

Random Event Card Cover

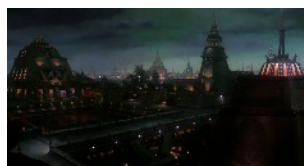


Strategic Stance Card Cover



### Political move

Extremists within the Klingon Empire gain the upper hand...temporarily. The Klingon player may not attack during his present turn. He may defend and move.



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### **Increased Production**

Klingon player plays the card just before he rolls for production at the end of the turn. It allows him to add one fleet counter in addition to the number rolled on the production table.



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Pacifists within the Federation Council gain the upper hand...temporarily. The Federation player may not attack during his present turn. He may defend and move.



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### **Klingon Political Turmoil**

Klingon player rolls one die. The result is the number of fleet counters that must be moved and placed on Qo'nos. At the beginning of the player's next turn, roll one die. If the result is 4-6, ships are free to move. Repeat each turn until ships can move.



### **Federation Political Turmoil**

Federation player rolls one die. The result is the number of fleet counters that must be moved and placed on Earth. At the beginning of the player's next turn, roll one die. If the result is 4-6, ships are free to move. Repeat each turn until ships can move.



### **Counter Intelligence**

Hold card until used. Played when Klingon plays Intelligence Coup card. It negates the effects of the Klingon card.



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### **Vulcan Political Tensions**

Player places all Vulcan fleet counters in play on Vulcan. Ships may not move this turn. On the following turn, roll 1 dice. On a roll of 4-6, ships may move. Repeat each turn until ships can move.



### **Humanitarian Aid**

Remove 1 Federation fleet counter from the board and place off map. On the following turn, roll 1 dice: on a roll of 4-6 ship may move. Repeat each turn until ship may move.



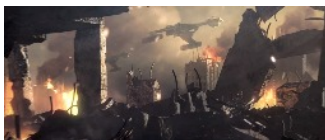
### **Intelligence Coup**

Player holds card face down and may play it at any point in the game but prior to combat being resolved. It adds a +1 to all die rolls to resolve combat. Once played, it is placed in the discard pile for the Federation player.



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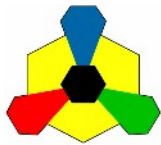
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### **Trouble on the Romulan Border**

Player moves three fleet counters already in play and places them along the Romulan border. On next turn roll 1 die; on a roll of 4-6, fleets may move away. Repeat each turn until ships can move.



### **Andor, Vulcan Tensions**

Player places all Vulcan and Andorian ships in play on their respective home planets. They may not move this turn but may move the following turn.



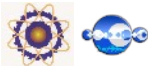
### **Trouble on the Romulan Border**

Player moves three fleet counters already in play and places them off map to the right. At the beginning of the player's next turn roll 1 die; on a roll of 4-6, fleets may be placed on Qo'nos and move. Repeat each turn until ships can move.



### **Divided Tellar Government**

Remove 1 Tellar fleet counter from the board and place on Tellar home world. On the following turn, roll 1 dice: on a roll of 4-6 ship may move. Repeat each turn until ship may move.



### **Tellar, Andor Tensions**

Player places all Tellar and Andorian ships in play on their respective home planets. They may not move this turn but may move the following turn.



### **Revolt in Klingon Empire**

Player places three fleet counters already in play on Qo'nos. They may not move this turn. On next turn roll 1 die; on a roll of 4-6, the ships may move. Repeat each turn until ships may move.

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