Here we present six new special cards for Star Fleet Battle Force. Each provides a unique change to the overall game.

Three of these cards are marked “play immediately” which is a concept we have previously avoided in Star Fleet Battle Force because there is no way to enforce honesty. A player who drew the card and didn’t want to play it could simply hide it. So, if one of those situations happens when everybody has to discard all of their cards, all are discarded face up. If you are caught with a “play immediately” card in your hand or reserve, then every player in the game (starting with the player to your left) may take one of your ships and add it to his fleet (repairing all damage for free when he takes the ship) or add it to his “kill pile” if he would rather do that. So be honest and don’t get caught!

Merchant Shipyard provides a way to repair a few vital systems on a key ship.

Retribution might be described as the last great act of defiance, and reflects the explosion rules from SFB.

Sun Snake is another monster.

Anti-Drone permanently adds an icon to one ship. A damage point applied to the icon means you must discard the card.

Double Team is a new idea, and allows two ships to use the same attack card (in effect, it doubles the attack card).

The Black Hole not only damages every ship, but reduces damage on everybody’s next turn.

**MERCHANT SHIPYARD**

Play immediately in the center of the table. In addition to your normal turn all players can discard up to three cards to repair that many damage points on one ship. This card is then removed.

**RETRIBUTION**

Play when one of your ships is destroyed. Cause D6 damage to the attacking ship. The attacking ship cannot use defensive cards for the next turn.

“Set the reactor to overload. If we’re going down then we’re taking them with us.”

Captain Joel “Iron Cloak” Shutts

**SUN SNAKE**

Play immediately in the center of the table. Destroyed if it receives 24 damage. If it is not destroyed by the third player to attack it, it destroys one cruiser belonging to each player. If you do not have a cruiser in play then you do not lose a ship.

**ANTI-DRONE DEVICE**

Play at any time on one of your ships. Add the ADD symbol to that ship. When this ship is in the screen remove 3 damage points from drone cards used by any player against that ship.

**BLACK HOLE**

Play immediately in the center of the table. In addition to your normal turn all ships immediately receive three damage points. Any ship destroyed by this card is not returned to the shipyard deck or added to victory points. All ships gain a two EW point defense bonus. Remove before the playing player’s next turn

**DOUBLE TEAM**

Play when you declare an attack. Choose a second ship to join in the attack and both ships use the same attack cards as much as they can.