

STAR FLEET CARDS

Game Rules

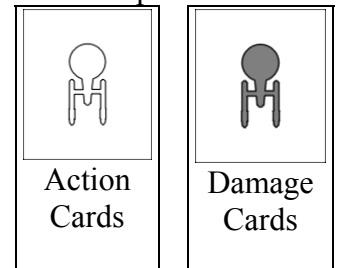
This is a cards game that simulates the combat between two starships using a simplified version of the rules of Star Fleet Battles, each starship is represented by a deck of cards, here are presented the decks for the following ships:

- Federation CA
- Klingon D7

You must notice that the cards of the two decks are different both in type and number, this is normal because the two starships are different among them and act in different manner, as an option you could use two equal decks for a fight between equal ships.

You must not shuffle together the decks of the two players, but you must hold them separate.

To prepare the game you must divide the deck in Action Cards (back with the white starship) and Damage Cards (back with the gray starship), you must remove the Shield Cards from the first deck and select casually one, that card show the direction in which the ship points, finally the first deck goes mixed, the second goes disposed face up, maintaining the order of sequence of the damage (top-left number).



The game is divided in turns, in the beginning of each turn each player takes from his deck enough cards to let him have ten cards in hand, then they will play or discard a card, until to a maximum equal to the points of energy that the ship possesses, (notice that the action of discard a card is equal to the action of play it to the purpose of the energy), a player could finish his turn in any moment, the other player could continue to play or discard cards up to the limit of the energy.

The initiative alternates itself each turn to the two players.

The goal of the game is to cause damage to the enemy, such damage will be applied first to the shield that the opponent faces, once eliminated the shield will cause internal damage to the ship, using the second deck to show the level of achieved damage.

The cards that can be used to reduce the damage after a card of fire is played are:

- General Reinforcement,
- Specific Reinforcement.

The cards that could not reduce damage after a card of fire is played are:

- Movement cards (Close/ Away, Left/ Right, HET),
- Electronic Warfare cards,
- Shield Repair.

Notice that if the battery is full and not destroyed is always able to reduce the damage of one point.

Among a turn and the other you must remove and put in the discard deck the cards of electronic warfare, shields reinforcement and tractor beams; instead the cards of charging photons, drones and shuttles remain on the table until used or destroyed.

All Cards

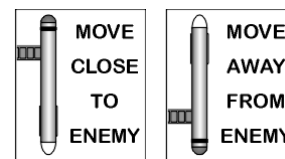
This is the explanation of the use of all cards, the number among parenthesis point out the number of cards that are present in a deck:

Move Close to Enemy (5)

Move Away from Enemy (5)

All the weapons have effect according to the distance to which they locate the two starships, this distance is indicated in four degrees:

- L Long
- M Medium
- S Short
- P Point Blank

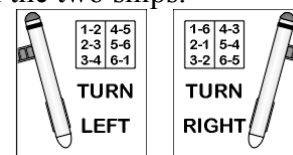


The game starts with the ships to L distance, playing a card Move Close the distance will be reduced of a degree (for instance: to the beginning to play this card will bring the distance to M), playing a card Move Away the distance will increase of a degree, a card Moves Close played to P distance won't have any effect, like also a card Moves Away played to L distance; you can't play these cards movement if is in effect a tractor beam between the two ships.

Turn Left (4)

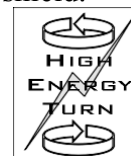
Turn Right (4)

These cards are used to turn the ship in relation to the opponent, with the card Turn Left the ship will turn and the shield changes to that to his left, the same with the card Turn Right, the shield changes to that to his right. The table on the cards shows the start shield with the corresponding end shield.



High Energy Turn (1)

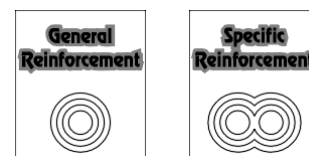
This card could be played only once in the game, once you make this action you must discard it, not insert in the discard deck; his effect is to change the direction of your starship, the resulting direction is independent from the actual one.



Generic Reinforcement +1 (1)

Specific Reinforcement +2 (2)

The cards of reinforcement to the shields increase the resistance of the shield of the correspondent value, a card of generic reinforcement is worth for all the shields, a card of specific reinforcement must be associate to an individual shield, you cannot put specific reinforcement to a down shield, there is not limit to the number of this type of cards that you could play in a turn, the cards of shield reinforcement must be eliminated at the end of the turn and inserted in the discard deck.

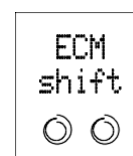


ECM Shift +1 (2)

ECM Shift +2 (1)

ECCM Shift +1 (2)

ECCM Shift +2 (1)



These cards represent the effects of electronic warfare, an ECM Shift reduces the damage of the correspondent value, an ECCM Shift is used only to counter an ECM Shift, you cannot play cards of electronic warfare that give a value more than +2, the cards of electronic warfare must be eliminated at the end of the turn and inserted in the discard deck.

Boarding Party (CA 3, D7 4)

To play one of these cards there must not be points of shield or reinforcement between the two players, in both starships, the effect of this card is to make one point of damage to the enemy¹, it could be countered only with a card of Generic Reinforcement or another Boarding Party card, in this last case the two cards are eliminated without cause any damage, notice that once used a BP card that must be eliminated from the current game, instead if you discard it, you can insert it in the discard deck.



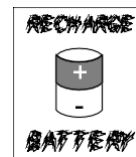
Tractor / Negative Tractor (2)

This card could be played when the distance between the two starships is P or S and it blocks the starships at this distance until the end of the turn or when the enemy plays another Tractor card, that works as Negative Tractor, an other use of this card it is to block a Shuttle or Drone card until the next turn.



Recharge Battery (1)

If the batteries of the ship are not destroyed (see damages section) and full of energy, could be used for remove a damage or to strengthen a shield of a point in specific or generic way²; if they are used they become empty and can be reloaded with this card, the batteries are full at the beginning of the game, there is no limit to the number of times you can reload the batteries, but once that the batteries have been destroyed this card must be eliminated from the game.



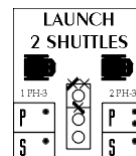
Shield Repair (1)

This card repairs one damage to one shield, the card has effect at the beginning of the next turn, the shield must already be damaged from a preceding turn, this card is not treated like reinforcement, the repair is maintained among turns.



Launch 2 Shuttles (CA 2, D7 1)

This card puts in combat two shuttles, once played remains in the table and eventually is removed from the game only when the shuttles have been destroyed, the shuttles move each turn of a position, you must record the relative position to both the starships, for instance: you launch the shuttles when at distance M and sudden after you make a maneuver Moves Away, the shuttles will locate to distance M from the enemy and distance S from your ship, at the end of the turn they will move near the enemy and arrive to distance S from your opponent and M distance from you, if the shuttles locate themselves at distance L at the end of the turn are removed and considered destroyed.



Each shuttle has a phaser-3 360° that you could use once in a turn but not in the turn you launched them, on the card is written the damage that the phasers do at distance P and S, to bigger distances the damage is zero; also written on the card are the information that two damages destroy one shuttle, while the third damage destroys the second shuttle; the table to the left shows the damage from one phaser 3, the table to the right shows the damage from two phaser 3.

Fire 2 PH-1 FA (4) (only CA)

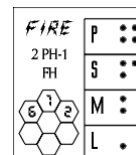
Fire 2 PH-1 LF+ L (4) (only CA)

Fire 2 PH-1 RF+ R (4) (only CA)

Fire 3 PH-2 FX (4) (only D7)

Fire 2 PH-2 L+ LR (4) (only D7)

Fire 2 PH-2 R+ RR (4) (only D7)



¹ It will be damaged the next element, the attacker do not choose the element.

² In the second method it could be used to block a Boarding Party card.

Fire 2 PH-2 Wing (4) (only D7)

These cards represent the phasers of the ship, for simplicity they have been gathered to two or three on a single card, you can play each type of phaser card once in a turn, in the right side is indicated the damage that is inflicted in relation to the distance between the ship and the target³, in the bottom part is the diagram of the phasers' arcs of fire, the indicated shields are those of your ship through you can fire that phaser, for instance: the card Fire 2 Ph-1 RF+ R could be used when you show to the enemy the shields 1, 2 or 3.

1st Turn Arming 2 Photon STD (4) (only CA)

1st Turn Arming 2 Photon OVL (4) (only CA)

Fire 2 Photon STD (4) (only CA)

Fire 2 Photon OVL (4) (only CA)

This weapon is treated like phasers, the difference is the charging of this heavy weapon, you must charge them one turn before being able to fire them, playing a card 1st Turn Arming you charge a couple of photon that will be fired with a Fire card only in the next turn, if you arm them in a way (STD or OVL) you will fire them at the same way (Fire 2 Photon STD or OVL), the only exception is that you can replace a 1st Turn Arming STD card with a 1st Turn Arming OVL card the next turn and fire them with a Fire 2 Photon OVL card; if the photon is not fired the following turn to the charging is considered automatically hold and they will be used the next turns; you can not play a 1st Turn Arming card in the same turn you have fired the same couple of photon.

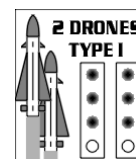
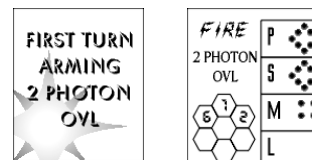
Fire 2 Disruptor STD (8) (only D7)

Fire 2 Disruptor OVL (8) (only D7)

The disruptors are weapon that you could arm and fire in a single turn, in this game are treated like phasers, every card represents a couple of disruptors and in a turn they can be fired in standard or overload mode, not both.

Fire 2 Drone I (2) (only D7)

This card could be played once in a turn, each hand (following that of playing it) this card drones can be moved closer to target of one distance category, in the following hand to that in which drones found them to P distance the drones impact on the ship causing a total of six points of damage (as show on card, three for each drone), they could be destroyed with phasers or heavy weapons that causes two damages at least, one for each drone, in the case of heavy weapons an electronic warfare shift of +2 ECM must be counted, or they could be blocked with a tractor beam when they are at P or S distance, the Drone card could be played against a Shuttle card.

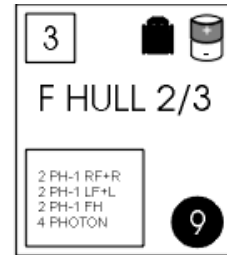


³ The enemy' ship, a drone or a shuttle.

Damage to Ships

The second deck of cards (with the dark back) are used to record the damages inflicted to the starships, there are some symbols on these cards: the top-left number shows the order of the damage cards, the deck must always be sorted according to this number, to the center is indicated the element of the ship that comes damaged with the next point of damage, the low-right number shows the level of energy and then the number of cards that you could play in a turn, the low-left box contains a list of weapons still intact, in the up-right corner are represented the integrity of the batteries and the shuttle bay with two symbols; the deck goes disposed with the back toward the table, notice that the card on the top of the deck shows the next damage that will be inflicted, all the other information are relative instead to the actual state of the ship; for instance: if the top card shows the destruction of two disruptors, now the starship can use up to four disruptors, you can read this in the low-left box; only when another damage comes this card goes in effect and the starship will use only two disruptors, as you can read in the next card.

The game ends when one of the two starships reaches zero energy, it won't play cards then his destruction is certain, however for completeness I have included in the deck all the levels of damage up to the exhaustion of the Excess Damage; notice that the number of cards that you can play in a turn could change during the same turn, this change goes applied immediately, if the number of points of energy descends under the number of cards you already played that turn you can not play or discard more until the next turn, however the cards that you have already played or discarded are considered valid.



This is a list of the Action Cards from the two starships: the columns show the number and the name of each type of card.

71 Federation CA

4	Fire 2 PH-1 FA
4	Fire 2 PH-1 LF+L
4	Fire 2 PH-1 RF+R
4	Fire 2 Photon STD
4	Fire 2 Photon OVL
4	1st Turn 2 Ph STD
4	1st Turn 2 Ph OVL
2	ECM +1
1	ECM +2
2	ECCM +1
1	ECCM +2
6	Shield 8-6-5-5-5-6
3	Boarding Party
5	Move away
5	Move close
4	Turn left
4	Turn right
2	Tractor / Neg. Trac.
1	Recharge Btty
1	HET
1	Gen. Reinf. +1
2	Spec. Reinf. +2
1	Shield Repair
2	Launch 2 Shuttles

77 Klingon D7

4	Fire 3 PH-2 FX
4	Fire 2 PH-2 L+LR
4	Fire 2 PH-2 R+RR
4	Fire 2 PH-2
8	Fire 2 Disr STD
8	Fire 2 Disr OVL
2	ECM +1
1	ECM +2
2	ECCM +1
1	ECCM +2
6	Shield 8-6-4-3-4-6
4	Boarding Party
5	Move away
5	Move close
4	Turn left
4	Turn right
2	Tractor / Neg. Trac.
1	Recharge Btty
1	HET
1	Gen. Reinf. +1
2	Spec. Reinf. +2
2	Fire 2 Drone I
1	Shield Repair
1	Launch 2 Shuttles

This is a list of the Damage Cards, the columns from left to right are: number, system name and energy left.

N°	Federation CA		Ener.	N°	Klingon D7		Ener.
1	F HULL	1/3	9	1	F HULL		10
2	R HULL		9	2	A HULL	1/2	10
3	F HULL	2/3	9	3	2 PH-2 R+RR		10
4	2 PH-1 RF+R		9	4	BATTERY		10
5	F HULL	3/3	9	5	IMPULSE		10
6	2 PH-1 LF+L		9	6	A HULL	2/2	9
7	BATTERY		9	7	SHUTTLE		9
8	SHUTTLE		9	8	2 PH-2 L+LR		9
9	2 PHOTON FA		9	9	APR		9
10	IMPULSE		9	10	LAB		8
11	R WARP	1/4	8	11	2 DISRUPTOR FA		8
12	L WARP	1/4	7	12	2 DRONE		8
13	LAB	1/2	6	13	R WARP	1/4	8
14	LAB	2/2	6	14	L WARP	1/4	7
15	R WARP	2/4	6	15	2 PH-2		6
16	L WARP	2/4	5	16	R WARP	2/4	6
17	2 PH-1 FH		4	17	L WARP	2/4	5
18	R WARP	3/4	4	18	R WARP	3/4	4
19	L WARP	3/4	3	19	L WARP	3/4	3
20	R WARP	4/4	2	20	3 PH-2 FX		2
21	L WARP	4/4	1	21	R WARP	4/4	2
22	TRACTORS		0	22	L WARP	4/4	1
23	TRANSPORTERS		0	23	TRACTORS		0
24	2 PHOTON FA		0	24	2 DISRUPTORS FA		0
25	EX DAM	1/2	0	25	TRANSPORTERS	1/2	0
26	EX DAM	2/2	0	26	TRANSPORTERS	2/2	0
				27	EX DAM		0

GAME EXAMPLE

The two player are CA and D7, the cards of CA are:

- 1) recharge battery,
- 2) boarding party,
- 3,4) move close,
- 5) ecm shift +2,
- 6) fire 2 ph-1 fa,
- 7) general reinf. +1,
- 8) specific reinf. +2,
- 9) fire 2 ph-1 rf+r,
- 10) fire 2 ph-1 lf+l.

The hand of D7 is:

- 1,2) fire 2 ph-2 r+rr,
- 3) fire 2 ph-2 l+lr,
- 4) turn right,
- 5) move away,
- 6) fire 2 discr. ovl,
- 7,8) fire 2 discr. std,
- 9) fire 3 ph-2 fx,
- 10) boarding party.

CA selects casually direction 4, D7's direction is 6, now they are at distance L, the battle begins.

Since CA has no turn cards and cannot fire backward he waits for next hand and wants to discards some cards, he begins to discard boarding party (1 card played); D7 wants to fire, he plays fire 2 discr. std (1 card played) for 1 point of damage, CA reply with general reinf. +1 (2 cards), eliminating the point of damage and the reinforcement; D7 continue with the other 2 disruptors, playing fire 2 discr. std (2 cards), CA reply with specific reinf. +2 (3 cards), eliminating the point of damage and one point of reinforcement (CA plays not very well, since if he played the ecm shift +2 the first round he received full protection from all attacks from distance L, and maintained all reinforcement cards for a later use); since D7 has no more attack cards he discards boarding party (3 cards) since this card is not very useful at start; CA don't want to play any other cards, so he ends his turn, D7 too, both has played three cards so they draw three cards each from the action decks, now CA's cards are:

- 1) recharge battery,
- 2,3) move close,
- 4) ecm shift +2,
- 5) fire 2 ph-1 fa,
- 6) fire 2 ph-1 rf+r,
- 7,8*,9*) fire 2 ph-1 lf+l,
- 10*) 1st turn 2 photon std,

* means new cards.

Now D7's cards are:

- 1,2) fire 2 ph-2 r+rr,
- 3) fire 2 ph-2 l+lr,
- 4) turn right,
- 5,6*) move away,
- 7) fire 2 discr. ovl,
- 8) fire 3 ph-2 fx,

Shields	CA	D7
1	8	8
2	6	6
3	5	4
4	5	3
5	5	4
6	6	6

Shields	CA	D7
1	8	8
2	6	6
3	5	4
4	5	3
5	5	4
6	6	6

- 9*) tractor/neg. tractor,
- 10*) boarding party.

This turn D7 starts, not very well as he discards boarding party (1 card); CA puts aside the 1st turn 2 photon std (1 card), this card must remain face down until this photons are fired; D7 discards tractor/neg. tractor (2 cards), CA has too many fire lf+l cards so he discards one (2 cards), obviously he discards the worst, D7 discards one fire 2 ph-2 r+rr cards (3 cards), CA discards another fire lf+l cards (3 cards); D7 discards one move away (4 cards) and CA wants to end the turn, D7 has no more cards to discard so the turn ends, CA draws three cards and D7 draws four, CA has these cards:

- 1) recharge battery,
- 2,3,4*) move close,
- 5) ecm shift +2,
- 6) fire 2 ph-1 fa,
- 7) fire 2 ph-1 rf+r,
- 8) fire 2 ph-1 lf+l,
- 9*) 1st turn 2 photon std,
- 10*) 1st turn 2 photon ovl.

D7 has these:

- 1,2*) fire 2 ph-2 r+rr,
- 3) fire 2 ph-2 l+lr,
- 4) turn right,
- 5) move away,
- 6) fire 2 discr. ovl,
- 7) fire 3 ph-2 fx,
- 8*) move close,
- 9*) boarding party,
- 10*) launch 2 shuttles (wow!).

Shields	CA	D7
1	8	8
2	6	6
3	5	4
4	5	3
5	5	4
6	6	6

CA starts playing with a 1st turn 2 photon ovl (1card) and put it near the other 1st turn card already played, so now he has all four photon tubes charged (2 std and 2 ovl, D7 don't knows it), D7 plays move close (1 card), now the starships are at distance M, for protection CA plays ECM shift +2 (2 cards), if D7 fires 2 discr ovl he makes only 1 point of damage, so he waits for fire, instead he discards one move away (2 cards), CA discards one move close (3 cards), D7 discards one fire 2 ph-2 r+rr (3 cards), CA discards 1st turn arming 2 photon std (4 cards), D7 plays launch 2 shuttles (4 cards), now the shuttles are at distance M, CA ends its turn, D7 discards one boarding party (5 cards) and ends the turn, the shuttles go to distance S to both starships, CA remove the ECM shift, now CA draws four cards and D7 five, CA has these cards:

1) recharge battery,
2,3,4*) move close,
5) fire 2 ph-1 fa,
6) fire 2 ph-1 rf+r,
7) fire 2 ph-1 lf+l,
8*) fire 2 photon std,
9*) turn left,
10*) general reinforcement +1.

D7 has these cards:

1,2*) fire 2 ph-2 r+rr,
3,4*) fire 2 ph-2 l+lr,
5,6*) turn right,
7) fire 2 discr. ovl,
8) fire 3 ph-2 fx,
9) high energy turn,
10*) move away.

Shields	CA	D7
1	8	8
2	6	6
3	5	4
4	5	3
5	5	4
6	6	6

It's D7 turn, he plays fire 2 discr. ovl (1 card), for three points of damage at distance M, the shuttles fire at distance S for one point of damage, totaling four points, CA plays general reinforcement +1 (1 card) reducing damage to shield 4 to three points, and to two using the batteries, the shield now it at strength three (five total minus two damages), D7 continue with fire 2 ph-2 l+lr (2 cards), for one point, CA plays recharge battery (2 cards), and uses the batteries to absorb this damage, D7 fire 3 ph-2 fx (3 cards) for another point of damage, CA accepts this damage (now shield 4 is at strength two) and play turn left (3 cards), now the shield facing the D7 is number 3, D7 discards one move away (4 cards), CA plays fire 2 ph-1 rf+r (4 cards) against the shuttles, causing two points of damage and destroying one shuttle, D7 discards one turn right (5 cards), CA discards one move close (5 cards), D7 discards one fire 2 ph-2 r+rr (6 cards) and close the turn, the survivor shuttle is now at distance P, CA draws 5 cards and D7 six, now CA has:

1,2) move close,
3) fire 2 ph-1 fa,
4) fire 2 ph-1 lf+l,
5*) fire 2 ph-1 rf+r,
6,7*,8*) fire 2 photon std,
9*) 1st turn 2 photon ovl,
10*) turn left.

D7 has:

1) fire 2 ph-2 r+rr,
2) fire 2 ph-2 l+lr,
3*) fire 3 ph-3 fx,
4*) fire 2 discr. std,
5*) fire 2 discr. ovl,
6,7*) turn right,
8) high energy turn,
9*) move close,
10*) general reinforcement +1.

Shields	CA	D7
1	8	8
2	6	6
3	5	4
4	2	3
5	5	4
6	6	6

CA plays turn left (1 card) and now the shield facing the D7 is number 2 (good for photons!), D7 starts firing with 3 ph-2 fx (1 card) for 2 points of damage, plus 1 from the shuttle, now CA shield 2 is at strength three (six minus three), CA plays move close (2 cards) and now the two starships are at distance S, the shuttle goes to distance S too, D7's welcome are 2 discr. ovl (2 cards) for four point of damage, these destroy the three remaining points of shield 2 and

cause one internal: F Hull 1/3 (1), CA replies with fire 2 photon std (3 cards), with the 1st turn photon std already played this card causes four point of damage, D7 plays general reinforcement (3 cards) and absorbs one point with the battery, reducing shield 6 to strength four (six minus two), CA plays fire 2 ph-1 rf+r (4 cards), for 3 points of damage, reducing shield 6 to one point of strength (four minus three), D7 plays fire 2 discr. std (4 cards), these are the other two disruptors, causing two internals: R Hull (2) and F Hull 2/3 (3), nothing important (yet!), CA plays fire 2 ph-1 fa (5 cards), against the shuttle, destroying it, now this card is removed from play until the end of this game, D7 plays fire 2 ph-2 l+lr (5 cards), for 1 point of damage and one internal: 2 Ph-1 RF+R (4); CA discards one fire 2 photon std (6 cards), D7 plays turn right (6 cards), giving now fresh shield 1 to CA and ending the turn, both players draw 6 cards, CA now has:

1,2*,3*) move close,
4) fire 2 ph-1 lf+l,
5*) fire 2 ph-1 fa,
6) fire 2 photon std,
7) 1st turn 2 photon ovl,
8*) 1st turn 2 photon std,
9*) high energy turn,
10*) tractor/neg. tractor.

D7 now has:

1) fire 2 ph-2 r+rr,
2*) fire 2 discr. std,
3*) fire 2 ph-2 wing,
4*) eccm shift +1,
5*) eccm shift +2,
6) turn right,
7*) turn left,
8) high energy turn,
9) move close,
10*) specific reinforcement +2.

Shields	CA	D7
1	8	8
2		6
3	5	4
4	2	3
5	5	4
6	6	1

Now is D7's turn, he has few fire cards to exploit the CA's down shield, however he plays fire 2 discr std (1 card) for 1 point of damage, causing one internal: F Hull 3/3 (5); CA plays high energy turn (1 card) turning the ship to shield 1 and discarding this card, D7 plays fire 2 ph-2 wing (2 cards) for 1 point of damage, reducing shield 1 to strength seven (eight minus one), CA plays fire 2 ph-1 fa (2 cards) for 3 points of damage, adjusted to 1 since D7 plays specific reinforcement +2 (3 cards), reducing shield 1 to strength seven (eight minus one), CA plays fire 2 ph-1 lf+l (3 cards) for 2 points of damage, shield 1 goes to strength five (seven minus two), D7 discards eccm shift +1 (4 cards), CA plays 1st turn photon ovl (4 cards), D7 discards turn left (5 cards), CA discards move close (5 cards), D7 ends its turn, CA discards 1st turn photon std (6 cards), fire 2 photon std (7 cards) and ends, CA draws 7 cards and D7 5 cards, this is CA's hand:

1,2) move close,
3) tractor/neg. tractor,
4*) fire 2 ph-1 fa,
5*) fire 2 ph-1 lf+l,
6*) fire 2 photon std,
7*) fire 2 photon ovl,
8*) 1st turn 2 photon ovl,
9*) 1st turn 2 photon std,
10*) launch 2 shuttles,
D7's hand is:
1) fire 2 ph-2 r+rr,
2*) fire 2 ph-2 l+l,
3) eccm shift +2,
4*) eccm shift +1,
5*) ecm shift +1,
6*) fire 2 discr. std,
7) turn right,
8) high energy turn,
9,10*) move close.

Shields	CA	D7
1	7	5
2		6
3	5	4
4	2	3
5	5	4
6	6	1

CA starts with fire 2 photon ovl (1 card), for 8 points of damage (ouch!), D7 has no reinforcement cards, so shield 1 is reduced to zero and he takes three internals: A Hull 1/2 (2), 2 Ph-2 R+RR (3) and Battery (4) (the battery is empty), D7 plays turn right (1 card), giving to CA the shield 2, CA plays move close (2 cards) going to distance P, D7 plays ecm shift +1 (2 cards), CA plays fire 2 ph-1 fa (3 cards) for 3 points of damage, reduced to two after electronic warfare, to shield 2 now at strength four (six minus two), D7 plays fire 2 disruptor std fa (3 cards), for only 1 point of damage, reducing shield 1 to strength six (seven minus one), CA plays fire 2 ph-1 lf+l (4 cards) for 4 points of damage, reduced to three for the shift, now shield 2 is at strength one (four minus three), D7 discards fire 2 ph-2 r+rr (4 cards) since these phasers are destroyed, CA plays launch 2 shuttles (5 cards), the shuttles now are at distance P to both ships, D7 discards eccm shift +1 (5 cards), CA discards fire 2 photon std (6 cards), D7 discards one move close (6 cards), CA discards 1st turn 2 photon std (7 cards), D7 discards the other move close (7 cards), CA discards move close (8 cards) and end the turn, CA draws 8 cards and D7 7 cards, now CA has these cards:

1*) fire 2 ph-1 fa,
2*) fire 2 ph-1 lf+l,
3*) fire 2 ph-1 rf+r,
4*) fire 2 photon std,
5*) fire 2 photon ovl,
6*) 1st turn 2 photon std,
7) 1st turn 2 photon ovl,
8) tractor/neg. tractor,
9*) move away,
10*) eccm shift +1,
D7 has these cards:
1) fire 2 ph-2 l+l,
2*,3*) fire 2 ph-2 r+rr,
4*,5*) fire 3 ph-2 fx,
6*,7*) fire 2 ph-2 wing,
8*) fire 2 disruptor ovl fa,
9) eccm shift +2,

Shields	CA	D7
1	6	
2		1
3	5	4
4	2	3
5	5	4
6	6	1

10) high energy turn.

D7 plays fire 3 ph-2 fx (1 card) against the shuttles, destroying them and removing this card from play (note that CA has another launch 2 shuttles card in the deck), CA plays fire 2 photon ovl (1 card) and removing the remaining 1st turn loading photon, causing 8 points of damage (ouch!), destroying shield 2 and causing seven internals (double ouch!): Impulse (5), A Hull 2/2 (6), Shuttle (7) (the bay is empty), 2 Ph-2 L+LR (8), Apr (9), Lab (10), 2 Disruptor (11); now D7 energy limit is eight, he plays fire 2 disruptor ovl (2 cards) for 4 point of damage reducing shield 1 to strength two (six minus four), CA plays fire 2 ph-1 lf+l (2 cards), for 3 points and 3 internals: 2 Drones (12), R Warp 1/4 (13), L Warp 1/4 (14) ; now D7 energy is six, he plays high energy turn (3 cards), turning the starship to shield 3, CA plays fire 2 ph-1 fa (3 cards) for 2 points of damage, reducing shield 3 to strength 2 (four minus two), D7 discards fire 2 ph-2 l+lr (4 cards), CA plays 1st turn 2 photon ovl (4 cards), these are the other photons, not fired in this turn, D7 discards one fire 2 ph-2 r+rr (5 cards), CA discards fire 2 ph-1 rf+r (5 cards), D7 discards the other fire ph-2 r+rr (6 cards, the energy limit) and ends its turn, CA discards move away (6 cards) since he don't wants to go away, the turn ends and both players draws six cards, this is CA's hand:

- 1,2*) fire 2 photon std,
- 3) tractor/neg. tractor,
- 4) eccm shift +1,
- 5*) ecm shift +2,
- 6) 1st turn 2 photon std,
- 7*,8*) fire 2 ph-1 rf+r,
- 9*) move close,
- 10*) boarding party.

This is D7's hand:

- 1) fire 3 ph-2 fx,
- 2,3) fire 2 ph-2 wing,
- 4*) fire 2 ph-2 l+lr,
- 5*) fire 2 disruptors std,
- 6) eccm shift +2,
- 7*) ecm shift +2,
- 8*) move close,
- 9*,10*) boarding party.

Shields	CA	D7
1	2	
2		
3	5	2
4	2	3
5	5	4
6	6	1

CA has no cards to fire, so he plays ecm shift +2 (1 card), D7 plays eccm shift +2 (1 card), reducing the electronic warfare shift to zero, CA plays 1st turn 2 photon std (2 cards), D7 plays fire 3 ph-2 fx (2 cards) for 4 points of damage, destroying shield 1 and causing two internals: 2 Ph-1 LF+L (6) and Battery (7) (the battery is empty); CA discards one fire 2 ph-1 rf+r (3 cards), D7 plays fire 2 ph-2 wing for 3 points of damage, three internals: Shuttle (8) (the other shuttles are destroyed, but the card in the deck is not removed), 2 Photons (9) (CA remove also the 1st turn 2 photon std) and Impulse (10); CA energy level is eight and he discards the other fire 2 ph-1 rf+r (4 cards); D7 discards fire 2 ph-2 l+lr (4 cards), CA discards one fire 2 photon std (5 cards), D7 discards move close (5 cards), CA discards the other fire 2 photon std (6 cards), D7 discards one boarding party (6 cards) and ends his turn, CA discards tractor/neg. tractor (7 cards) and move close (8 cards), the turn ends, CA draws 8 cards and D7 six, now CA has these cards;

1*) fire 2 photon ovl,
2*) fire 2 ph-1 fa,
3*) fire 2 ph-1 rf+r (useless),
4*) 1st turn 2 photon std,
5*) move away,
6*,7*) turn right,
8*) launch 2 shuttles (useless),
9) eccm shift +1,
10) boarding party.
D7 has these cards:
1) fire 2 ph-2 wing,
2*) fire 2 disruptors ovl,
3*) fire 2 disruptors std,
4*) recharge battery (useless),
5*) move away,
6*) turn right,
7*) shield repair,
8) ecm shift +2,
9,10) boarding party.

Shields	CA	D7
1		
2		
3	5	2
4	2	3
5	5	4
6	6	1

D7 plays fire 2 ph-2 wing (1 card), causing 3 points of damage and three internals: R Warp 1/4 (11), L Warp 1/4 (12) and Lab 1/2 (13); now CA has 6 energy points and plays fire 2 photon ovl (1 card) for eight points of damage, he destroys the shield 3 and makes six internals: 2 Ph-2 Wing (15), R Warp 2/4 (16), L Warp 2/4 (17), R Warp 3/4 (18), L Warp 3/4 (19), 3 Ph-2 FX (20); now D7 has only 2 points of energy and can play only one card, he plays move away (2 cards) and now are at distance S, this is an error, since CA plays fire 2 ph-1 fa (2 cards), causing 2 points of damage and two internals: R Warp 4/4 (21), L Warp 4/4 (22); now the D7 has zero energy and is a floating wreck that CA can destroy in the next turns without problems, the battle is over and CA wins!

NOTES:

- The D7's wing phasers are the phasers lf+l+rr and rf+r+lr, grouped on one single card.
- In the Federation CA there are four cards named Fire 2 Ph-1 FA, obviously these are instead the FH phasers, but this is only a misspelling as the firing arc are corrects.
- After the rules you can find the cards, two sets for the two starships, some card is totally white, you must remove it from play.
 - CA's action deck: six sheets,
 - CA's damage deck: two sheets,
 - D7's action deck: seven sheets,
 - D7's damage deck: two sheets.