

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 removes one fleet unit in play and places it on Qo'nos. At the beginning of the player's next turn, roll one die. If the result is 4-6, the unit is free to move. Repeat each turn until unit can move. See Rules under Klingon Cards.



### **Federation Political Turmoil**

Federation player removes one fleet unit in play and places it on Earth. At the beginning of the player's next turn, roll one die. If the result is 4-6, the unit is free to move. Repeat each turn until ship can move. See Rules under Federation Cards.



### **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 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. See rules under Federation Cards.



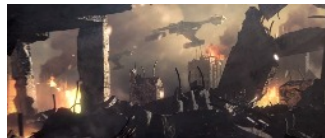
### **Intelligence Coup**

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

The player moves two fleet counters already in play and place them along the Romulan border. On next turn roll 1 die; on a roll of 4-6, fleets may move. Repeat each turn until ships can move. See Rules under Federation Cards.



### **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.



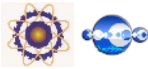
### **Trouble on the Romulan Border**

Player moves two 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 return to Qo'nos and move. See Rules under Klingon Cards.



### **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**

The player places two 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. See Rules under Klingon Cards.

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*RANDOM EVENT*



*STRATEGIC STANCE*















