

1



IMPERIAL FLAGSHIP WING

In Space Battles and Invasions, this Fleet ignores an opponent's (including the Borg) Shield Modifier.



2



ASSAULT GROUP

This Fleet may re-roll To Hit rolls of 1 in Planetary Invasions.



3



COVERT ANALYSIS GROUP

During your turn, when this Fleet Occupies a Rival's System with a Research Node, you may Exhaust one Command to take 1 Research. You may place the Research on one of your Projects. This may only be used once per turn.



Each turn begins with a Building Phase. When you are finished spending resources, flip this card over and your Command Phase begins.

STARSHIPS



Build at Earth and at your Starbases.



PRODUCTION NODE



Build on Production or Open Sites.



RESEARCH NODE



Build on Research or Open Sites.



CULTURE NODE



Build on Culture or Open Sites.



COLONIZE SECTOR



Build on Undeveloped Systems you Occupy.



COMMIT RESEARCH

You may add 1 Research Token to each Advancement Project per turn. You may also upgrade Weapons and Shields.



BUILDING PHASE

UCR2.0

TRADE AGREEMENT



UCR2.0

TRADE AGREEMENT



UCR2.0

TRADE AGREEMENT



UCR2.0