

**0** Bat'leth



**Equipment**

**Hand Weapon.** To play this equipment, you must command a Klingon. When you win combat involving your Klingon present, the loser discards a random card from hand.

*"I went into the mountains — all the way to the Volcano at Kri'Stak. There I cut off a lock of my hair and thrust it into the river of molten rock that poured from the summit. . . . then I plunged it into the lake of Lutor and twisted it into this sword. And after I used it to kill Molor I gave it a name: bat'leth, the sword of honor."*

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**2** Trellium-D



**Equipment**

When you play this equipment, it is cost -1 for each Region: Delphic Expanse mission you command. Plays aboard your ship. When you play this equipment, discard a non-personnel card from hand to draw two cards.

*"Do you have any idea what a spatial distortion can do to a ship that is not insulated with Trellium-D? What it can do to the people inside the ship?"*

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**2** Trellium-D



**Equipment**

When you play this equipment, it is cost -1 for each Region: Delphic Expanse mission you command. Plays aboard your ship. When you play this equipment, discard a non-personnel card from hand to draw two cards.

*"Do you have any idea what a spatial distortion can do to a ship that is not insulated with Trellium-D? What it can do to the people inside the ship?"*

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**2** Trellium-D



**Equipment**

When you play this equipment, it is cost -1 for each Region: Delphic Expanse mission you command. Plays aboard your ship. When you play this equipment, discard a non-personnel card from hand to draw two cards.

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