STAR FLEET
BATTLE FORCE

These new special action cards will add excitement to a future expansion pack for the game. The cards were done by Joel Shutts using art done by various artists.

Weapons Merchant: This card is dangerous as it lets everyone pull a card from the discard pile in exchange for a card they cannot use. The card is not limited to “weapons” although perhaps playtesting will show it should be. This card does not replace your one attack.

Igneous: Always one of our favorite monsters. This card does not replace your one attack.

Plasma Shotgun: This is played as part of your attack using the attacking ship’s plasma-R launcher. While the other cards of the attack must all focus on one target (which need not be in the screen), the two or three attacks from this card can hit any ships of the targeted player’s screen.

Fog of War: This replaces your one attack and is ultimately a defensive card as it blocks attacks from anyone not adjacent to you. (It would have no effect on a two- or three-player game.)

Freighter Trap: A freighter is used as bait to lure an enemy into a trap. This card replaces your one allowed attack for the turn.

Infiltrator: This card counts as your one attack, but can damage an enemy ship. (The owner of the ship selects the weapons that are damaged.) The infiltrator might even capture the ship and bring it (damage and all) to your own fleet!