISIS

Your ships cannot take any Hull damage this round.



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RED ALERT

REPLICATOR FAILURE

Nanoprobes are running out! Any Borg ship ignores its maneuver dial and moves as if it were assigned a White 1 Maneuver (straight, bank or turn).



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RED ALERT

INFILTRATION

Unimatrix Zero has infiltrated your fleet! All Borg Crew Upgrades are considered disabled for the rest of the round.



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RED ALERT

BLACK HOLE

Instead of normal movement, all ships move as if they were assigned a White 2 Maneuver (straight, bank, turn, or full astern). This movement must be towards the center of the playing field.



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YELLOW ALERT

TRANSFER OF PERSONNEL

All captains in the fleet need to be transferred to a new ship.



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RED ALERT

PEACE NEGOTIATIONS

For this round, all ships may fire with a max of 2 attack dice. No effect modifies this number.



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RED ALERT

TEMPORAL PARADOX

For this round, the Phase order is changed:

1. Planning
2. Combat
3. Activation/Actions
4. Activation/Movement
5. End



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RED ALERT

REPLICATOR FAILURE

Romulan Ale is running out! Any Romulan ship ignores its maneuver dial and moves as if it were assigned a White 1 Maneuver (straight, bank or turn).



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RED ALERT

INFILTRATION

The Tal Shiar has infiltrated your fleet! All Romulan Crew Upgrades are considered disabled for the rest of the round.



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RED ALERT

REPLICATOR FAILURE

Blood Wine is running out! Any Klingon ship ignores its maneuver dial and moves as if it were assigned a White 1 Maneuver (straight, bank or turn).



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RED ALERT

INFILTRATION

The Duras Family has infiltrated your fleet! All Klingon Crew Upgrades are considered disabled for the rest of the round.



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RED ALERT

REPLICATOR FAILURE

Ketracel White is running out! Any Dominion ship ignores its maneuver dial and moves as if it were assigned a White 1 Maneuver (straight, bank or turn).



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RED ALERT

INFILTRATION

The Obsidian Order has infiltrated your fleet! All Dominion Crew Upgrades are considered disabled for the rest of the round.



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RED ALERT

ION STORM

Immediately disable all shields on all ships in play. Flip Cloak tokens to the red side.



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RED ALERT

SOLAR STORM

All Borg and Tech Upgrades are considered disabled for the rest of the round.



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RED ALERT

COMPUTER VIRUS

No ship is allowed to perform actions this round.



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RED ALERT

OMEGA DIRECTIVE

You cannot use or gain the effect of any text on any cards this round.



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RED ALERT

REPLICATOR FAILURE

Coffee is running out! Any Federation ship ignores its maneuver dial and moves as if it were assigned a White 1 Maneuver (straight, bank or turn).



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RED ALERT

INFILTRATION

Section 31 has infiltrated your fleet! All Federation Crew Upgrades are considered disabled for the rest of the round.



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