

VLAADA CHVÁTIL ANDREW PARKS

STAR TREK™

FRONTIERS

The Return of Khan

EXPANSION RULEBOOK

“No, Kirk... the game’s not over...”

These were the words of Khan Noonien Singh moments before activating the Genesis Device, a powerful apparatus whose explosive detonation created a new world from the matter of the Mutara Nebula. Khan and his stolen starship, the U.S.S. Reliant, were obliterated in the process.

Or was he?

Two years later, the U.S.S. Oberth, a Federation science vessel visiting the site of the destroyed Genesis planet, discovered a temporal anomaly they called the Mutara Wormhole. This temporal rift had begun as a small tear in the fabric of space-time, presumably from the detonation of the Genesis Device and its unstable protomatter matrix, and the rift had slowly grown over time.

The scientists aboard the Oberth were attempting to determine whether the doomed planet’s accelerated growth and subsequent destruction had been caused by the presence of this nearby temporal rift. During their research, they began to receive and monitor strange transmissions, initially very faint and difficult to discern, that were being broadcast from the wormhole itself. Eventually key phrases were heard that included cries of alarm and despair. The clearest transmission included the words, “Save us... save us... from Khan...”

Starfleet Command, aware of the sensitive nature of the Mutara region, commanded Captain James T. Kirk of the newly commissioned U.S.S. Enterprise-A to covertly investigate the incident due to his experience in the region. However, Starfleet warned Kirk, who was still in a delicate position following his demotion to Captain, to merely gather intel and stay as far from the unstable wormhole as possible. The Enterprise’s mission was to scan the area for information and then leave swiftly to avoid further controversy.

After hearing the transmissions himself, however, Kirk felt directly responsible for whatever fate oppressed those in the world beyond. Moreover, Commander Uhura picked up a new incoming transmission: “Khan’s power has grown... soon he will find that which he seeks... and nothing in the universe will stop him!”

Kirk turned to the bridge crew and looked for answers, for he knew he could not be objective where it concerned Khan. “Captain,” proposed Spock. “Whatever Khan is about to achieve threatens not only the reality beyond, but our own existence as well. What will stop him from returning and carrying out his revenge upon those who have defeated him in the past?” Kirk and his companions knew precisely what Spock’s words meant. With a heavy heart, Kirk gave the order to enter the volatile rupture in space-time.

With Commander Sulu at its helm, the Enterprise navigated the dangerous conduit with great skill, but shortly before emerging through the wormhole’s far terminus, the ship was struck by micro ripples in time. As a result, turbulent waves of space displacement penetrated the hull and struck several crew members aboard the Enterprise, including some of those aboard the bridge, tearing them from their places in space-time and casting them through the terminus prematurely.

Now, emerging through the wormhole aboard the Enterprise, Kirk learns that his ship has arrived nearly a hundred years in the future in a sector of space newly discovered by the allied Federation and Klingon Empire of the 24th century. This sector of space had already been beleaguered by an incursion from the Borg, but now it is suffering under the tyranny of Khan as well.

Kirk learns that after the Genesis Device erupted, it tore a small hole in space-time. A portion of

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the Reliant’s bridge was transported through the narrow rift, which contracted to a microscopic wormhole. As the remains of Reliant swept through the wormhole conduit, Khan dragged himself into one of the Reliant’s nearby escape pods before the rest of the ship was destroyed.

On the other side of the wormhole, Khan had been discovered and revived by Jem’Hadar scouts, who retrieved the escape pod and brought it aboard their battle cruiser. Within days, Khan’s health recovered, in part due to his rapid genetic healing, but also because he was further enhanced in body and mind due to his proximity to the Genesis effect. The stability of his revitalization is unknown, however, due to the nature of the device’s unstable matrix.

Soon after recovering, Khan won the loyalty of his rescuers by employing his superior intellect to replicate the effects of ketracel-white, an addictive substance that kept the Jem’Hadar dependent on their Vorta masters. Freed from their forced loyalty, the Jem’Hadar aboard the battle cruiser betrayed the Founders and yielded command of their ship to their new master, Khan.

Khan’s supreme acumen was more than a match for those in the sector, and he has now dared to challenge the Borg themselves. Khan has also learned of a mysterious power existing within a Borg cube that he believes will assure his domination of the entire galaxy.

Overwhelmed by this news, Kirk is now faced with three tasks: negotiate with the Federation and Klingon ships of the future; discover the fate of his missing crewmates; and find a way to destroy his nemesis, Khan, once and for all!

EXPANSION OVERVIEW

The Return of Khan is the first expansion for *Star Trek: Frontiers*. In this expansion, players will be able to control the **U.S.S. Enterprise-A** under the command of James T. Kirk while he seeks to restore his crew and defeat the tyrant Khan.

The displaced crew of the *U.S.S. Enterprise*, including Spock, McCoy, Scotty, Uhura, Chekov, and Sulu, find themselves scattered throughout the sector. The lucky ones materialize aboard friendly Outposts, but some are imprisoned by the Romulan and Dominion forces in the area. Others still are stranded on various planets and are in need of rescue.

The nefarious Khan, hatching new schemes aboard his renamed Jem'Hadar battle cruiser, the **Pequod**, travels throughout the sector seeking a supreme device held by the Borg. Captain Kirk must join forces with Captains Picard and Sisko to overcome Khan, and Kirk must even bargain with General Martok and the Duras Sisters to destroy their common foe.

The Return of Khan introduces a new player ship, the **U.S.S. Enterprise-A**, and its captain, James T. Kirk. The *Enterprise* is represented on the board by its own ship figure, and the ship's Starting Deck includes 2 unique cards and 12 Skill Tokens that represent Captain Kirk's abilities. Each of the captains in the base set of *Star Trek: Frontiers* also receives 1 new Starting Deck Card (bringing them up to 2 unique cards) and 2 new Skill Tokens. There are also new Advanced Actions and Undiscovered Cards that represent many of the strategies of the *Enterprise-A* and the less conventional tactics of the 23rd century.

The **Pequod** is represented on the board by its own ship figure, a Jem'Hadar battle cruiser, that acts as a nemesis against the players, and Khan himself has a special token that represents his special abilities in battle. Khan's goal is to unite the forces in the region that are opposed to the Federation and Klingon Empire, and then use his powerful armada to destroy all those who seek to thwart his plans. Two new missions feature a special Action Deck

to represent Khan's movement, actions, and schemes as he traverses the space map.

New Crew Members represent personnel from the *Enterprise-A*, as well as popular crew members from the 24th century that were not included in the base set (Beverly Crusher, Deanna Troi, Wesley Crusher, Kurn, Nu'Daq and Kang). New Map Tiles and Encounter Tokens representing Dominion vessels (Jem'Hadar, Breen, and Cardassian) are also included. These Encounter Tokens feature unique attack and defense options that add new challenges to the players' adventures throughout the sector.

The game also includes new scenarios that feature the return of Khan, including new options for solo, cooperative, and competitive play. There is also a new deck of cards, the Challenge Deck, that can be used optionally to increase the difficulty of the game so that players can face the level of challenge that they desire right from the start of the game.

EXPANSION COMPONENTS

KHAN

A product of late 20th century genetic engineering, the ambition of the tyrant Khan knows no bounds. Khan will be your nemesis in the new Cooperative and Solo scenarios; there is no need for an impersonal dummy player in these scenarios. He can also spice up your Conquest games.

- 1 *Pequod* miniature with Clix base (Khan's new starship)
- 1 large Khan Token
- 1 Khan Round Order Token
- 1 Khan's Fleet Tile Reference Card
- 1 *Pequod* Tile Reference Card (double-sided)
- 1 Khan Action Deck (used to determine Khan's activities during the "Return of Khan" and "Khan's Quest" scenarios)



Pequod miniature



Khan Token



Round Order Token



Khan Action Deck

You will find out more about how to use these components in the "Khan's Rules" chapter on page 4, and in the Scenarios section of this rulebook.

U.S.S. ENTERPRISE-A



Having restored the life and memories of their crew member, Spock, and having saved the Earth from destruction in the hands of an alien probe, the crew of the destroyed U.S.S. Enterprise is given a new commission: the U.S.S. Enterprise-A. Admiral Kirk, demoted to the rank of Captain for disobeying the orders of a superior officer, assumes command of the new vessel and her legendary crew.

- 1 Ship Figure
- 1 Ship Card
- 16 Basic Action Cards
- 1 Skill Token Reference Card
- 12 Skill Tokens
- 6 Level / Command Tokens
- 15 Faction Tokens
- 1 Round Order Token
- 1 Away Team Token



U.S.S. Enterprise-A figure

NEW UNIQUE BASIC ACTIONS AND SKILL TOKENS



*To offer a new experience to the previous four Captains of **Star Trek: Frontiers**, and to distinguish each of the original ships in the base game more fully, we enhanced the starting decks of the Enterprise-D, the Defiant, the Negh'Var, and the D-12 Bird of Prey.*

- 4 Basic Action Cards for the base game ships
- 8 New Skill Tokens (2 for each of the base game Captains)
- 1 Skill Token Reference Card (for all 4 Captains)

Each of the original ships has one new Basic Action Card in this expansion. You can recognize them by the ship's icon in the upper right corner. Each such card replaces the Basic Action Card with the same number in that ship's deck. Remove the replaced cards from the game to make sure they do not get shuffled back into the deck accidentally.

Each player's Starting Deck should still have 16 cards, but now, each hero has two unique cards that no other hero can access. Note that the unique cards are slightly better than the cards they replaced, so with the expansion, the ships start a bit stronger than in the base game. This is a good thing, because the new elements and scenarios in this expansion are very challenging, and there is also an entire deck of Challenge Cards that can make things even more formidable.

Each Captain from the base game also receives 2 new Skill Tokens to add greater variety to the game. Shuffle these in with each Captain's normal stack of Skill Tokens.

NEW SHIP DECK CARDS



Captain Kirk and his famous crew bring with them a host of tactics and tricks that are considered unconventional in the 24th century. New Advanced Actions and Undiscovered Cards are now available to represent these various methods.

- 6 Advanced Action Cards
- 6 Undiscovered Cards

Shuffle these into each of their respective decks.

NEW CREW MEMBER CARDS



Many of the Enterprise's crew have been scattered throughout the region of space through displacement waves. Not only can you recruit these classic characters for your crew, but you can also discover additional characters from the 24th century.

- 6 Regular Crew Members
 - 6 Elite Crew Members
- Shuffle these into each of their respective decks.

NEW SPACE MAP TILES



More and more Dominion ships have been arriving in this region of space because of the rise of the **Pequod** and the mutiny of her Jem'Hadar crew. These ships enter play through new Space Map tiles.

- 3 Frontier Tiles
- 1 Core non-Borg Cube Tile
- 1 Khan's Fleet Tile

Add the new Frontier and Core Tiles to their original piles. **Khan's Fleet Tile** is only added if a scenario calls for it, either in a predefined position or in place of one of the **Borg Cube Tiles**.

NEW ENEMY SHIP TOKENS



The Dominion ships entering the region of space include Breen warships, Cardassian cruisers, Jem'Hadar fighters, Jem'Hadar battle cruisers, and Jem'Hadar battleships.

- 15 Dominion Enemy Ship Tokens

Shuffle these tokens into a single pile and place them face down near the other Encounter Tokens. See the "New Rules" section to understand the new icons and symbols featured on these tokens.

CHALLENGE DECK

Regardless of whether you are playing Competitive, Cooperative, or Solo, you can choose to increase the difficulty of the game using the new Challenge Deck, which provides bonuses to all of the Encounter Tokens in the base game. See the "Challenge Deck" section on page 9, under the "Variants" header.

CORRECTED CARDS

Small errors appear on some of the cards in the first printing of **Star Trek: Frontiers**. The **Return of Khan** expansion includes these cards so that owners of the first printing can have the corrected versions of these cards.

- 4 Basic Action Cards
- 1 Advanced Action Card
- 2 Tile Reference Cards
- 1 Skill Token Reference Card

If you have the first print run, just replace the corresponding cards with the new ones, and remove the older ones from the game permanently.

EXTRA COMPONENTS

For your convenience, we added these components, so the chance of running out of them during your game is reduced.

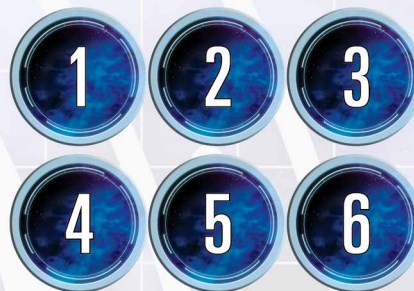
- 1 Data Die
- 6 Data Tokens (one of each color)
- 6 Round Tracker Tokens (to assist players in keeping track of the passing of Rounds)



Data Die



Data Tokens



Round Tracker Tokens

NEW RULES

NEW SPACE MAP FEATURES

Review the new Tile Reference Cards. They provide the complete rules for each new location type, but they are written and explained in greater detail here.

DEEP RESEARCH STATION

Deep Research Stations work the same way as normal Research Stations, except that when taking a Data Crystal at the end of your turn, you can choose any one of the three basic colors (red, blue, or gold). Note that according to the End of Turn sequence order, you have to decide which crystal to take **before** claiming combat rewards or performing a Level Up.



DOMINION STARSHIP TOKENS

Dominion Starship Tokens are a new type of Enemy Ship Token. They follow all the traditional rules for Enemy Ship Tokens, including being placed face up on the map when revealed, and being provoked by passing ships. Instead of gaining Reputation for defeating a Dominion Ship Token, you receive 1 random Data Crystal. Roll a Data Die to determine the crystal's color. If white or purple is rolled, you choose the color (red, blue, or gold). If black is rolled, you gain Experience +1 instead of a Data Crystal.



ENEMIES WITH TWO ATTACKS

Several Dominion Ships feature two attack values. This means that they perform two separate attacks. During the Shields phase, you have to handle these attacks separately, one by one, in any order (as if coming from multiple enemies). You cannot group them and deflect them with a single set of Shields.



Effects that prevent an enemy from attacking stop all of its attacks. Effects that modify a ship's attacks affect **all** of its attacks.

An enemy is considered completely blocked (for purposes of cards like "Advanced Shields / Exploding Shields") only if all the attacks of the enemy are blocked.

NEW ENEMY TOKEN ABILITIES

ELUSIVE

Elusive enemies are skilled at avoiding Long Range Attacks. Their Defense Value is increased by the indicated amount against Long Range Attacks **during the Long Range Attack Phase**. Long Range Attack cards used during the normal Attack Phase do not increase the ship's Defense Value.



CUMBERSOME

Cumbersome ships have huge attacks, but the ships themselves are large, unwieldy, and easier to avoid. When defending against a Cumbersome ship's attack during the Shields Phase, you may play effects that generate Move Points and use the Move Points as normal Shields (in addition to any other Shields that you play).



Note: You cannot use surplus Move Points from the Move Phase for this effect. You have to play the Move effects during the combat.

SUPERIOR INTELLECT

Khan's Token features the Superior Intellect Icon, and there are also three Challenge Cards that grant the benefits of Khan's Superior Intellect to his followers. These enemies are only affected by card and token effects that allow you to gain Attack, Shields, and/or Diplomacy.



These enemies ignore any effects that directly destroy an enemy, prevent it from attacking, reduce its Attack or Defense Value, or similar effects. It is possible that these enemies will be affected by part of a card's abilities and not by the rest.

For example, a ship playing the "Exploding Shields" effect would still gain Photon Torpedo Shields 4, but would not destroy the Enemy Token.

KHAN'S RULES

In most scenarios involving Khan, some common rules apply, unless the scenario specifically mentions otherwise.

COMPONENTS

THE PEQUOD

Khan's commandeered Jem'Hadar battle cruiser, the *Pequod*, is represented by a ship figure on the Space Map. Depending on the scenario, the figure may be static (similar to Borg Cubes), or it may move over the map following certain rules. If moving, the ship ignores all map features and does not provoke Enemy Ship Tokens. The ship can enter any space (including black holes and asteroid fields), and move costs do not apply to it. The scenario just directs the *Pequod* to move one or two spaces in a particular direction, and the ship does

so. Khan has his own unique methods for bypassing such challenges.

The *Pequod* figure has a Clix base that works in a similar way to Borg Cubes - you set it to a particular level according to the scenario specifications and chosen difficulty, and the window of the Clix base tells you how many Enemy Ship Tokens of each type are in Khan's fleet. Unless stated otherwise by the scenario, the tokens of Khan's fleet are placed face down. For your convenience, the *Pequod*'s double-sided Tile Reference Card lists all of the possible fleet combinations that appear on its Clix base.

The *Pequod*'s Clix base (and Tile Reference Card) displays Levels 4 - 15. Khan is never lower than Level 4. If you want to set him to a Level the dial does not contain (especially

in Cooperative scenarios with more players), set it to half the required level and give him twice as many units.

Example: You want to face Level 16 Khan. Set the Clix wheel to Level 8. It shows 2 Borg Spheres, 3 Dominion Starships, and 2 Romulan Warbirds. For Level 16, therefore, give Khan 4 Borg Spheres, 6 Dominion Starships, and 4 Romulan Warbirds.

If you want an even higher level or an odd level, then feel free to be creative. It is your scenario and your difficulty choice.

Example: For Level 36 Khan, you may set the base to Level 12 and give him triple the number of ships in his fleet, or add up ships for Levels 15, 15, and 6. The results will be a bit different, but of similar difficulty.

In addition to a fleet of ships, Khan also has a remarkable crew to defend him from boarding actions, and this crew may increase as Khan “recruits” new Crew Members using his Ceti eels (see “Boarding the *Pequod*” on page 6).

KHAN'S TOKEN



Khan's Token space battle side up.

What makes Khan's fleet so powerful is not only its sheer numbers, but Khan's ability to coordinate attacks from within his Jem'Hadar battle cruiser, the *Pequod*. When playing with Khan, place his large token near the map with the “space battle” side face up (see token image above). Place Khan's Enemy Ship Tokens around the big token. It not only looks impressive, but also represents the fact that in order to defeat Khan, you must first defeat all of his loyal followers.

KHAN'S FLEET TILE

There is a Core Space Map Tile containing Khan's fleet. Some scenarios require the use of this tile. In others, you can use it in place of a Borg Cube Tile (see “Khan's Fleet Tile in Place of a Borg Cube Tile” on page 8). In all other cases, leave this tile out of the game.

KHAN'S ACTION DECK

When playing the “Return of Khan” or “Khan's Quest” scenarios, Khan's Action Deck determines his activities during each of his turns. During these scenarios, shuffle the deck well and place it face down beside the Khan Token. During the game, the cards from this deck are flipped over and form Khan's face up discard pile.



KHAN'S DATA DIE

Khan also needs 1 Data Die. Keep it on or close to the Khan Token.

COMBAT VERSUS KHAN

Every new scenario specifies during which conditions one or more players engage in combat with Khan and his fleet. Generally, it happens in two cases - because Khan attacked them, or because they attacked Khan (as an assault).

No matter how the combat begins, it has a similar structure to a usual space combat with enemies. It has the same four phases of combat, and you follow the same rules. When fighting Khan, you are facing all of the Enemy Ship Tokens that comprise his fleet.

KHAN'S ATTACK

In addition to his fleet, Khan's battle cruiser also participates in the battle. Before the combat, roll Khan's Data Die and place it on his token, next to the corresponding data symbol. This shows what attack Khan will use against you.

Note that the *Pequod* is always armed with Antimatter Weapons, so during space battles Khan's personal attack always includes this feature. The strength and other abilities of his attack vary according to the roll.

The *Pequod* attacks alongside the rest of the fleet, and you treat the Attack in the same way. You may block some portion of it with Shields, and any unblocked damage causes you to receive Damage Cards and possibly suffer from Biogenic Weapons or Energy Dissipators, depending on Khan's die roll.

DESTROYING KHAN'S FLEET

The *Pequod* cannot be targeted with your attacks, neither in the Long Range Attack Phase nor in the Attack Phase. To defeat Khan, you must first defeat his entire fleet. The only way to avoid Khan's attack is to destroy Khan's entire fleet during the Long Range Attack Phase, in which case the *Pequod* is considered to have sustained critical damage and is unable to return fire.

SUPERIOR INTELLECT

Note the **Superior Intellect** icon on Khan's Token. This means that the Khan Token ignores any effects that directly destroy an enemy, prevent the enemy from attacking, reduce the enemy's Attack or Defense Values, or similar effects.



COMBAT WITH KHAN OVERVIEW

Khan's Die: Roll 1 Data Die to determine Khan's attack for this battle.

Long Range Attack Phase: Any amount of Long Range Attack may target one or more ships in Khan's fleet (but not the *Pequod* itself). If you eliminate all enemy ships, the *Pequod*'s weapons are disabled and the combat is immediately over.

Shields Phase: The remaining enemies and Khan himself now attack. You can block any portion of each of these attacks, one by one, in any order.

Assign Damage Phase: The total amount of unblocked damage from Khan and his fleet is applied to your ship. Do not forget that Khan's own attack is considered to employ Antimatter Weapons in addition to any other effects listed.

Attack Phase: Any amount of Attacks of any types may target one or more ships in Khan's fleet (but not the *Pequod* itself). If you eliminate all of the ships in Khan's fleet, the space combat is over.

COMBAT SITUATIONS

KHAN ATTACKS A PLAYER

In some scenarios, a nearby player may be attacked by Khan's fleet. As with movement, Khan can attack a player regardless of map features. The scenarios usually give the player two options - to flee (and suffer certain consequences) or to face Khan. For the first case, see the scenario description. Facing Khan is described below.

Attention to the Combat

When attacked by Khan, a player can choose whether to take their full turn in advance (like when attacked by another player) to attend the combat fully or not. Follow the same rules - if the player chooses to take their turn, they flip their Round Order Token and may use everything as if it is their turn, and then perform the end of turn sequence (but then they skip their next turn). If they decide to not take their turn, they cannot use their normal one Data Die or Skills that are useable once per turn, and they do not perform their end of turn sequence.

Note that there are no limitations on Khan's ability to attack. Khan can even attack a player that has their token flipped face down (because of participation in a Cooperative Assault, or because of an attack by another player). In that case, the player does not have the choice of taking their full turn.

Combat Outcome

There are two possible outcomes - you either eliminate Khan's fleet and thereby disable the weapons and shields on the *Pequod*, or you don't. What happens in each case depends on the scenario.

ASSAULTING KHAN

The second option is that a player attacks Khan from an adjacent space as the player's Action for the turn. If Khan is on a space with other enemies or planets, you must face Khan **instead** of those other enemies and planets. They do not participate in the battle. Check the scenario description to determine what happens if Khan's fleet is destroyed.

COOPERATIVE ASSAULT ON KHAN

Players can agree on a Cooperative Assault on Khan the same way that they do when attacking a Borg Cube. All conditions of Cooperative Assaults on a Borg Cube apply, unless stated otherwise. For example, all players have to agree with the attack and proposed distribution of enemies, and all except the active player forfeit their next turn. All players joining the assault have to be adjacent to Khan's space. In the scenarios where Khan moves, it is more difficult to synchronize a Cooperative Assault against him.

Distributing Enemies

Contrary to Borg Cube Assaults, players have more control over enemy distribution. Split the tokens of Khan's fleet into three groups. One group contains the Borg Spheres, the second contains the Dominion Starships, and the third contains the Romulan Warbirds. Count the number of tokens in each group, and then agree how many of each group that each player is going to face. You have to distribute all the tokens amongst the assaulting players.

Afterwards, shuffle each group and deal the tokens randomly. Each player then faces the ship tokens that have been dealt to them.

Course of the Battle

As with a Cooperative Borg Cube Assault, players solve their parts of the combat independently, one by one, starting with the active player and continuing in Round Order. Each player battles their own portion of the enemy ships.

Each part of the combat goes as a separate fight according to the rules above (as a usual space battle). Khan participates in all of these fights - each player has to face his attack. Roll the Data Die only once (after the distribution of enemies, but before the first player starts their part of the turn). All players face the same type of attack.

Combat Outcome

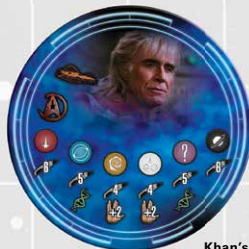
To defeat Khan, you must first eliminate all of the ships in his fleet. If one of the players does not eliminate all the enemy ships that were assigned to them, Khan is not defeated.

If all players defeat their portion of the enemies, the *Pequod's* shields and weapons are disabled. Most scenarios require you to board the *Pequod* immediately after destroying Khan's fleet in order to bring Khan to justice. Check the scenario description to see exactly what happens after Khan's fleet is eliminated.

Special Case

If a player defeats their entire portion of enemy ships during the Long Range Attack Phase, their part of the space combat ends. They do not have to face Khan's attack, even if the rest of Khan's fleet is not defeated by the other players.

BOARDING THE PEQUOD



Khan's Token ground battle side up.

As soon as Khan's Fleet is destroyed, draw a number of Planet Tokens equal to Khan's Level divided by 2 (round down), which represents the loyal followers aboard the *Pequod* that Khan has attained since his return. Draw alternately from the Class L and Class K Planet Tokens (first Class L, then Class K, etc.). These Planet Tokens have been scanned by the player ships and are flipped face up beside Khan's Token. Also, flip the Khan Token itself over to its ground battle side (see illustration above).

After Khan's fleet is destroyed, the *Pequod's* weapons and shields are considered to be disabled. If the scenario calls for the players to board the *Pequod*, then all players participating in the space assault must **immediately** conduct an Away Mission against Khan's defenders. If Khan's ground forces (represented by the Planet Tokens) are not eliminated during the Away Mission, then the players may choose to beam aboard again during future turns, following the normal rules for Away Missions. During each of these Away Missions, other player ships that are adjacent to the *Pequod* may choose to join the boarding action, flipping their Round Order Tokens face down as for a normal Cooperative Assault.

Each player involved in the Away Mission chooses if their Captains and / or ready Crew Members will be joining the Away Mission, and then assigns a certain number of Planet Tokens to each participating player. The Planet Tokens are shuffled face down (without their backs visible), and are then dealt to each player in the agreed-upon quantities. Each participating player must be assigned at least one Planet Token, if possible, even if they have only beamed aboard a basic security force.

At the start of the Away Mission, roll Khan's Data Die to determine how he himself

attacks during the ground battle. Every player must suffer this attack unless that player is able to defeat their share of the Planet Tokens entirely through Diplomacy and / or Long Range Attack. Remember that you cannot use Shields to deflect any damage, including from Khan's attack, during an Away Mission. If Khan's roll indicates a "Diplomacy bonus" icon, it means that he is reinforcing the morale of his companions and the players will need to spend +2 Diplomacy on each Planet Token they seek to overcome during the Diplomacy Phase of the Away Mission.

KHAN'S THRALLS

In the "Return of Khan" scenario, if all of the Planet Tokens are defeated, the players must continue to fight past Khan's Ceti eel thralls (see "Ceti Eels" on page 12). Players must now assign leftover damage to the captured Crew Members, using the Crew Members' Defense Numbers to determine how much damage is needed to overcome them. Any Crew Member whose Defense Number is overcome is considered captured and able to be rescued from his or her terrible fate.

Players cannot assign damage to the captured Crew Members until their share of the Planet Tokens have been overcome. Crew Members can only be defeated during the Long Range Attack Phase and the normal Attack Phase, not the Diplomacy Phase, because their minds are under Khan's complete control. Note that the Crew Members themselves **do not attack** and are not assigned to individual players. Once a player has defeated all of their assigned Planet Tokens, they may choose to assign leftover damage to any captured Crew Members that remain.

If the players do not succeed in overcoming all of the Planet Tokens and Crew Members during the Away Mission, then they have been repelled and are forced to beam back to their ships, bringing any defeated Crew Member thralls with them to be treated by the medical staff (remove them from the game). In order to defeat Khan, the players will have to continue to board the ship until all of the Planet Tokens and Crew Members have been overcome. Khan himself continues to roll his Data Die to attack during every Away Mission, even if his only remaining defenders are the captured Crew Members.

SUBDUING KHAN

If the players eventually manage to defeat all of the Planet Tokens (and, if applicable, Khan's captured Crew Members), then they succeed in subduing Khan himself. Check the scenario description to see what happens next.

COOPERATIVE DEFENSE

In the "Return of Khan" scenario, Khan can attack player ships when they are gathered together at a destroyed Borg Cube space, even though battles do not normally take place there. Players can take advantage of this and agree on a Cooperative Defense.

AGREEMENT

The defending players have to agree on how to distribute the enemies. If they don't, the Cooperative Defense fails (see scenario description to see what happens).

Usually, all the players will agree on how to defend. It may happen that a more separate group of players (or a lone player) is willing to face Khan themselves. In such a case, the group containing the player that plays soonest after Khan is chosen.

DISTRIBUTION OF ENEMIES

Players distribute the enemies in the same way as in a Cooperative Assault on Khan - each player may be assigned certain enemies from each of the three groups (Borg Spheres, Dominion Starships, and Romulan Warbirds). If a player is not assigned any enemies, they do not take part in the Cooperative Defense.

ATTENTION TO THE COMBAT

As with usual defense, a player has a choice to take their turn in advance to attend the combat fully (in which case the player flips their Round Order Token face down) or not. If the player's token is already flipped face down, or if the player has no non-Damage Cards in their hand, then the player cannot choose to attend the combat fully.

COURSE OF THE BATTLE

The battle goes exactly the same way as for a Cooperative Assault.

COMBAT OUTCOME

See the scenario description for what happens if the players defeat Khan, and what happens if they don't.

A FEW WORDS ABOUT COOPERATIVE BATTLES

Cooperative scenarios presume that the players will attack Khan together. That is why his fleet is so huge. Even when split into several groups, his fleet is big enough to cause serious challenges for players, and it usually requires more than one turn to defeat them all (that is, multiple combats).

When distributing enemies before a Cooperative battle, consider the strength of the players carefully. Some players may have a better way of facing some types of enemy ships than others, and in different quantities.

SIMULTANEOUS PLANNING

After you distribute enemies, roll the Data Die for Khan's attack. Now, all players reveal the tokens assigned to them and may start to plan their part of the combat. Even when his fleet is split among the player ships, these battles may be the biggest ones you have encountered in *Star Trek: Frontiers* so far, so solving the battles simultaneously is recommended.

THE DATA CORE

During the planning, you may agree on who uses which die from the Core. It helps if you plan simultaneously. Players playing

sooner may use effects that manipulate the Core for those playing after them, but note that the dice are not returned until the end of the turn.

Reverting

The usual rules for reverting your actions apply. You can plan the entire combat in advance - except for random effects and revealing new information. When those occur, the things that happened before are fixed.

For example, if you are using an effect that allows you to re-roll Data Dice, all the things that you did before that are fixed.

Describing the Combat

When the first player (in Round Order) is done planning, they announce that and then they show the combat, phase by phase, to the other players. **Do not forget about Khan's attack!**

When one player describes their combat, the other players should pay attention. It is easy to forget or overlook some enemy abilities when dealing with such large battles.

A player should not describe their part of the combat until all players playing before them have finished their combats.

With a bit of imagination, the description of these combats may lead to a great story of an epic battle!



SCENARIOS

With this expansion, we bring you more scenarios and variants. Some are tied to the content of this expansion, while others just add variability or adjust the mechanics of the base game.

1. VARIANT RULES

KHAN'S FLEET TILE IN PLACE OF A BORG CUBE TILE (ANY FORMAT)

Khan's Fleet is a new Core Tile. In any scenario that does not include Khan but features unconquered Borg Cubes (especially in Solo, Cooperative, and Conquest scenarios), Khan's Fleet can be used instead of one Borg Cube.

Game Setup

We recommend one of these three ways for preparing the Core Tiles:

1. Deal one fewer Borg Cube Tile and add Khan's Fleet Tile instead. Shuffle all the Core Tiles. This is recommended for your first games with Khan to ensure that he and his fleet are going to appear during the game.
2. Deal one fewer Borg Cube Tile and then shuffle the Core Tiles. Then add Khan's Fleet to the bottom. This is recommended especially for your first Cooperative or Solo scenarios with a high level for the final Borg Cube - Khan's Fleet will be the ultimate trial.
3. Shuffle Khan's Fleet among the Borg Cube Tiles, and choose the required amount of Borg Cube Tiles randomly. This is recommended as the standard method for future games - you can never be sure whether Khan is present in the scenario until you start revealing the Core Tiles.

Revealing Khan's Fleet Tile

When Khan's Fleet Tile is revealed, find the Khan's Fleet Tile Reference Card and place it beside the map, together with Khan's large token. Set the Clix base of the *Pequod* figure to the Borg Cube Level specified by the scenario (or by your choice of difficulty level), draw Enemy Ship Tokens as displayed on the *Pequod's* Clix base (or on the *Pequod's* Tile Reference Card for that level), and place the ship tokens face down around the Khan Token (see "Khan's Rules" on page 4).

Finally, place the *Pequod* ship figure on the center space of the Khan Fleet Tile. Ignore the arrows depicted on the Fleet Tile; the

Pequod and its accompanying fleet never move, but sit surrounded by the Dominion scout ships and Borg Sphere that begin face up on the Fleet Tile. Khan will remain on the central space until the *Pequod* is conquered by the players, or until the end of the game.

For the purposes of revealing Khan's defending ship tokens, treat them the same way as the assimilated defenders of a Borg Cube. Place them face down on the table until a player ship moves adjacent to the *Pequod*, in which case the player ship scans the fleet (for free) by flipping all of the ship tokens face up.

Assaulting Khan's Fleet

You can assault Khan's fleet in the same way that you assault a Borg Cube. You can do it alone or cooperatively (see "Assaulting Khan" and "Cooperative Assault on Khan" on pages 5 - 6).

In addition to the standard rules for combat with Khan, place 1 Faction Token on the Khan Token for every defending Enemy Ship Token that you defeat.

If you do not defeat all of Khan's defending fleet, nothing happens. You or someone else can attempt to defeat the remaining enemies later, as with Borg Cubes.

If all of Khan's defenders are defeated, then you (and those who joined you in a Cooperative Assault, if any) must immediately lead an Away Mission to subdue Khan (see "Boarding the *Pequod*" on page 6). Place 1 Faction Token on the Khan Token for every defending Planet Token that you defeat during the Away Mission. Once all his defenders are defeated and Khan is subdued aboard the *Pequod*, then remove the *Pequod* ship figure from the game.

If Khan is subdued, then every player who participated in Khan's defeat reaps the following benefits as long as they are on **any** space on Khan's Fleet Tile:

1. **Hand Limit:** Every ship's Hand Limit is 1 higher for every 2 Faction Tokens that it has placed on the Khan Token (round down). This occurs no matter where the player ships are located on Khan's Fleet Tile. This is **not** cumulative with hand limit increases from conquered Romulan Starbases or destroyed Borg Cubes.
2. **Recruiting:** Khan has filled the brig of the *Pequod* with many prisoners. While on any space on Khan's Fleet Tile, any ship may perform an Interaction to recruit any Crew Members in the Crew Offer. Each player receives a Diplomacy Bonus to these recruitments equal to the number of their own Faction Tokens located on the Khan Token, divided by 2 (round down).

Scoring

For the purposes of scoring during a Conquest Scenario, the player who has the most Faction Tokens on the defeated Khan Token is treated as having the most Faction Tokens on a destroyed Borg Cube (if tied, then the tied player who first played their Faction Token on the Khan Token receives this bonus).

Having at least 1 Faction Token (but not the most Faction Tokens) on the Khan Token is treated the same as having at least 1 Faction Token (but not the most Faction Tokens) on a destroyed Borg Cube.

CHALLENGE DECK



Some players prefer to have a more difficult game right from the very start, even before meeting up with Borg Cubes or Khan's Fleet, so simply increasing the levels of the game's final enemies does not raise the difficulty enough for these players. For such players, we have created a Challenge Deck that increases the difficulty of most of the Encounter Tokens in the game.

If all players wish to play with the Challenge Deck, then shuffle the deck during Setup and deal 1 card face up in front of each player at the start of the game. Each player keeps their Challenge Card face up on the table in front of them at all times for all to see. The next time that a player faces a **single** Encounter Token, the Encounter Token receives the bonus listed on the Challenge Card for that token type. If the player faces multiple Encounter Tokens at the same time, then the Encounter Tokens do **not** receive this bonus (but see "Nightmare Challenge" on page 10).

These enhanced Encounter Tokens are not worth any bonus Experience Points during the game. They simply make the game more difficult for those looking for a steeper challenge. The Challenge Cards can also present an interesting way to balance out the experience for newer players. You can choose to deal the Challenge Cards to only the experienced players, which will give the new players a healthy advantage. Those who face the Challenge Cards will still receive some bonus points at the end of the game, however (see "Challenge Bonus Scoring" on page 10).



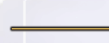
It is important to note that the new **Dominion Starship Tokens** included in this expansion are **not** listed separately on the Challenge Cards because they have already been made more difficult relative to their cost and reward. However, since the "Superior Intellect" Challenge Card affects all Encounter Tokens without specific mention of types, then the Dominion Starship Tokens are also affected by the "Superior Intellect" card.

At the end of a player's turn, if the player has faced **any** Encounter Tokens during that turn, then the player **must** discard their face up Challenge Card and draw a new one, regardless of whether or not the Challenge Card actually boosted the Encounter Token. For example, the player receives a new Challenge Card even if they faced a Dominion Ship Token or faced multiple Encounter Tokens at the same time.

At the end of a player's turn, if the player has **not** faced any Encounter Tokens during that turn, then the player **may** choose to discard their face up Challenge Card and draw a new one if the player wants to. But if the player does not face any Encounter Tokens, then the player may choose to retain their current Challenge Card at the end of the turn instead.

Challenge Card Bonuses

Here is a summary of the types of bonuses that Challenge Cards can bestow on the Encounter Tokens.



No Bonus: The Encounter Token receives no bonus.



Attack Bonus: The Encounter Token's Attack Value gains the listed bonus, regardless of the attack type.



Defense Bonus: The Encounter Token's Defense Value gains the listed bonus.



Defense Against Long Range Attacks: The Encounter Token's Defense Value gains the listed bonus against Long

Range Attacks **during the Long Range Attack Phase**. The Encounter Token does not receive this bonus when facing Long Range Attacks that are used during the regular Attack Phase.



Resistance to Normal Phasers: If the Encounter

Token does not already have Resistance to Normal Phasers, it now possesses this defensive ability.



Diplomacy Bonus: The

Planet Token requires this much more Diplomacy to be overcome during the Diplomacy Phase of an Away Mission.



Diplomacy Directive: If

Diplomacy is not used to overcome this Planet Token during an Away Mission, then the player gains Reputation -1 at the end of the turn, regardless of whether or not they actually succeed at the Away Mission.



Division Required: In order to defeat the Encounter Token, the player must play at least 1 card or use 1 effect (such

as on a Crew Member) of the specified color(s) **during the encounter**. It is okay if a player uses an Action Card of a particular color without actually paying data for the stronger effect. However, any cards or effects that the player activates **before** the encounter do not count for these purposes. This Challenge Card means effectively that the player must still face the encounter, but cannot defeat the encounter without playing at least one card or effect of each of the specified color(s).



Superior Intellect: These

enemies are only affected by card and token effects that allow you to gain Attack, Shields, and/or Diplomacy. These enemies ignore any effects that directly destroy an enemy, prevent an enemy from attacking, reduce an enemy's Attack or Defense Value, or similar effects. It is possible that these enemies will be affected by part of a card's abilities and not by the rest.

For example, a ship playing the "Exploding Shields" effect would still gain Photon Torpedo Shields 4, but would not destroy the Enemy Token.

Nightmare Challenge

For some players, facing these extra challenges will still not be enough. For these players, we suggest applying the Challenge Card bonuses **no matter how many Encounter Tokens that the player faces at the same time**. Please note that for major battles, especially against Khan's Fleet, this will give you quite a lot to keep track of. But if you are a veteran Captain seeking an enormous challenge, then the Nightmare Challenge is the variant for you!

Challenge Bonus Scoring

Even though the Challenge Cards do not offer bonus Experience Points **during** the game, any player who faces these extra cards earns some prestige at the end of the game. If you played with the Challenge Cards, earn 10 bonus Experience Points at the end of the game, no matter what type of scenario you are playing. If you went for the Nightmare Challenge (see above), then you earn another 10 bonus points (for a total of 20), and you well deserve them!

CONTROL OVER THE OFFERS (SOLO)

When playing a Solo Scenario (either against a Dummy player or Khan), the Advanced Action Offer and Undiscovered Offer change very slowly. We recommend using this variant to give you access to more cards during the game.

At the end of each Round, you always remove the lowest card in each offer (and eventually process the Dummy player according to this), as described in the base game. In addition, you may also remove the middle card of one or both offers. So, in total, you replace 2 - 4 cards at your discretion. You have to decide before you start to reveal new cards for the offers (if you forget, just remove the lowest cards only).

2. SCENARIO LIST

The main theme of this expansion is the return of Khan and his ambition for total galactic domination. The new scenarios concentrate on the confrontation between Khan and the players.

"The Return of Khan" is the most epic scenario you have encountered yet. Players must cooperate to conquer a Borg Cube, and then to defeat Khan's massive fleet.

The scenario offers high variety, as both the players and Khan will reveal the Space Map in a race to reach the Borg Cube first. This scenario also includes a shorter Blitz variant (see page 15).

In "Khan's Quest," the Space Map has a fixed shape and the *Pequod* travels more or less directly across it towards the Wormhole. You need to avoid his fleet early

on, gain enough strength by exploring the map, and then chase and defeat him before he passes through the Wormhole.

All of these scenarios are designed for Cooperative or Solo play. If you want to face Khan in Competitive games, try the "Khan's Fleet Tile in Place of a Borg Cube Tile" variant in the Variants section.

THE RETURN OF KHAN - EPIC

PLAYERS: 1 - 4

TYPE: Solo or Cooperative

LENGTH: 6 Rounds

PURPOSE: A challenging Solo or Coop game with epic space battles and boarding actions. Time is measured by enemy progress instead of a Dummy Player.

You are still recovering from your perilous journey through the wormhole when you realize Khan's endgame. He's not after you... yet. There is a supreme weapon held by the Borg whose full potential even the Borg have not realized. Khan knows this artifact will grant him lasting domination over all those who oppose him. He must not acquire it!

*To stop him, you must first destroy the Borg Cube that holds the supreme weapon. Even that will not be enough, as Khan will eventually find a way to salvage the deadly artifact from the ruins of the destroyed vessel. Therefore, you must make a final stand against Khan's massive fleet, and after destroying all of his allies, you must board the *Pequod* itself so that you may put a stop to Khan's madness once and for all!*

BORG CUBE LEVELS

Combat Level	BORG CUBE LEVELS				KHAN'S LEVEL			
	Solo	2	3	4	Solo	2	3	4
Daring	4	6	8	10	5	10	15	20
Heroic	6	9	12	15	8	16	24	32
Legendary	10	14	18	22	12	24	36	48

"PET" CARDS IN KHAN'S ACTION DECK

Race Level	"PET" CARDS IN KHAN'S ACTION DECK				VULNERABLE CREW MEMBERS			
	Solo	2	3	4	Solo	2	3	4
Fair	18	18	18	18	1	2	3	4
Tight	15	15	15	15	2	3	4	5
Thrilling	12	12	12	12	3	4	5	6



Scenario Difficulty

The scenario difficulty has two parameters for this scenario.

Combat Level determines the difficulty of the combats against both Khan's Fleet and the Borg Cube. Choose a higher level only if you are ready for extraordinarily difficult battles at the end of the scenario, and if you are experienced enough to handle them.

Race Level determines how much pressure Khan is exerting on you and how quickly you must act. Choose a higher level if you want a tight and thrilling race, or choose a lower level if you want a more relaxed experience.

These two aspects are independent and you can choose any combination that you like. Please note that even the lowest

level of both difficulties leads to a highly challenging game. Khan is never easy to defeat. To beat the highest levels, you usually need both tremendous skill and a good portion of luck.

After choosing both levels, use the values of the corresponding lines and columns from the tables on page 10 during Setup.

Note: The values in the table are just suggestions. You may interpolate or extrapolate the values to make your own difficulties between the stated levels or even under or above the scope of these tables.

Setup (1 [solo] / 2 / 3 / 4 players)

The Starting Tile's Asteroid Fields do not define the shape of the Space Map in this scenario. The Space Map can open up to 4 columns, reaching at maximum the shape

shown in the diagram above. The "Khan's Fleet" Tile is the leftmost of the starting tiles. Place it carefully in the position shown above, and place the *Pequod* in the center space facing the direction indicated in red in the diagram.

FRONTIER TILES: 7 / 8 / 10 / 12 (in addition to Khan's Fleet Tile)

CORE NON-BORG CUBE TILES: 1 / 2 / 3 / 4

CORE BORG CUBE TILES: 1, always at the bottom of the stack

BORG CUBE LEVELS: See scenario difficulty table on page 10.

CREW OFFER & DATA CORE: Unlike most scenarios, the number of Crew and the number of Data Dice in the Core is equal to the *number of players + 3*.

UNDISCOVERED CARDS: Remove the following Undiscovered Cards from the Undiscovered Deck:

- Data Virus / Cascade Virus
- Energy Flow / Energy Steal
- Telepathy / Telepathic Assault
- The Inner Light / Remembering Kataan
- Nerve Pinch / Mind Meld (new)

SKILLS (SOLO PLAY): If you are playing a Solo game, choose one of the other ships at random, and grab the set of 12 Skills belonging to that ship's Captain. Shuffle them and place them face down near the Common Skill offer. Every time your Captain gains a Skill Token, also reveal one of these other Skill Tokens and place it in the Common Skill offer - it is available to you the next time that you gain a Skill Token. If you choose such a Skill from the Common Skill offer, then you have to take the lowest Advanced Action Card, as with usual Level Up rules.

Khan

Unless stated otherwise, the "Khan's Rules" section applies. Khan replaces the Dummy Player in this scenario. Instead of using one of the other Ship Decks, shuffle Khan's Action Deck and place it face down beside the playing area. Only include the number of "Pet" cards in Khan's Action Deck that are specified by the difficulty table on page 10.

Place the Khan Token beside Khan's Action Deck, with the space combat side face up. Place one Data Die on top of the Khan Token.

Consult the difficulty table to learn Khan's Level (and subsequently that of the *Pequod*), and use the Clix base of the *Pequod* (or the "Pequod's Howl" Tile Reference Card) to determine how many Enemy Ship Tokens comprise his fleet. Deal the corresponding number of Enemy Ship Tokens, face down, beside Khan's Token.

Note: If Khan and the *Pequod* are of a very high level, you may decide to not place all of his tokens at the start of the mission so that you will have enough tokens for the Space Map. You may choose to wait until your first encounter with the *Pequod* to place the Enemy Ship Tokens beside the Khan Token.

The Khan's Fleet Space Map Tile has no special rules in this scenario, although the four Dominion Ship Tokens and Borg Sphere are placed face up in their corresponding spaces as normal.

Crew Offer

During the game, the locations of some of the Crew Members in the Crew Offer have been discovered by Khan, and he may attempt to bring these members over to his cause. He plans to do so by capturing

them and using Ceti eel larvae (his "pets") to make the Crew Members susceptible to his suggestions. You have a chance to recruit these Crew Members before Khan can get to them, if you can recruit them fast enough.

Consult the difficulty table to determine how many Crew Members are vulnerable. Take that many Data Crystals of different colors from the bank; the actual colors do not matter, as long as each color is different. Mark the first several slots in the Crew offer with these crystals, so that each of these slots has one color assigned to it for the entire game.

When revealing Crew Members at the start of each Round, the first Crew Members are placed in the marked slots, leaving the rest unmarked.

Crew Members that may be added during the Round (such as from an Interaction at the destroyed Gold Borg Cube) are not added to marked slots and thus never have a color assigned to them.

Khan's Fleet Tile is not considered a Core Tile for the purposes of Crew dealing. You do not put Elite Crew into the offer until another Core Tile is revealed.

Tactic Selection (Solo Game)

When choosing Tactics, you always choose first. Khan then takes one random card from those remaining.

At the end of the first Round, temporarily remove both Tactic cards that were chosen (by you and Khan), and set them aside. Those Tactics cannot be chosen during the following Round.

At the end of each subsequent Round, temporarily set aside both Tactics that were chosen during that Round, but return the ones that were removed at the end of the previous Round. In this way, there will always be 4 different Tactics for you to choose from at the start of each Round (after the first).

Once both Tactics are chosen, use Khan's Round Order Token to signify his place in the turn order.

Tactic Selection (Cooperative Game)

When choosing Tactics, the players always choose first. Khan then takes a random Tactic from those that remain. Do not remove any Tactics from play at the end of each Round.

The *Pequod*

The *Pequod* ship figure moves across the map as determined by the cards in Khan's Action Deck. The space with the *Pequod* is not considered safe. A player ship cannot enter the *Pequod*'s space, but may launch

an assault against the *Pequod* and Khan's accompanying fleet from an adjacent space.

Khan's Turn

When it is Khan's turn to play, reveal the first card of his deck. This card will indicate his actions for this turn. There is always a primary action that triggers first, and then secondary actions based upon which scenario you are playing. For this mission, follow the secondary actions related to the "Return of Khan."

Re-roll Data Die: Many cards force you to re-roll a Data Die of a particular color if it exists in the Data Core. If that color is not present, then the card instructs you to re-roll a White Data Die instead, if possible.

Ceti Eels: When a "Pet" card is revealed, Khan seeks to capture and control an ally of the players through the use of his insidious Ceti eels. Roll Khan's Data Die. If there is a slot marked by a crystal of the rolled color in the Crew offer, and if there is still a Crew Member in that slot, remove the Crew Member from the offer and place it beside Khan's Token. This Crew Member will defend Khan if the *Pequod* is later boarded by the players (see "Boarding the *Pequod*" on page 6).

In addition, as per the "Pet" card's text, if the Borg Cube has already been **destroyed** by the players, the *Pequod* moves 1 space towards the destroyed Borg Cube space in the hope of seizing the Borg artifact from the wreckage before all is lost (see "Movement" below).

Attack: When a card instructs Khan to attack, he searches for an adjacent player ship to battle (see "A Player Attacked by Khan" on page 14). If there are no adjacent ships, then Khan's turn ends. If there is more than one adjacent ship, Khan attacks the ship whose Captain has earned the most Experience Points. In case of a tie, he attacks the ship that is coming up sooner in the Round Order. Contrary to combat caused by movement (see below), Khan does not move to the attacked ship's space if victorious, and the player never withdraws from combat.

One special attack card even allows Khan to attack a player ship that is up to 2 spaces away if there are no adjacent ships. Khan still remains in his original space after this combat.

Movement: Movement cards usually move Khan 1 or 2 spaces directly toward the Borg Cube if it has been revealed. Otherwise they will move the *Pequod* in a particular direction (directly forward, forward left, or forward right). Because of this, it is very important that the *Pequod* is always facing the same direction that it was facing

during Setup, at least until the Borg Cube is revealed, in which case its facing no longer matters.

The *Pequod* ignores all special map features, including black holes and asteroid fields. While searching for the Borg Cube, if the *Pequod*'s move would lead to an unexplored part of the map, reveal the top tile from the stack first, and then move the *Pequod* onto it.

The *Pequod* must move in all cases. If its move would lead off the prescribed shape of the Space Map, then just move it in the closest direction that does not lead off the map. If there is a player ship on the space to which the *Pequod* intends to move, then the *Pequod* stops and attacks the ship first. Unless Khan's fleet is completely defeated during this battle, the *Pequod* will enter the space and force the player ship to retreat (see "A Player Attacked by Khan" on page 14).

Some cards move the *Pequod* two spaces in a particular direction. If the first of these two moves reveals the Borg Cube, the second move will be in the direction of the Borg Cube. A double move may cause combat with two player ships, if are they both in the *Pequod*'s way. In this case, both player ships may be forced to withdraw.

After the Borg Cube has been revealed:

When the *Pequod* is moving towards the revealed Borg Cube, there will often be two different spaces that are equidistant from the Borg Cube. In this case, examine the Space Map and look for the two linear "spokes" (see diagram at right) that extend out from the Borg Cube across the Space Map in the general direction of the *Pequod*. If the *Pequod* is already on one of these spokes, then it moves directly along this spoke toward the Borg Cube. If the *Pequod* is not on one of these linear spokes, then it moves towards the nearest spoke while also moving in the same general direction as the Borg Cube. If the *Pequod* is equidistant to both spokes, then determine randomly which one he starts heading for.

Once the Borg Cube is revealed, the *Pequod* no longer reveals new Space Map Tiles. If the shortest way to the Borg Cube leads through an unrevealed area, just move the *Pequod* through virtual spaces as if a tile were revealed.

When adjacent to the Borg Cube: When the *Pequod* is adjacent to the Borg Cube and is instructed to move, Khan confronts the Borg Cube. If the Borg Cube has not been destroyed by the players, then Khan defeats the Borg Cube, retrieves his precious artifact, and wins the scenario.

If the Borg Cube has been destroyed by the players, but they are not present on the

destroyed Borg Cube space or do not wish to defend it (usually because they have not fully gathered for a Cooperative Defense), then Khan searches the debris and blasts all the remaining fragments of the Borg Cube that the players might find useful. Flip the Borg Cube's card face down. From now on, players may no longer interact with the destroyed Borg Cube, and ships that participated in the Borg Cube's destruction do not have their hand limits increased for being in the vicinity of the destroyed Borg Cube. If Khan again searches the destroyed Borg Cube and no one opposes him, then he finds the artifact he was seeking among the debris and wins the scenario.

If there are one or more ships willing to protect the wreckage of the Borg Cube from Khan, there is a space battle between the player ships and Khan's fleet. Players may agree on a Cooperative Defense. If, during this combat, Khan's fleet survives and loses fewer Enemy Tokens than there are actual players in the game, he was not fended off and finds the artifact he was seeking, thereby winning the scenario.

If Khan's fleet is defeated or loses at least one token per player (it does not matter which players actually eliminated these tokens), he has to move one space away from the Borg Cube, opposite to the direction from which he arrived (i.e. he ends up at a space that is two spaces away

from the destroyed Borg Cube). On his next turn, he continues the same rules for when the Borg Cube is revealed and he is not adjacent to it (see "After the Borg Cube has been revealed" above).

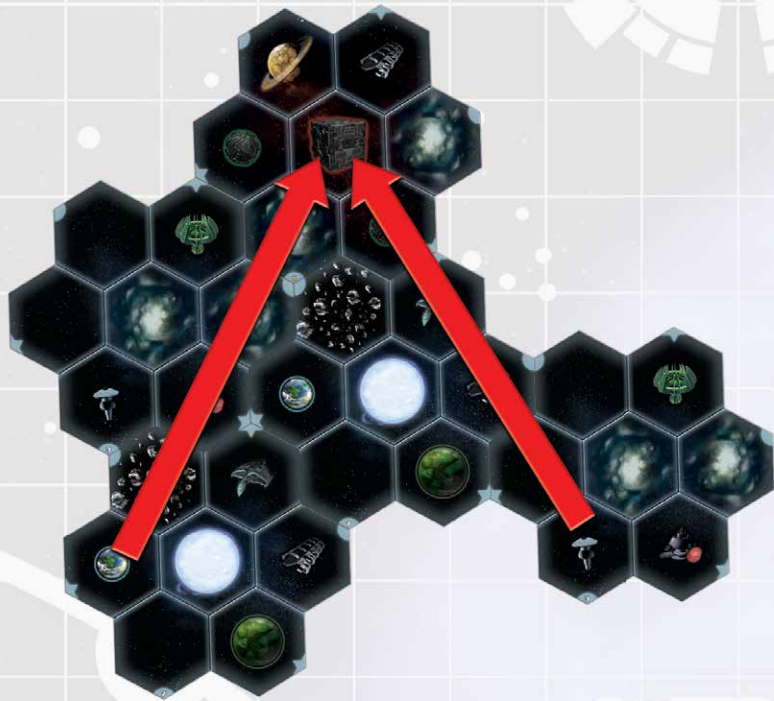
Note: If one of Khan's cards instructs him to move two spaces, evaluate each space one at a time. In one turn, for example, Khan may move next to the Borg Cube and attack it, or attack an undefended Borg Cube twice in a row and thereby win the scenario, or retreat after being fended off, and then make another move immediately to end up adjacent to the destroyed Borg Cube once again.

Khan's Wrath (out of cards): If Khan's Action Deck runs out of cards before the scenario ends, do not shuffle the discards back in. On each following turn, Khan moves twice in a row. If the Borg Cube has not been revealed, he moves directly forward. Otherwise, he moves directly toward the Borg Cube as normal.

End of the Round

Khan never announces the End of the Round. When the End of the Round is announced by a player, the other players each have one more turn, but Khan does not.

Do not reshuffle Khan's Action Deck at the End of the Round. On the following Round, you just keep revealing one card on each of Khan's turns.



A Player Attacked by Khan

If a single player ship was attacked by Khan outside of the destroyed Borg Cube space, that player has two options:

1. **Retreat:** In this case, there is no combat, and the player does not take their next turn in advance. The player just receives Damage Cards in their hand depending on which Round it is.
 - Round 1 - 2: 2 Damage Cards
 - Round 3 - 4: 3 Damage Cards
 - Round 5 - 6: 4 Damage Cards
2. **Fight:** In this case, the player has to fight the *Pequod* and Khan's entire fleet, following the rules in the "Khan's Rules" section of the rulebook (including the choice of whether or not to attend the combat fully).

When fighting or retreating, if Khan's fleet survives and the *Pequod* intended to move into the player's space, the player's ship must withdraw to any safe adjacent space except the one that Khan came from.

If the *Pequod* ends the battle outside of the player's space because it was merely attacking a nearby ship as instructed by a card, then the player is not forced to retreat.

Attack or Cooperative Attack against Khan's Fleet

A player or players may also attack Khan following the standard rules for attacking Khan from the "Khan's Rules" section of the rulebook. Khan is never moved or slowed down as the result of such an attack.

Note: The intention of this scenario is that the first fight with Khan happens as a Cooperative Defense at the destroyed Borg Cube. You may attack Khan on your own, but it may prove extremely difficult. On the other hand, in some cases, if you defeated most of Khan's fleet already, moving to meet him instead of waiting may be a reasonable choice.

Destroying Khan's Fleet

If you destroy all the ships in Khan's fleet, the *Pequod's* weapons and shields are disabled, but Khan and his loyal followers aboard the ship remain undefeated. Upon scanning the disabled *Pequod*, the players discover that Khan has many prisoners aboard the ship, some coerced to his side through the use of Ceti eels, and still other innocent lives besides. He has even taken care to seize Klingons loyal to the House of Duras. Destroying the *Pequod* during this scenario would result in an immediate loss for the players.

While disabled, the *Pequod* continues to move when instructed by Khan's cards, but it will not engage any of the player ships. The *Pequod* will not move if doing so would enter a player ship's space, including the

destroyed Borg Cube if there is a player ship there to defend it.

This changes if Khan's Action Deck runs out of cards (see "Khan's Wrath" on page 13). Khan would rather die than surrender, so once he is out of cards he threatens to ram the player ships as he surges forward. Since this would cause the death of his prisoners, the *Pequod* is able to successfully surge forward two spaces per turn, forcing players in his way to retreat to an adjacent safe space other than the one that Khan moved from. If Khan engages the Borg Cube during this frantic movement, then he searches the debris as normal, which may eventually lead to his victory.

The only way to defeat Khan after his fleet is destroyed is to beam aboard the *Pequod* (see "Boarding the *Pequod*" on page 6). If the final Round of the scenario ends before the *Pequod* has been successfully boarded and Khan subdued, then Khan slays his prisoners and the players lose the scenario.

If the players eventually manage to defeat all of the Planet Tokens and captured Crew Members aboard the *Pequod*, then they subdue Khan himself and win the scenario!

Scenario End

The scenario can end in one of the following ways:

1. Khan confronts the Borg Cube before the players have destroyed it. **The players lose.**
2. Khan searches the remains of the destroyed Borg Cube twice without players putting up a defense (or while Khan's Wrath has been incurred after the *Pequod's* weapons have been disabled). **The players lose.**
3. The sixth Round ends, and the players have not completely defeated and subdued Khan. **The players lose.**
4. Khan's fleet is destroyed, the *Pequod* is boarded, and Khan is subdued. **The players win.**

If you want to count up your score, every player may then play one more turn, but note that for most players, this just means that will they flip their face down Round Order Token face up again.

Otherwise, just rejoice in your victory!

Scoring

The goal is to defeat Khan, no matter what it costs. If you want to score, however, use a similar method to other Cooperative scenarios:

- Take the lowest Experience Points of all the players.
- Score the best player in all categories (the one with the most Damage Cards in the case of the Greatest Disaster). Assign no titles.

- Score 20 points if you destroyed the Borg Cube.

If you defeat Khan, you gain:

- Bonus of 30, 40 or 50 points (depending on your chosen Combat Level)
- Increase the bonus by 2 for each card left in Khan's Action Deck.
- Increase the bonus by 10 if you played with the Challenge Cards (plus an additional 10 if you played the Nightmare Challenge Variant).
- Then multiply the result by 1, 1.5, or 2, depending on the chosen Race Level.

Strategy Tips

In this scenario, you must move quickly, especially if you choose a higher Race Level. Sometimes, it is better to play even good cards sideways to give Khan one fewer turn. In a Cooperative game, one player may decide to not play the rest of their hand and end the Round sooner, if everyone else is ready to play their last turn.

On the other hand, do not overdo your speed. You need to be powerful enough to destroy the Borg Cube and then defeat Khan's fleet. Specifically, make sure you do not end the final Round before or at the moment that Khan arrives at the Borg Cube.

Good timing is the key. Watch Khan's progress closely. You must be at the height of your power when Khan's fleet arrives at the Borg Cube. It is not good for Khan to arrive at the Borg Cube immediately after you destroy it, but it is also bad if you run out of your deck and have to discard great cards while waiting for Khan (remember that you must play or discard at least one card during each of your turns).

Be prepared for it to take more than one battle to defeat Khan's Fleet, and also more than one boarding action to overcome his followers and thralls. If the first encounter with Khan happens toward the end of the last Round, you will likely not have enough power and time to defeat Khan.

Be careful where you reveal the Borg Cube. You know it is the last tile of the deck. You should not reveal it too soon, as Khan will veer directly towards it. But you should destroy it early enough, at least before the final Round. It is unlikely that you will have enough power to destroy the Borg Cube and defeat Khan during the final Round.

Choosing a good position for the Borg Cube is the key to good timing. Reveal it so that you have enough time before Khan arrives. Keep in mind that he will move toward it more consistently once it is destroyed.

THE RETURN OF KHAN - BLITZ

PLAYERS: 1 - 4

TYPE: Solo or Cooperative

LENGTH: 4 Rounds

Setup (1 [solo] / 2 / 3 / 4 players)

Setup is the same as for the Epic Variant, with the following exceptions:

FRONTIER TILES: 5 / 6 / 8 / 10 (in addition to Khan's Fleet Tile)

CORE NON-BORG CUBE TILES: 1 / 1 / 2 / 3

CORE BORG CUBE TILES: 1, always at the bottom of the stack

Special Rules

The rules are the same as for the Epic variant, except that there are fewer tiles and the difficulty tables differ as noted here.

All of the Blitz rules from the Blitz Conquest scenario apply:

- There is one extra Data Die in the Data Core (number of players + 4).
- There is one extra Crew Member in the Crew Offer (number of players +4).
- You each start with +2 Reputation (bonus of +1) and +1 Experience.
- You gain +1 Experience each time that you gain a Level.

Scenario Difficulty

Combat Level	BORG CUBE LEVELS				KHAN'S LEVEL			
	Solo	2	3	4	Solo	2	3	4
<i>Daring</i>	3	4	5	6	4	8	12	16
<i>Heroic</i>	4	6	8	10	6	12	18	24
<i>Legendary</i>	5	8	11	14	8	16	24	32

"PET" CARDS IN KHAN'S ACTION DECK

VULNERABLE CREW MEMBERS

Race Level	Solo	2	3	4	Solo	2	3	4
<i>Fair</i>	16	16	16	16	1	2	3	4
<i>Tight</i>	13	13	13	13	2	3	4	5
<i>Thrilling</i>	10	10	10	10	3	4	5	6

KHAN'S QUEST

PLAYERS: 1 - 4

TYPE: Solo or Cooperative

LENGTH: 6 Rounds

PURPOSE: A challenging Solo or Coop game where you have to avoid Khan at first, and then pursue and stop him before he enters the Wormhole.

Khan has surprised everyone once again. While you and your allies were searching for the Pequod, Khan achieved the supreme artifact that he was seeking. But it will take him time to unlock its secrets, and while he is attempting to master it, you must defeat him!

But Khan's fleet is still too mighty for you to engage. His ships move relentlessly toward the wormhole, which seems to hold the key to the artifact's power. Once there, Khan will unlock the artifact's full potential, and nothing in the past, present, or future will be able to stop him. You must seek allies and upgrades that will allow you to confront Khan before he reaches the wormhole and achieves his long-awaited victory.

BORG CUBE LEVELS

KHAN'S LEVEL

Combat Level	Solo	2	3	4	Solo	2	3	4
<i>Daring</i>	3	4	4	5	8	14	20	26
<i>Heroic</i>	4	4	5	5	10	18	26	34
<i>Legendary</i>	4	5	5	6	14	26	38	50

"PET" CARDS IN KHAN'S ACTION DECK

VULNERABLE CREW MEMBERS

Race Level	Solo	2	3	4	Solo	2	3	4
<i>Fair</i>	20	20	20	20	1	2	3	4
<i>Tight</i>	16	16	16	16	2	3	4	5
<i>Thrilling</i>	12	12	12	12	3	4	5	6

SOLO



2 PLAYERS



3 PLAYERS



4 PLAYERS



Scenario Difficulty

The scenario difficulty has two parameters for this scenario.

1. **Combat Level** determines the difficulty of the combats against both Khan's Fleet and the Borg Cubes. Choose a higher level only if you are ready for extraordinarily difficult battles at the end of the scenario, and if you are experienced enough to handle them.
2. **Race Level** determines how much pressure Khan is exerting on you and how quickly you must act. Choose a higher level if you want a tight and thrilling race, or choose a lower level if you want a more relaxed experience.

These two aspects are independent and you can choose any combination that

you like. Please note that even the lowest level of both difficulties leads to a highly challenging game. Khan is never easy to defeat. To beat the highest levels, you usually need both tremendous skill and a good portion of luck.

After choosing both levels, use the values of the corresponding lines and columns from the tables on page 15 during setup.

Note: The values in the table are just suggestions. You may interpolate or extrapolate the values to make your own difficulties between the stated levels or even under or above the scope of the tables.

Setup (1 [solo] / 2 / 3 / 4 players)

The Starting Tile's Asteroid Fields do not define the shape of the Space Map in this scenario. The Space Map can open up to 3 - 4 columns, depending on the number of

players, reaching at maximum the shapes shown in the diagram above.

The "Khan's Fleet" Tile starts on the opposite side as the players' Starting Tile. Place it carefully in the position shown above, and place the *Pequod* in the center space facing the direction indicated in red in the diagram. The tiles are face down except for Khan's Fleet Tile, as well as the Starting Tile and its three adjacent tiles (see diagram).

FRONTIER TILES: 8 / 9 / 11 / 12

CORE NON-BORG CUBE TILES: 4 / 3 / 4 / 3

CORE BORG CUBE TILES: 2 / 2 / 3 / 3 (in addition to Khan's Fleet Tile)

BORG CUBE LEVELS: See scenario difficulty table on page 15.

CREW OFFER & DATA CORE: Unlike most scenarios, the number of Crew and the number of Data Dice in the Core is equal to the **number of players + 3**.

UNDISCOVERED CARDS: Remove the following Undiscovered Cards from the Undiscovered Deck:

- Data Virus / Cascade Virus
- Energy Flow / Energy Steal
- Telepathy / Telepathic Assault
- The Inner Light / Remembering Kataan
- Nerve Pinch / Mind Meld (new)

SKILLS (SOLO PLAY): If you are playing a Solo game, choose one of the other ships at random, and grab the set of 12 Skills belonging to that ship's Captain. Shuffle them and place them face down near the Common Skill offer. Every time your Captain gains a Skill Token, also reveal one of these other Skill Tokens and place it in the Common Skill offer - it is available to you the next time that you gain a Skill Token. If you choose such a Skill from the Common Skill offer, then you have to take the lowest Advanced Action Card, as with usual Level Up rules.

Khan

Unless stated otherwise, the "Khan's Rules" section applies. Khan replaces the Dummy Player in this scenario. Instead of using one of the other Ship Decks, shuffle Khan's Action Deck and place it face down beside the playing area. Only include the number of "Pet" cards in Khan's Action Deck that are specified by the difficulty table on page 15.

Place the Khan Token beside Khan's Action Deck, with the space combat side face up. Place one Data Die on top of the Khan Token.

Consult the difficulty table to learn Khan's Level (and subsequently that of the *Pequod*), and use the Clix base of the *Pequod* (or the "*Pequod's Level*" Tile Reference Card) to determine how many Enemy Ship Tokens comprise his fleet. Deal the corresponding number of Enemy Ship Tokens, face down, beside Khan's Token.

Note: If Khan and the *Pequod* are of a very high level, you may decide to not place all of his tokens at the start of the mission so that you will have enough tokens for the Space Map. You may choose to wait until your first encounter with the *Pequod* to place the Enemy Ship Tokens beside the Khan Token.

The Khan's Fleet Space Map Tile has no special rules in this scenario, although the four Dominion Ship Tokens and Borg Sphere are placed face up in their corresponding spaces as normal.

Crew Offer

During the game, the locations of some of the Crew Members in the Crew offer have been discovered by Khan, and he may seek to obtain information from them regarding the history of the artifact by using Ceti eel larvae (his "pets") to interrogate them. He then disposes of anyone he questions. You have a chance to recruit these Crew Members before Khan can get to them, if you can recruit them fast enough.

Consult the difficulty table to determine how many Crew Members are vulnerable. Take that many Data Crystals of different colors from the bank; the actual colors do not matter, as long as each color is different. Mark the first several slots in the Crew offer with these crystals, so that each of these slots has one color assigned to it for the entire game.

When revealing Crew Members at the start of each Round, the first Crew Members are placed in the marked slots, leaving the rest unmarked.

Crew Members that may be added during the Round (such as from an Interaction at the destroyed Gold Borg Cube) are not added to marked slots and thus never have a color assigned to them.

Khan's Fleet Tile is not considered a Core Tile for the purposes of Crew dealing. You do not put Elite Crew into the offer until another Core Tile is revealed.

Tactic Selection (Solo Game)

When choosing Tactics, you always choose first. Khan then takes one random card from those remaining.

At the end of the first Round, temporarily remove both Tactic cards that were chosen (by you and Khan), and set them aside. Those Tactics cannot be chosen during the following Round.

At the end of each subsequent Round, temporarily set aside both Tactics that were chosen during that Round, but return the ones that were removed at the end of the previous Round. In this way, there will always be 4 different Tactics for you to choose from at the start of each Round (after the first).

Once both Tactics are chosen, use Khan's Round Order Token to signify his place in the turn order.

Tactic Selection (Cooperative Game)

When choosing Tactics, the players always choose first. Khan then takes a random Tactic from those that remain. Do not remove any Tactics from play at the end of each Round.

The *Pequod*

The *Pequod* ship figure moves across the map as determined by the cards in Khan's Action Deck. The space with the *Pequod* is not considered safe. A player ship cannot enter the *Pequod's* space, but may launch an assault against the *Pequod* and Khan's accompanying fleet from an adjacent space.

Once the *Pequod* is within 3 spaces of the Wormhole, the rift begins to react to the presence of Khan's artifact. Now only Khan's ship can pass through the Wormhole. From now on, the Wormhole space works as any other space - only one ship is allowed there, and the *Pequod* can be attacked there.

Khan's Turn

When it is Khan's turn to play, reveal the first card of his deck. This card will indicate his actions for this turn. There is always a primary action that triggers first, and then secondary actions based upon which scenario you are playing. For this mission, follow the secondary actions related to "Khan's Quest."

Re-roll Data Die: Many cards force you to re-roll a Data Die of a particular color if it exists in the Data Core. If that color is not present, then the card instructs you to re-roll a White Data Die instead, if possible.

Ceti Eels: When a "Pet" card is revealed, Khan seeks to capture and interrogate an ally of the players through the use of his insidious Ceti eels. Roll Khan's Data Die. If there is a slot marked by a crystal of the rolled color in the Crew offer, and if there is still a Crew Member in that slot, remove the Crew Member from the game. Do not place the Crew Member near the Khan Token as in the "Return of Khan" scenario.

Attack: When a card instructs Khan to attack, he searches for an adjacent player ship to battle (see "A Player Attacked by Khan" on page 18). If there are no adjacent ships, then Khan's turn ends. If there is more than one adjacent ship, Khan attacks the ship whose Captain has earned the most Experience Points. In case of a tie, he attacks the ship that is coming up sooner in the Round Order. Contrary to combat caused by movement (see below), Khan does not move to the attacked ship's space if victorious, and the player never withdraws from combat.

One special attack card even allows Khan to attack a player ship that is up to 2 spaces away if there are no adjacent ships. Khan still remains in his original space after this combat.

Movement: Movement cards usually move Khan 1 or 2 spaces across the Space Map, either forward or forward left (usually not

forward right). Because of this, it is very important that the *Pequod* is always facing the same direction that it was facing during Setup.

If the *Pequod* is adjacent to the Wormhole, its movement always carries it onto the Wormhole space instead. If the *Pequod* was already on top of the Wormhole, then any movement allows Khan to cross through the Wormhole, activate the artifact, and claim ultimate victory.

The *Pequod* ignores all special map features, including black holes and asteroid fields. In this scenario, the *Pequod* moves through unexplored tiles without exploring them. Just move the ship as precisely as you would onto the unseen hexagonal spaces that would normally be seen on the tile if it were revealed.

The *Pequod* must move in all cases. If its move would lead off the prescribed shape of the Space Map, then just move it in the closest direction that does not lead off the map. If there is a player ship on the space to which the *Pequod* intends to move (including the Wormhole), then the *Pequod* stops and attacks the ship first. Unless Khan's fleet is completely defeated during this battle, the *Pequod* will enter the space and force the player ship to retreat (see "A Player Attacked by Khan" below).

Some cards move the *Pequod* two spaces in a particular direction. If the first of these moves places Khan adjacent to the Wormhole, the second move will move him onto the Wormhole. If Khan began his turn adjacent to the Wormhole, a double move could cause him to win the game (one move onto the Wormhole, the next move through the Wormhole).

A double move may cause combat with two player ships, if are they both in the *Pequod's* way. In this case, both player ships may be forced to withdraw.

End of the Round

Khan never announces the End of the Round. When the End of the Round is announced by a player, the other players each have one more turn, but Khan does not.

Do not reshuffle Khan's Action Deck at the End of the Round. On the following Round, you just keep revealing one card on each of Khan's turns.

A Player Attacked by Khan

If a single player ship was attacked by Khan, that player has two options:

1. **RETREAT:** In this case, there is no combat, and the player does not take their next turn in advance. The player just receives Damage Cards in their hand depending on which Round it is.

- Round 1 - 2: 2 Damage Cards
- Round 3 - 4: 3 Damage Cards
- Round 5 - 6: 4 Damage Cards

2. **FIGHT:** In this case, the player has to fight the *Pequod* and Khan's entire fleet, following the rules in the "Khan's Rules" section of the rulebook (including the choice of whether or not to attend the combat fully).

When fighting or retreating, if Khan's fleet survives and the *Pequod* intended to move into the player's space, the player's ship must withdraw to any safe adjacent space except the one that Khan came from.

If the *Pequod* ends the battle outside of the player's space because it was merely attacking a nearby ship as instructed by a card, then the player is not forced to retreat.

Attack or Cooperative Attack against Khan's Fleet

A player or players may also attack Khan following the standard rules for attacking Khan from the "Khan's Rules" section of the rulebook.

Note: In a Cooperative game, a Cooperative Assault is recommended in this scenario. But also note that it requires very good player synchronization, as Khan moves and only players adjacent to the *Pequod* at the moment of the assault may join it.

Disrupting Khan's Fleet

If Khan's fleet loses at least **twice** as many tokens as there are players in the game, his progress is delayed (no matter who initiated the combat). Turn his Round Order Token face down (unless it was already face down). The next time it is Khan's turn to play, he just flips his Round Order Token back over and his turn ends.

If you defeat fewer enemy tokens, you may place them to the side. If another player attacks the *Pequod* before Khan's next turn, add these to the amount that the player defeats. They get discarded when it is Khan's turn to play.

This means that if the players succeed in destroying twice as many ships as there are players in the game **before** Khan's turn, he will effectively miss his next turn. Surplus kills do not transfer to succeeding turns; players have to eliminate another set of tokens if they want to disrupt Khan's fleet during subsequent turns.

Destroying Khan's Fleet

If you destroy all the ships in Khan's fleet (no matter who initiated the combat), you may choose to immediately destroy the *Pequod*. The threat of Khan's artifact is too great, and trying to subdue him aboard his ship may require too much time or effort to succeed. In this case, the players

immediately win the scenario.

However, you **may** choose to board the *Pequod* in order to attempt to bring Khan to justice (see "Boarding the *Pequod*" on page 6). This would be a truly heroic accomplishment, and you will be rewarded with many bonus points if you succeed!

However, if you choose not to destroy the *Pequod*, then Khan will activate the artifact without fully understanding how to use it. From this point forward, he cannot attack the players (ignore any card that instructs him to do so), but if he moves forward, any ship in his way will be forced to retreat automatically. If Khan moves onto the Wormhole space and then moves again, his attempt to control the artifact causes a cataclysmic explosion, destroying Khan, all of the players' ships, and most of the sector, resulting in a catastrophic failure for the players.

Scenario End

The scenario can end in one of the following ways:

1. The *Pequod* enters the Wormhole space, and then performs another move. **The players lose.**
2. Khan's fleet is completely destroyed, and the players choose to board the *Pequod*, but they are unable to subdue Khan before he moves onto the Wormhole space and then performs another move. **The players lose.**
3. Khan's fleet is completely destroyed, and the players choose to destroy the *Pequod*. **The players win.**
4. Khan's fleet is completely destroyed, and the players choose to board the *Pequod* and then successfully subdue Khan. **The players win a resounding victory.**

If you want to count up your score, every player may then play one more turn, but note that for most players, this just means that will they flip their face down Round Order Token face up again.

Otherwise, just rejoice in your victory!

Scoring

The goal is to defeat Khan, no matter what it costs. If you want to score, however, use a similar method to other Cooperative scenarios:

- Take the lowest Experience Points of all the players.
- Score the best player in all categories (the one with the most Damage Cards in the case of the Greatest Disaster). Assign no titles.
- Score 5 points for each destroyed Borg Cube. Not that destroying them is not a goal of this scenario.

If you defeat Khan, you gain:

- Bonus of 30, 40 or 50 points (depending on your chosen Combat Level)
- Increase the bonus by 2 for each card left in Khan's Action Deck.
- Increase the bonus by 10 if you played with the Challenge Cards (plus an additional 10 if you played the Nightmare Challenge Variant).
- Increase the bonus by 20 if you successfully boarded the *Pequod* and subdued Khan.
- Then multiply the result by 1, 1.5, or 2, depending on the chosen Race Level.

Strategy Tips

This scenario is a bit more straightforward than the "Return of Khan." Khan's strength is fixed since the Ceti eel victims are not added to his crew. The *Pequod's* path is more predictable, and it takes a similar amount of turns each game; you cannot slow it down by merely placing tiles in a clever pattern.

Note: Khan should always have enough cards in his deck to win. If he fails to reach the Wormhole and perform his final move before his deck runs out, you probably made a mistake.

The Borg Cubes are not a high level in this scenario, and conquering them is not the goal. However, they can boost your Captain's Level and allow you to recruit strong Crew Members.

The *Pequod* progresses relatively quickly, so you have to hurry, especially if you choose a tighter level of race. Sometimes, it is better to play even good cards sideways to give Khan one fewer turn. In a Cooperative game, one player may decide to not play the rest of their hand and end the Round sooner, if everyone else is ready to play their last turn.

The successful strategy for this scenario is to find ways for leveling up and gaining enough strength to face Khan while avoiding him on the Space Map, and then succeed in returning before he crosses through the Wormhole. Good timing is the key. A formidable ship and crew are useless if you can't make it back in time.

Good movement cards can help you significantly and allow you to spend more time exploring the rich locations of the Core Tiles. You may plan your return journey ahead of time and leave some locations unconquered, so you can start to return sooner, leveling and recruiting along the way back.

Be sure you keep enough strength for the combat. The combat may take several turns to finish, even on lower Combat Levels. If you prepare for one big fight but fail to destroy Khan's fleet, and your hand and deck are now empty, you will lose. If you allow Khan to move onto the Wormhole, you will have to attack him constantly

so his Round Order Token stays face down; if you let him play and he reveals a movement card, you lose.

If you have conquered several Romulan Starbases, try to coordinate your assault against Khan so that you end the previous turn adjacent to one of your conquered Romulan Starbases. This will allow you to draw several extra cards on the turn before the battle.

It is possible to attack Khan individually, but at least for the first encounter, a Cooperative Assault is highly recommended.

STAR TREK FRONTIERS BOARD GAME A GAME BY ANDREW PARKS AND VLAADA CHVÁTIL

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ENEMY TOKEN ABILITIES

MULTIPLE ATTACKS

During the Shields Phase, you must handle each of the enemy's attacks separately, one by one, in any order. Effects that prevent an enemy from attacking stop all of its attacks. Effects that modify a ship's attacks affect all of its attacks. For card text purposes, an enemy is considered completely blocked only if all the attacks of the enemy are blocked.



DEFENSIVE ABILITIES

ELUSIVE

The Defense Value of Elusive enemies is increased by the indicated amount against Long Range Attacks during the Long Range Attack Phase. Long Range Attack cards used during the normal Attack Phase do not increase the ship's Defense Value.



SUPERIOR INTELLECT

The enemy is only affected by card and token effects that allow you to gain Attack, Shields, and/or Diplomacy. The enemy ignores any effects that directly destroy an enemy, prevent it from attacking, reduce its Attack or Defense Value, or similar effects. It is possible that these enemies will be affected by part of a card's abilities and not by the rest.



OFFENSIVE ABILITIES

CUMBERSOME

During the Shields phase, when defending against this enemy, you may play effects that generate Move Points and use the Move Points as normal Shields (in addition to any other Shields that you play). You cannot use surplus Move Points from the Move Phase for this effect. You have to play the Move effects during the combat.



ENCOUNTER TOKENS



DOMINION STARSHIP



x3



x3



x3



x3



x3