

VLAADA CHVÁTIL ANDREW PARKS

STAR TREK™ FRONTIERS

FULL RULEBOOK

This book includes the complete rules for the game, followed by the Scenario section on page 17. This rulebook is not intended as a method for learning the game, and especially not as a way to teach others how to play. We strongly recommend that players start by reading the Game Walkthrough, where the rules are explained in a more natural order, with many pictures and examples.

Once you have read the Game Walkthrough and played your first scenario, and are familiar with the game components and concept, this rulebook provides the complete rules for the game.

This is a complex game, and even after you play your first couple of games, you may still need to check the rules from time to time. For a smoother experience, we recommend this approach:

- When playing, have the Tile Reference Cards for all map locations nearby. Each Tile Reference Card provides all the rules for a given map location. It may use terms that are further explained in this rulebook.
- For additional rules about individual locations, consult the “Map Location Guide” on page 14. It provides more in-depth rules than what is summarized on each of the Tile Reference Cards.
- When playing, have the last page of this book within reach. It provides a useful summary of game phases and a table of combat abilities.
- For scenario-related rules (setup, special rules, end game conditions, scoring), consult the description of the given scenario in the “Playing Scenarios” section on page 17. The scenario may also refer to some more common scenario rules (like the Dummy Player or Team Rules); these are at the start of the “Playing Scenarios” section.
- If you want to check some generic rule (not related to a particular map location or scenario), use this Full Rulebook. It is organized in a systematic way, and once you understand its structure, you will be able to navigate through it more easily. When searching for a particular rule or situation, consult the Table of Contents on this page to find which section of the game the rule belongs to. If it does not relate to a particular section of the game, it will probably be in the “Basic Game Concepts” section on page 4.

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GAME FLOW

1. Choose a Scenario

Pick a scenario from the “Playing Scenarios” section on page 17. You may also use any Variant Rules as long as all players agree to them.

2. Player Order/Ship Selection

Determine an order for players to make their ship selection. In that order, each player chooses one of the available ships and takes all of the associated ship components.

- When a player takes a ship, they put that ship's Round Order Token on the table. Round Order Tokens should be placed sequentially in a column, such that the Round Order Token for the player who picked first is at the top of the column, while the token for the player who picked last is at the bottom.

3. Set Up the Game

Follow the directions in the “Full Game Setup” section on page 3 to set up the game area. Check the scenario description for any exceptions or special rules that may modify the game setup.

4. Play the Game

Play out the Rounds of the game until you fulfill the endgame conditions outlined in the scenario, or until you reach the Round limit.

5. Outcome of the Game

When the game is over, follow the scoring rules outlined in the scenario.



8. Borg Cube Reference Cards and Borg Cube Figures



3. Advanced Action Deck and Advanced Action Offer



2. Encounter Token Piles



4. Undiscovered Deck and Undiscovered Offer



5. Damage Cards



9. Common Skill Offer



6. Space Tiles



7. Tile Reference Cards and Scoring Card



1. Experience and Reputation Board



10. Elite Crew Deck



10. Regular Crew Deck

11. Round Order Tokens



12. Data Core Board



13. Crew Offer

Space to display Advanced Action Cards later (for Class-M Planets)

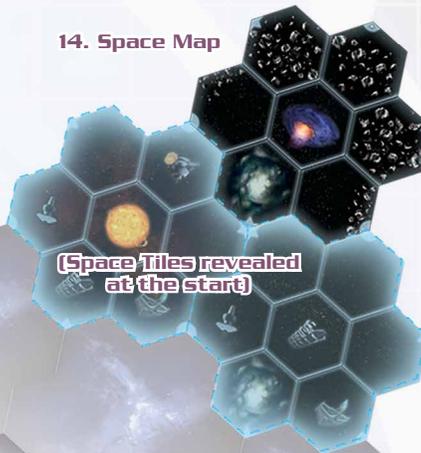
(Data Die and Data Tokens)

15. Bank



14. Space Map

(Space Tiles) revealed at the start



16. Wound Tokens and Transporter Tokens



17. Displayed Tactic Cards

FULL GAME SETUP

1. Experience and Reputation Board:

Each player places one Faction Token on the 0 space of the Experience Track and another Faction Token on the central 0 space of the Reputation Track.

2. Encounter Token Piles: Sort the Encounter Tokens (round) by the reverse side, and stack them in eight face down piles. Next to each pile, there is a space for discarded tokens. If you run out of tokens, reshuffle the discarded ones and create a new face down pile.

3. Advanced Action Deck and Advanced Action Offer: Shuffle the Advanced Action Cards and place them in a face down deck. Reveal the first three as the offer.

4. Undiscovered Deck and Undiscovered Offer: Prepare in the same way as the Advanced Action Cards.

5. Damage Pile: All Damage Cards are the same. Stack them in a face up pile.

6. Space Tiles: The Scenario description says how many tiles of each type you should use to form this stack.

- For Frontier Tiles (blue back), pick them randomly.
- For Core Tiles (red back), separate them into Borg Cube and non-Borg Cube Tiles

(according to whether they have a Borg Cube icon in the center). Then randomly choose the appropriate number of Borg Cube and non-Borg Cube Tiles.

• To form the Space Tile Stack, shuffle the chosen red tiles together, and then put the shuffled blue tiles on top of them.

7. Tile Reference Cards and Scoring Card: These should be nearby, so players can consult them as needed.

8. Borg Cube Reference Cards and Borg Cube Figures: These can be out of reach, as you will not need them until later in the game.

9. Common Skill Offer: This is an empty area where Skill Tokens not chosen during Level Up will be placed.

10. Elite Crew Deck Regular Crew Deck: Shuffle the Crew Cards with silver and gold backs separately to create two face down decks.

11. Round Order Tokens: Each player puts their Round Order Token here, with the player who picked their ship first being at the top.

12. Data Core Board: The left part of this board depicts the Move costs of each type of space on the Space Map. The right part is

the Core. Roll as many Data Dice as there are actual players plus 2, and place them here. At least half of the dice have to show basic colors (red, blue, or gold). If not, keep re-rolling all the white, purple, and black dice together until this is true.

13. Crew Offer: Reveal as many cards from the Regular (silver) Crew Deck as there are actual players plus 2. Later, there may also be some Advanced Action Cards in the Crew offer (one for each Class-M Planet on the Space Map).

14. Space Map: Place the Starting Tile and the top two Frontier Tiles as depicted. Orient the Frontier Tiles in the same direction as the Starting Tile. For each revealed location on the Space Tiles, consult the corresponding Tile Reference Card to see what happens when that location is revealed.

15. Bank: Place the Data Tokens in an accessible area. Place any unused Data Dice here as well, as sometimes you may need to roll a die during the game.

16. Wound Tokens and Transporter Tokens: Place these tokens in an accessible area.

17. Displayed Tactic Cards: Display the Tactic Cards face up in an easily accessible area.

PLAYER AREA

1. Ship Card: This card represents your ship. In its lower part is the Inventory, where you store Data Crystals gained during the game.

2. Play Area: You should have some reasonable space in front of you, where you can play cards during your turn.

3. Gained Skills: This is an area where Skill Tokens gained during Level Up will be placed.

4. Faction Tokens: Place one on the Experience Track and another on the Reputation Track. The rest are used to mark your successes on the Space Map. The supply should be endless (if you run out of them, use a substitute).

5. Ship Deck: Shuffles your ship's 16 Basic Action Cards (check the symbol in the upper right corner) to create your Ship Deck.

6. Pile of Skill Tokens: Each player has 10 Skill Tokens in their color. Randomize them and place them in a face down pile.

7. Pile of Level Tokens: Stack the five octagonal Level Tokens in a face up pile, sorted by numbers, so the one marked 1-2 is at the top, while 9-10 is at the bottom. The current token shows your Captain's Defense Value of 2 and Hand Limit of 5 for Levels 1-2. Place the sixth blank Level Token with its Faction symbol side up to the right of your stack of Level Tokens, where it will serve as a Command Token.

8. Crew Area: Here you place your recruited Crew Members. Each Crew Member needs its own Command Token. You currently have one Command Token, so you can only have one Crew Member. When your Captain advances to an odd-numbered Level, you get another

Command Token, so your maximum number of Crew Members increases.

9. Discard Pile: Here you discard played cards at the end of your turn (and sometimes certain cards during your turn).

10. Ship Figure: For now, place your Ship figure here. It will move to the Space Map during your first turn.

11. Away Team Token: Place your Away Team Token here. You will use this token to mark a planet space when you have beamed an Away Team down to the planet's surface during an Away Mission.

12. Player's Hand: At the start of the game, draw 5 cards from your Ship Deck (according to your Hand Limit as depicted on your topmost Level Token).



ONE ROUND OF THE GAME

Players take their **turns** within a Round.

1. Prepare the Round (skip this step for the first Round of the game, as it was completed during Setup).

- **Reset the Core:** Re-roll all Data Dice in the Core, following the conditions outlined in the "Game Setup" section.
- **Create the new Crew offer:** Place all Crew Cards currently in the offer at the bottom of their corresponding decks.
- If there are any Advanced Action Cards in the Crew offer, place them at the bottom of the Advanced Action Deck.
- Deal new Crew Cards into the Crew offer equal to the number of actual players plus 2. If no Core Map tile has been revealed, deal Regular (silver back) Crew Members only. If at least one Core Map tile has been revealed, alternate dealing Elite (gold) and Regular Crew Members. (Elite, Regular, Elite, etc.)
- If there are any Class-M Planets on the Space Map, add one Advanced Action Card to the Crew offer for each Class-M Planet that has not been decimated.
- **Refresh the Advanced Action offer:** Place the lowest position Advanced Action Card in the offer at the bottom of the Advanced Action Deck. Move each other Advanced Action Card down one position in the offer, and then draw a new card from the Advanced Action Deck and add it to the offer in the top position.

- **Refresh the Undiscovered offer:** Follow the same steps as for refreshing the Advanced Action offer.

- **Collect Tactic Cards:** Collect all Tactic Cards from the previous Round, then display them in the game area, face up.

- **Each player** flips all Skill Tokens beside their Play Area face up, readies all Crew Members in their Crew area (including Wounded ones), shuffles all their Ship Deck cards to create a new Ship Deck, and then draws cards up to their Hand Limit. (A player's Hand Limit may be increased if they are on or next to a Romulan Starbase or destroyed Borg Cube - see the description of these locations on page 14 and page 16. If next to both, use only the higher effect.)

2. Players choose Tactic Cards for this Round.

- Each player chooses one Tactic Card displayed in the game area. The player with the lowest Experience picks first, followed by the player with the second lowest Experience, etc. In case of a tie, the player whose Round Order Token is in a lower position picks first. **NOTE: This means that during the first Round, the player who picked their ship last chooses their Tactic Card first.**
- Follow any instructions on Tactic Cards that say "when you take this Tactic."
- Rearrange the Round Order Tokens according to the Tactic number of each

player, such that the lowest Tactic number is on top (first) and the highest Tactic number is on the bottom (last).

- Remove any unclaimed Tactics and set them aside until the next Round.

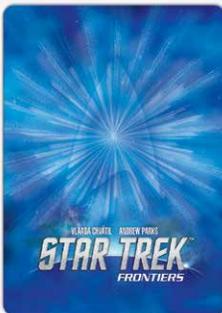
3. Players play their turns.

- Players take their turns in the order shown by the Round Order Tokens (from top to bottom). After the last player goes, the first player plays again.
- If a player's Ship Deck is empty at the start of their turn, that player may announce the End of the Round instead of playing their turn. (They must do so if both their Ship Deck and hand are empty.) If a player declares the End of the Round, each other player takes one last turn and then the Round ends.

4. Check the Scenario description to see whether the game is over.

- If the scenario conditions have been met or if the Round limit is reached, the game is over and you should follow the scenario description to determine the outcome of the game.
- If not, continue the game by playing the next Round.

BASIC GAME CONCEPTS



SHIP DECK CARDS

All cards with this card back are Ship Deck cards. These consist of Action Cards (Basic and Advanced), Undiscovered Cards, and Damage Cards. At the start of the game, players have only Basic Action Cards in their Ship Deck.

Each turn, players will play Ship Deck cards from their hand. To play a card, place it in your Play Area and perform the stated effect.

Different Ship Deck cards can be played in different ways. An **Action Card** (Basic or Advanced) can be played to provide its basic effect, or it can be powered by one data of the depicted color to provide its strong effect.

An **Undiscovered Card** can be powered by one data of the depicted color to provide its basic effect, or it can be powered by one data of the depicted color and one Black Data to provide its strong effect.

Damage Cards cannot be played in any way.

Any non-Damage card can be played **sideways** into the Play Area to provide either Move 1, Diplomacy 1, Attack 1 or Shields 1. They can't be played sideways to provide Long Range Attacks, or any kind of special (Photon Pulse, Photon Torpedo, or Pulse Torpedo) Attack or Shields.

Cards that provide similar effects (even those of different types) can be played together to provide a cumulative effect. Stack the played cards together and total their effects.

At the end of the turn, all played Ship Deck cards go to your discard pile. Unplayed cards remain in your hand, unless you decide to discard one or more of them.

Some card effects order you to pay extra data of some color, or discard a card, or remove another card from the game. These effects cannot be played if you are unable to do this.

Damage Cards cannot be discarded or removed from the game in this way unless the effect explicitly allows you to do so. Thus "any card" refers to any card in your hand, except Damage Cards.

USING CREW MEMBERS

Crew Members are separated into two decks: Regular (silver card back) and Elite (gold card back). The card back does not impact gameplay once the Crew Members are in the game.

At the start of the game, the players do not control any Crew Members. Crew Members recruited during the game are displayed in front of the player in the Crew area at all times; they will never be in a player's hand, Ship Deck or discard pile.

Each Crew Member in your Crew area has an assigned Command Token. You cannot have more Crew Members than Command Tokens in your Crew area.

Crew Members with Command Tokens above them are considered to be Ready. Crew Members with Command Tokens on top of them are considered to be Spent. Crew Members with a Wound Token on them are considered to be Wounded.

Newly recruited Crew Members are always Ready and not Wounded. If you want to gain a new Crew Member but all of your Command Tokens are occupied, you must discharge one of your other Crew Members; remove the discharged Crew Member from the game. The newly recruited Crew Member is Ready and not Wounded, regardless of the state of the discharged Crew Member.

A Crew Member that is Ready and not Wounded may be activated to use one of its abilities. To activate a Crew Member, place its Command Token on top of it - the Crew Member is no longer Ready; it is Spent until the end of the Round.

Afterwards, choose one of the abilities displayed on the Crew Member and apply its effect. You may combine it with the effects of Ship Deck cards, Skills and other Crew Members. To choose an ability with a data symbol in front of it, you have to pay data of the corresponding color first.

Whenever an effect allows you to "Ready a Crew Member," you may move the Command Token back to its original position above that Crew Member. The Crew Member is now Ready and can be activated again.

At the end of your **turn**, do not discard or Ready a Spent Crew Member. Crew Members are automatically Readied at the start of each **Round**.

USING SKILLS

Skills are represented by Skill Tokens. Each Captain has its own set of Skill Tokens. At the start of the game, players have no Skill Tokens available to them. Each time a Captain reaches an even-numbered Experience Level, it gains one Skill Token. Players place the Skill Tokens that they gain face up in front of them.

Players may gain Skill Tokens from their own Captain set, but also Skill Tokens of other Captains in the game. If they do, they can use them the same way as their own; once a Skill is in the game, it does not matter to which Captain set it belongs.

The use and effect of each Skill is depicted by icons on its token. The Skills are described in detail on the Skill Token Reference Card of the corresponding Captain.

Some Skills are usable "Once per Round." Once you use it, you flip the Skill Token face down. It cannot be used again until the start of the next Round (when you will flip it back up so that you may use it again).

Note that the "Motivation" Skill may be used during another player's turn. You do not have to wait until your next turn to use it. You may use it on another player's turn, so you can prepare for your turn in advance. You cannot, however, use it after your last turn in a Round.

Other Skills can be used “Once per Turn.” Place them in your Play Area after you use them to mark them as used, stacking them with the appropriate cards or Crew Members (you can, for example, stack a Skill providing Move points with several Move cards). At the end of your turn, return the Skill Token to its place beside your Play Area (with your other face up Skill Tokens), ready to be used again during a future turn. Please note that no Skill Token can be used more than once during the same turn.

USING DATA

There are three basic colors of data in the game (red, blue, and gold). The data can be in two forms:

- 1) **Pure Data.** This is represented by a Data Die or by a Data Token in a player’s Play Area. When gained, it has to be used before the end of the player’s turn, or it disappears.
- 2) **Data Crystals.** These are represented by a Data Token in the player’s Inventory (on their Ship Card). Up to three tokens of each basic color can be stored there. A Data Crystal can be turned into pure data at any moment during a player’s turn. Pure data cannot be turned into Data Crystals unless an effect says so.

There are three special colors (white, purple, and black) that can be in pure form only (there are no white, purple, or black Data Crystals allowed).

White Data represents the Captain’s innovation and can be used to represent any of the three basic colors (red, blue, or gold).

Purple Data represents risk and improvisation; it can be used as Purple Data for those rare cards that call for it, or the die can be immediately re-rolled in an attempt to gain a different color. When selecting a Purple Data Die, a player may immediately choose to re-roll it and then use the new color at any time during their turn. If the player rolls purple again, however, they must immediately return the die to the Data Core unused. If a player acquires a Purple Data Die but does not immediately choose to re-roll it, they may only use it as Purple Data during that turn.

Black Data represents the unknown mysteries of space. It can be used to purchase and empower Undiscovered Cards.

The **Data Core** represents pure data available throughout this region of space. Each turn, a player may use one Data Die from the Core as data of the corresponding color. The player takes the Data Die and places it in front of themselves and can use it at any time during their turn. If they use the Data Die as data of the corresponding color, they re-roll that die and return it to the Core at the end of their turn so that it becomes available for other players. Unless a card or effect says otherwise, players are not allowed to use more than one die from the Core each turn.

If a player chooses a Data Die but does not end up using it during the course of their turn, they must return the Data Die to the Core at the end of their turn **without** re-rolling it.

EFFECTS

Ship Deck cards, Crew Members, and Skill Tokens provide a variety of effects that may be used during a given turn.

Many effects are described with shortcuts like Move X (gain X Move points) or Heal X (gain X Heal points). These terms are explained later in the rules.

Other effects might allow you to modify the rules for the turn, or to gain something you wouldn’t normally be able to gain. For these types of effects, follow the text on the card.

If the effect modifies some values or rules, the change always lasts until the end of the current turn (unless stated otherwise).

If you do not understand an effect or the interaction of two or more effects in combination, check the game website for FAQs.

“GAIN” EFFECTS

If an effect tells you to gain a Data Token, place a Data Token of the corresponding color in your Play Area. If an effect tells you to gain a Data Crystal, place a Data Token of the corresponding color in your Inventory. If you already have three Data

Crystals of that color in your Inventory, gain a Data Token of that color in your Play Area instead.

If an effect tells you to gain a new Ship Deck card (Advanced Action or Undiscovered Card) during or after your turn, the new card is placed on top of your Ship Deck unless stated otherwise.

Whenever you gain a card from the Undiscovered offer or Advanced Action offer, replenish the offer immediately by shifting the remaining cards down and adding a new card to the top slot of the offer.

If you take a card from the Crew Member offer (either a Crew Member or an Advanced Action that you learned at a Class-M Planet), do not replenish the offer. It will be replenished at the start of the next Round.

Any rewards won during combat are gained at the end of your turn. See the “End of the Turn” section on page 11.

DISCARDING CARDS & REMOVING CARDS FROM THE GAME

If an effect tells you to **discard** a card, place the discarded card in your discard pile. You cannot discard a Damage Card unless an effect explicitly allows it.

If an effect tells you to **remove** a card that is in your hand or discard pile, then if it is a Damage Card, place it back on top of the Damage Pile. Otherwise, remove it from the game (return it to the box).

REVERTING

Unless you agree otherwise (not recommended), players may take back any actions and decisions that they make during their turn. It is faster to play out your turn and change your mind than to attempt to plan everything out in your head.

You cannot revert to a moment prior to any new information being revealed (a Space Map tile, an Encounter Token, or a card), a die rolled, or another player reacting specifically to the player’s actions (usually during Player vs. Player combat). Once this happens, all decisions, moves, played cards, used Skills and Crew Member abilities, spent data, etc. have to remain exactly as they were.

A PLAYER’S TURN

BEFORE YOUR TURN

Some Skill Tokens and the Outpost Tile Reference Card offer you options that are labeled as “before your turn” or “on another player’s turn.” For game purposes, both of these are the same. You can play them while others are playing, or just before your turn.

NOTE: You can use effects playable “on another player’s turn” before your first turn, even if you are the first player to play during a Round.

These effects usually allow you to draw cards from your Ship Deck. The conditions “whether the draw deck is empty” and “whether you have cards in your hand” are checked after these effects are completed.

DECLARING THE END OF THE ROUND

If your Ship Deck is empty at the start of your turn, and if the End of the Round has not been announced yet, you may forfeit your turn and announce the End of the Round. If you do, each other player takes one more turn, and then the Round is over.

You may only announce the End of the Round if your Ship Deck is empty at the start of your turn. You **must** announce the End of the Round if your Ship Deck is empty and you have no cards in your hand at the start of your turn. If you have no cards in your Ship Deck and hand, but the End of the Round has already been announced by another player, you must forfeit your turn.

If you forfeit your turn, your turn ends immediately; you cannot even use the benefits of a location you occupy (Drydock or Research Station).

REGULAR TURN

If you do not forfeit your turn, you have two options: playing a Regular Turn, or performing Emergency Repairs. In both cases, you have to play or discard at least one card during or at the end of your turn (except if your hand is empty but there are still cards in your Ship Deck at the beginning of your turn).

Playing a Regular turn has two voluntary parts: Movement and Action.

First, you may (but do not have to) move. You may reveal new Space Map tiles during movement. See the “Movement” section on page 6.

Your movement may result in a mandatory Action. If your movement ended because you provoked one or more Enemy Ships during movement, then you must fight these enemies as your Action for the turn.

If there are no mandatory Actions, you may choose to perform one (and only one) of the following voluntary Actions:

- At certain locations (Outpost, Class-M Planet, conquered Romulan Starbase [owned by you], conquered Dominion Starbase, destroyed Borg Cube) you may have an Interaction with the location. See the “Interactions” section on page 7.
- If you are adjacent to a Class-M Planet, you may instead decide to decimate it, which leads to combat.
- If you are adjacent to other planet locations (Class-L, Class-K, and Class-H Planets), you may decide to explore them. Class-L

and Class-K Planets (including those with a “distress signal”) are explored through Away Missions (see “Away Missions” on page 10). Class-H Planets may lead to Challenges, Combats, and/or Away Missions.

- If there are Enemy Ships (Romulan Warbirds, Borg Spheres) in one or more adjacent spaces, you can decide to challenge one or more of them in combat.
- If there is a Romulan Starbase (unconquered or controlled by another player), unconquered Dominion Starbase, or Borg Cube figure in an adjacent space, you may launch an assault against it.
- If another player’s ship is adjacent to you, you may engage it in Player vs. Player combat (if playing with that option during your scenario).
- If none of the above Actions are available, or if you do not want to take any of these Actions, you can choose to take no Actions. You may perform only one Action each turn (mandatory or voluntary). If you want to move and/or reveal new tiles, you must do so before taking an Action. You cannot move or reveal Space Map tiles after performing an Action. You may play any number of **Special** effects at any point during your turn. The same applies for **Repair and Heal** effects, except that these cannot be played during combat.

EMERGENCY REPAIRS

If performing Emergency Repairs, you cannot move, initiate combat, explore a planet, or interact with a location.

Depending on the contents of your hand, you can either perform Standard Emergency Repairs (if you have at least one card other than a Damage Card in your hand) or a Slow Recovery (if you have only Damage Cards in your hand).

- **Standard Emergency Repairs:** Discard one non-Damage card and any number of Damage Cards. **NOTE: this is not the same as a normal Repair effect, as the Damage Cards go into your discard pile.**
- **Slow Recovery:** If you only have Damage Cards in your hand, your ship is Crippled.

Reveal your hand, and then discard one Damage Card into your discard pile.

Before or after you perform Emergency Repairs for the turn, you may play any number of Repair, Heal, and Special effects.

ANNOUNCING THE END OF YOUR TURN

Once you have done everything you wanted to do on your turn (Regular Turn or Emergency Repairs), announce that your turn is over.

First, return any Data Dice to the Core. Re-roll any dice you have used before returning them. Do not re-roll a die if you chose it but did not actually use it during your turn.

Next, inform the next player (as per the Round Order Tokens) that they may now start their turn. This speeds up the play of the game. However, if the next player insists, they may wait until you completely finish your turn before they start theirs.

Now you can finalize your turn while the other player begins theirs. See the “End of the Turn” section on page 11 for more details.

MOVEMENT

You may move during a Regular Turn (not while performing Emergency Repairs). During movement, you can reveal new Space Map tiles. All movement must be completed before taking an Action (combat, exploring a planet, or interacting with a location).

When moving, you may play any amount of movement effects . Most of these effects generate Move points. You may play any number of movement cards from your hand (and power them with any available data), use movement Skills, or activate Crew Members with movement abilities.

The Move X effect means “you gain X Move points.” Any card (except for a Damage Card) can be played sideways to a movement column as Move 1. Players can also play any number of **Special** , **Repair and Heal** effects during movement.

Total the Move points provided by all of your cards and effects. You may then move your ship figure, space by space, spending Move points according to the type of hex you are moving into (as indicated on the Data Core Board). You may only move to accessible adjacent spaces.



Ships can enter Planet and Sun spaces (marked with a small “X” on the Data Core Board), but cannot end their movement on those spaces. If a ship runs out of Move points on top of a Planet or Sun, or provokes a nearby Enemy Ship after moving onto a Planet or Sun, the ship receives 1 Damage Card and must immediately move back to the space from which it moved onto the Planet or Sun.

Ships cannot enter Asteroid Fields or Black Hole spaces (marked by a large “X” on the Data Core Board). These spaces are considered inaccessible.

MOVEMENT LIMITATIONS

A ship cannot enter a space with an Enemy Ship Token (Romulan Warbird, Borg Sphere), an unconquered Romulan or Dominion Starbase, a Romulan Starbase controlled by another player, or a Borg Cube figure.

If you provoke an Enemy Ship Token (i.e. move directly from a space adjacent to the token to another space adjacent to the same token), you are attacked by that enemy and your movement immediately ends. Only Romulan Warbirds and

Borg Spheres are considered Enemy Ship Tokens. Unconquered Starbases, Planets, and Borg Cubes are not provoked in this way.

Players may move through Class-L, Class-K, or Class-H Planet spaces (at the usual cost of 3 Move points), even if there are Planet Tokens or Enemy Tokens stacked on top of those spaces. Enemy Ship Tokens that are stacked on top of (i.e., guarding) a Class-H Planet are not provoked when ships pass near them.

DESTROYED BORG TACTICAL CUBES

Destroyed Borg Cube spaces can be entered at a cost of 2 Move points. If a ship ends its movement on top of a destroyed Borg Cube space, place the ship figure on the corresponding Borg Cube Reference Card. Multiple ships can occupy the same destroyed Borg Cube space in this way.

If, however, moving onto a destroyed Borg Cube space causes a player to provoke an Enemy Ship Token (Romulan Warbird or Borg Sphere), then the moving ship receives 1 Damage and is forced back to the space from which it moved onto the destroyed Borg Cube space.

A ship safely located at a destroyed Borg Cube space cannot be attacked by another player’s ship under any circumstances. Similarly, a ship located on a Borg Cube space cannot make any attacks until it leaves that space. Moving from a Borg Cube space onto an adjacent space will provoke nearby enemies.

OTHER PLAYERS’ SHIPS

You are allowed to pass through spaces occupied by another player’s ship figure freely, unless the other player’s ship is located at one of their controlled Romulan Starbases, which are considered impassible by other players. You are also allowed to enter a space with another player’s ship to explore a new Space Map tile or tiles, and then to continue movement (see “Exploration” below).

You cannot, however, end your movement on the same space as another player, except in the following two cases which allow there to be multiple ships on the same space:

- **Wormhole:** When a ship ends its movement on the Wormhole, the ship is removed from the Space Map and returns at the start of the player’s next turn.
- **Destroyed Borg Cube:** When a ship ends its movement on top of a destroyed Borg Cube, the ship is placed on top of the corresponding Borg Cube Reference Card.

EXPLORATION

During movement, you can reveal new Space Map tiles. You can only reveal new tiles if you occupy a space adjacent to a position where a new tile can be added. Tiles must be placed in fixed positions defined by the symbols in their corners. No tile can be added behind the line of Asteroid Fields defined by the Starting Tile (see the “Game Setup” section on page 3).

To reveal a tile, a player has to spend 2 Move points. The new tile comes from the top of the Space Map tile stack. If the player occupies a space bordering two available positions for a new

tile, they must announce which of them they are exploring before revealing the tile.

Exploring a new Space Map tile always confers a bonus of 1 Experience Point.

Tiles are always oriented in a defined direction (so the number in one of their corners is oriented the same way as the Starting tile). Players do not decide how to orient tiles when placing them.

Depending on the back color of the Space Map tile being placed, additional limitations apply:

- **Frontier Tiles** (blue tile back) can only be placed such that they will be adjacent to at least two other tiles, or adjacent to a tile that borders at least two other tiles.
- **Core Tiles** (red tile back) can only be placed such that they will be adjacent to at least two other tiles.

If there are no tiles left in the Space Map tile stack when a player attempts to explore, they may draw a random Frontier tile removed from the game during Setup. If all Frontier tiles have been placed, they can use removed non-Borg Cube Core tiles instead. Tiles explored this way can only be placed such that they are adjacent to at least three other tiles (to fill up holes). If there are no tiles of these types in the box, no more tiles can be explored.

If a ship moves onto a Planet or Sun on the edge of a Space Tile, and then explores a new Space Tile and discovers that the ship cannot move any further due to insufficient Move points, the ship receives 1 Damage and is forced back to the space from which it moved onto the Planet or Sun.

For locations on a newly revealed tile, check the “When revealed” section of the associated Tile Reference Cards and follow the text. You may also consult the Map Location Guide on page 14.

Of particular importance:

Class-M Planet: If a Class-M Planet is revealed, draw one Advanced Action Card and add it to the Crew offer (not the Advanced Action offer).

Borg Cube:



If a tile with a Borg Cube in its center is revealed, take the corresponding Borg Cube Reference Card (as indicated by the Borg Cube’s color) and place it beside the Space Map. Consult the scenario description to see which Level to assign the Borg Cube, and then take the corresponding Borg Cube figure and rotate its base so the Level of the Borg Cube is shown in the window. Place the Borg Cube figure on its corresponding space on the Space Map tile.

The Borg Cube base’s window shows silhouettes of different Encounter Tokens, as well as a number beside each silhouette. For each silhouette, draw the indicated number of Encounter Tokens of the corresponding type and place them face down on top of the Borg Cube’s Reference Card.

SCANNING STARBASES AND BORG CUBES

When a ship moves to a space adjacent to an unconquered Romulan or Dominion Starbase, flip the corresponding Encounter Token on that space face up. Similarly, when a ship moves to a space adjacent to a Borg Cube figure, flip all of the Encounter Tokens on the corresponding Borg Cube Reference Card face up.

Scanning is free and does not cost any Move points. A ship may scan in the midst of its movement; it does not need to end its movement in order to flip these Encounter Tokens face up.

SPECIAL MOVEMENT RULES

During movement, you may move as many spaces and explore as many tiles as you can pay Move points for. You are allowed to alternate between exploring new tiles and moving. You are allowed to play additional effects to add Move points to your total at any time during movement. You are allowed to play additional cards after a new tile is

revealed. Move points from newly played effects are added to any Move points that might be left from your previously played effects. It is not possible to power previously played cards with data for the strong effect – this has to be done when the card is played, or not at all.

Some effects modify the rules of movement. These apply to all movement done after the effect is played, until the end of the turn. Some effects reduce the Move cost of certain hex types. If a player plays more than one of this type of effect, they can apply them in any order. If the Move cost of a hex type is reduced to 0, the player may enter spaces of this type without paying any Move points. The Move cost of a space cannot be reduced below 0.

Some cards allow a player to enter inaccessible spaces (Asteroid Fields, Black Holes) at a certain cost. Beware - players should end their turn in a safe space (see below); otherwise, Forced Withdrawal rules apply (see the “End of the Turn” section on page 11).

Some effects directly allow you to move one or more spaces. For this, you do not pay any cost other than what the effect states, and you may also move over inaccessible spaces (including those occupied by Enemy Ship Tokens, unconquered Starbases, Borg Cube figures, etc.), unless stated otherwise. Some of these effects order you to end this move on a safe space (see below).

A space is considered to be a **safe space** if:

- It is accessible under normal conditions (i.e. if no special effects apply).
- It does not contain a Planet, Sun, an Enemy Ship Token, an unconquered Starbase, a Starbase owned by an opponent, or a Borg Cube figure.
- It does not contain another player's ship, except for locations that allow additional ships (Wormhole, destroyed Borg Tactical Cube).

INTERACTIONS

You can interact with several different locations on the Space Map (Outposts, Class-M Planets, Romulan Starbases under your control, conquered Dominion Starbases, and destroyed Borg Cubes). Interaction with a location on the Space Map is considered your Action for the turn.

An Interaction is defined as any use of Diplomacy **except during an Away Mission**. Therefore, if you have a Skill that allows you to gain “+3 Diplomacy during an Interaction,” you can use that +3 for all sorts of miscellaneous things, including using the special text on an Advanced Action Card that allows you to spend Diplomacy in a unique way. Special Interactions that take place due to the play of cards do not take up your Action for the turn.

Away Missions are **never** considered Interactions, and any card text involving Interactions does not apply to using your Diplomacy during an Away Mission. This also means that your Reputation bonus does not apply to Away Missions (see “Diplomacy Bonuses” below).

DIPLOMACY POINTS

During an Interaction, you may play any amount of Diplomacy effects to generate Diplomacy points. You can play Diplomacy cards from your hand (and power them with any available data), use Diplomacy Skills, or activate Crew Members with Diplomacy abilities.

The Diplomacy X effect means “you gain X Diplomacy points.” Any card (except for a Damage Card) can be played sideways on a column as Diplomacy 1.

Players can also play any number of **Special Repair and Heal** effects during an Interaction.

DIPLOMACY BONUSES

Total the Diplomacy points provided by all your cards and effects. The total amount is then modified by your Reputation.

Check the position of your Faction Token on the Reputation Track. It may indicate a negative or positive modifier. Add this modifier to your Diplomacy. If your token is on the X space of the Reputation Track, you cannot interact at all! If interacting at a destroyed Borg Cube, you also add 1 to your Diplomacy total for each Faction Token you have on the corresponding Borg Cube Reference Card.

NOTE: If these bonuses are high enough, you may interact without playing any Diplomacy effects.

SPENDING DIPLOMACY POINTS

Once a player has calculated their Diplomacy total, they can spend their Diplomacy points on whatever the location offers. See the corresponding Tile Reference Card, or the corresponding Borg Cube Reference Card for options.

When interacting with an Outpost, conquered Starbase or destroyed Borg Cube, a ship must be on top of the corresponding space on the Space Map. However, since ships cannot end their movement on top of planets, a ship must interact with a Class-M Planet from an adjacent space.

Crew Members

A ship can recruit a Crew Member from the Crew offer as long as one of the location images on the left side of the Crew Card matches the ship's present location on the Space Map. The Diplomacy cost for each Crew Member is located in the upper left corner of the Crew Card.

When recruiting a Crew Member, refer to the “Basic Concepts - Using Crew Members” section on page 4. You can use a newly recruited Crew Member immediately (but you cannot use a Diplomacy effect on that Crew Member to pay for its own cost).

Repairs and Healing

Repair and Heal points can be bought at Outposts for 3 Diplomacy points and at Class-M Planets for 2 Diplomacy points (see the Tile Reference Cards for these locations).

See the “Repairs and Healing” section on page 12.

Advanced Action Cards

As described on the Class-M Planet Tile Reference Card, a player can learn a new Advanced Action at a Class-M Planet for 6 Diplomacy points. The Advanced Action card must be from the Crew offer (not from the Advanced Action offer) and is put on top of the player's Ship Deck. The Crew offer is not replenished until the start of the next Round.

Undiscovered Cards

A player can learn a new Undiscovered Card from the Undiscovered offer at a Dominion Starbase. To gain an Undiscovered Card, the player must pay 7 Diplomacy points as well as one Black Data. A newly gained Undiscovered Card is placed on top of the player's Ship Deck and the Undiscovered offer is immediately replenished.

Destroyed Borg Cubes

In addition to providing access to Crew Members with the Borg Cube location image, each Borg Cube has its own Interaction option depicted on the lower half of its corresponding Borg Cube Reference Card.

Red Borg Cube: At the Red Borg Cube, you can spend 10 Diplomacy to receive 1 Red, 1 Blue, and 1 Gold Data Crystal.

Blue Borg Cube: At the Blue Borg Cube, you can buy Undiscovered Cards as if you were at a conquered Dominion Starbase (7 Diplomacy + 1 Black Data).

Gold Borg Cube: At the Gold Borg Cube, you may recruit Crew Members of all types. Also, you can pay 2 Diplomacy to add 1 Elite (gold) Crew Card to the Crew offer.

Green Borg Cube: At the Green Borg Cube, you can pay 6 Diplomacy points to gain a card from the Advanced Action offer (replenish the offer afterwards) or a random card from the top of the Advanced Action Deck. Put the gained card on top of your Ship Deck.



Multiple Purchases

You may buy any number of things of the same or different types during an Interaction, as long as you have the Diplomacy points to pay for them. You apply the bonus or penalty (for Reputation and/or for Faction Tokens at a destroyed Borg Cube) only once per turn, no matter how many things you buy.

COMBAT WITH ENEMY TOKENS

All enemies must be attacked from an adjacent, safe space.

Enemy Ships

You may challenge an adjacent Enemy Ship Token (Romulan Warbird, Borg Sphere) to combat. If there are multiple Enemy Ship Tokens adjacent to you, you may choose to challenge any number of them to combat.



If you move from a space adjacent to an Enemy Ship Token to another space directly adjacent to the same token, this provokes that Enemy Ship to attack you.

Starbases

If you assault an unconquered Romulan Starbase or unconquered Dominion Starbase, you lose 1 Reputation, regardless of the outcome of the combat.



If you assault another player's controlled Romulan Starbase, you lose 1 Reputation, unless that player has a negative Reputation (in which case you lose nothing). If the opponent is not present at their Romulan Starbase, then you must fight a random Romulan Starbase Token (that is worth half the Experience Points, rounded up).

If an opponent's ship is present at their Romulan Starbase, then you must assault their ship directly using the "Player vs. Player Combat" rules on page 12 (if PvP rules are in effect). If PvP rules are not in effect, then you cannot assault another player's Romulan Starbase while their ship is present there. Regardless of whether or not the opponent's ship is present at their Romulan Starbase, you still lose 1 Reputation for assaulting their Starbase (unless that player has a negative Reputation).

Borg Cubes

If you assault a Borg Cube, you must fight all of the Enemy Tokens defending it. These represent the Borg Cube's assimilated defenders. If you defeat all of the Borg Cube's defenders, the Borg Cube is destroyed. See "Fighting Multiple Enemies" on page 10. There is no Reputation loss for assaulting a Borg Cube.



Class-M Planets

You may choose to decimate a Class-M Planet. If you do, you lose 3 Reputation, and draw a random Dominion Starbase Token to battle.



Class-L and Class-K Planets

You may beam down an Away Team to explore a Class-L or Class-K Planet. This is treated differently than a normal combat. See "Away Missions" on page 10.



Class-H Planets

You may choose to explore a Class-H Planet. This may result either in a Challenge, a combat with multiple enemies, or perhaps a combat with an enemy followed by an Away Mission. See the corresponding Tile Reference Card or the Map Location Guide on page 14 for more details.



Encountering Enemies from Multiple Spaces

Only one combat is allowed each turn. However, in certain situations, enemies from multiple spaces may be fought in that combat.

For example, it can happen that a single move provokes two nearby Enemy Ship Tokens. You have to fight them both.

If you start a combat and there are one or more Enemy Ship Tokens (Romulan Warbirds, Borg

Spheres) adjacent to the space you moved into, you may challenge them to join the fight. This means:

- You may provoke an Enemy Ship Token by your move, and then challenge one or more Enemy Ship Tokens adjacent to the space you moved into, and then fight them all.
- When assaulting a Starbase or Borg Cube, or when decimating a Class-M Planet, you may also challenge any Enemy Ship Tokens adjacent to you. They join the defenders in combat, but you do not need to defeat them in order to conquer the location.

See "Fighting Multiple Enemies" on page 10 for a summary of the extra rules involved with fighting more than one enemy.

NOTE: You cannot challenge extra enemies when encountering a Class-L, Class-K, or Class-H Planet. You also cannot ever fight Enemy Tokens and another player's ship at the same time. On your turn, you may perform only one Action, and both combat with enemies and Player vs. Player combat are considered separate Actions.

Combat Sequence

Combat starts by drawing and/or revealing all hidden enemies you have to fight (for example, random tokens drawn when assaulting an opponent's Romulan Starbase or when decimating a Class-M Planet).

Then, the combat has four phases:

- **Long Range Attack Phase** - In the first phase of combat, you have a chance to eliminate enemies before they get to you, but only if you have Long Range Attacks. If you eliminate all enemies during this phase, the combat is over.
- **Shields Phase** - If any enemies survived the first phase, they will now attack you. You will have a chance to deflect some or all of the attack with Shields. If you deflect all of the damage, it does not harm your ship.
- **Assign Damage Phase** - Any enemies whose damage you did not fully deflect with Shields will now deal damage to your ship.
- **Attack Phase** - Now, you can attempt to defeat any remaining enemies with regular Attacks (you can combine them with any Long Range Attacks that you didn't use during the first phase). Whether you defeat all the enemies or not, the combat is over after this phase.

During each phase, a player can play corresponding cards, use Skills, and activate Crew Members. Track the effects played during each phase in separate columns.

Unless a restrictive effect is otherwise stated, you may play additional combat effects (that affect your Crew Members, enemies, or combat rules) during any of these phases.

Unless stated otherwise, that effect persists until the end of the turn.

Players can play any number of **Special** effects during any combat phase. However, no **Repair** or **Heal** effects may be played during combat.

LONG RANGE ATTACK PHASE

During this phase, you may perform one or more attacks, or pass and do nothing. To perform an attack, choose one or more Enemy Tokens as the target of the attack.

Play any number of Long Range Attacks of any type - **Photon Pulse**, **Photon Torpedo**, **Pulse Torpedo**, or normal **Phasers** (normal Phaser Attacks have no special attributes).

Note: Whenever you are using normal Long Range Attacks or normal Attacks (without any special types), you are considered to be firing normal Phasers for the purposes of enemy Resistances.

You may play cards that provide **Long Range Attack** from your hand (and power them with any available data), use **Long Range Attack Skills**, or activate any Crew Members with **Long Range Attack** abilities. Stack these effects together in a column to help keep track of your total. Cards cannot be played sideways to contribute to **Long Range Attacks**.

Now total the Attack value of all the played effects. If at least one targeted enemy has one or more Resistance icons, then all attacks of a type that match a Resistance icon are inefficient - their strength is halved. (Total all inefficient attacks, divide the result by two, and round down.)

Remember that **normal Long Range Attacks** and **normal Attacks** (i.e. that do not specify a particular type) are considered to be **normal Phasers**. Therefore, enemies with **Resistance to Phasers** are resistant to Attacks that do not specify a special type.

Pulse Torpedo Attacks are halved only when there is at least one targeted enemy with both **Photon Pulse** and **Photon Torpedo** Resistances.

To make a successful attack, the total **Attack Value** has to equal or exceed the total **Defense Values** of all targeted enemies. If it does, the targeted enemies are defeated.

Defeated Enemy Tokens are immediately discarded to the discard pile next to their corresponding enemy pile; they do not participate in the rest of the combat.

The attacking player scores **Experience Points** equal to the number on the bottom of each defeated Enemy Token. Move your **Faction Token** on the **Experience Track** by that many spaces. If your **Faction Token** crosses the end of a line, you do not Level Up immediately. Level Ups are performed at the end of the turn.

An Attack of lower total value than the total Defense of the enemies has no effect and any damage dealt does not carry over to subsequent phases or turns. If you realize your Attacks are not enough to defeat the chosen enemies, either play more Long Range Attacks, or choose a different enemy to target, or take back the cards you played and cancel your attack.

You can declare none, one or more attacks during this phase. With each attack, you can defeat one or multiple enemies. Group the cards and effects you play for each attack in separate columns.

If some enemies have certain Resistances and some do not, you may want to deal with these enemies with separate attacks, as the presence of just one resistant enemy halves the value of all Attacks of the type that the enemy is resistant to.

SHIELDS PHASE

After you have performed any Long Range Attacks, the Shields Phase begins. During this phase, all enemies that have not been eliminated get to attack, but players have the chance to actively deflect (either partially or fully) the attack of one or more enemies by using Shields. All damage that is deflected during the Shields Phase will not damage you during the Assign Damage Phase.

You cannot use Shields against more than one enemy at the same time. You can deflect the damage from multiple enemies, however, as long as you deflect the damage from each enemy separately.

Choose a single attacking enemy to block. Play any number of Shields of any type - **Photon Pulse**, **Photon Torpedo**, **Pulse Torpedo**, or normal **Shields** (normal Shields have no special attributes).

Play cards that provide Shields from your hand (you can power them with any available data), use Shields Skills, or activate any Crew Members with Shields abilities. Stack these effects together in a column to help keep track of your total. Any

card (except for a Damage Card) can be played sideways to the column as Shields 1. Sideways cards are always normal Shields, never Shields of a special type.

Determine the total Shields value of all played effects. Against special Attacks, only certain Shields are fully efficient:

- Any type of Shields is efficient against a normal Phaser Attack 
- Only Photon Pulse or Pulse Torpedo Shields are efficient against Photon Pulse Attacks 
- Only Photon Torpedo or Pulse Torpedo Shields are efficient against Photon Torpedo Attacks 
- Only Pulse Torpedo Shields are efficient against Pulse Torpedo Attacks 

Inefficient Shields are reduced by half. When totaling the final Shields value, total the values of all inefficient Shields, divide by two (round down), and then add the full values of all efficient Shields.

Also, if the enemy has **Disruptors** , the Shields are reduced by half. If you are blocking a Disruptor **and** if you are blocking with inefficient Shields, the penalties are combined so that the total damage is divided by 4.

When applying Disruptor penalties to both inefficient and efficient Shields, calculate the inefficient Shields, then divide by 4 (round down), and then add that total to the value of the efficient Shields, divided by 2 (round down).

The Shields fully deflect the damage if the total value equals or exceeds the Attack value of the chosen enemy. Otherwise, the Shields partially deflect the damage. All damage that is not deflected will be applied to the ship during the Assign Damage Phase (see below).

You may deflect damage from any number of attacking enemies during this phase. Any enemies you wish to block are resolved individually; you cannot block multiple enemies at once.

ASSIGN DAMAGE PHASE

If you managed to deflect all enemy attacks, skip this phase. If not, any damage that you did not deflect will damage your ship. When receiving damage from multiple enemies, you take the **total** amount of undeflected damage from all undefeated enemies and assign it your ship using the rules below.

Each point of Attack that was not deflected inflicts 1 point of damage against your ship. You start by taking a Damage Card from the Damage Pile and placing it in your hand; this allows you to reduce the total damage points by your Captain's Defense Value (the left number on your Captain's Level Token).

If there is still damage remaining, you take another Damage Card and then once again reduce the total remaining damage by the Captain's Defense Value. You continue this process until all the remaining damage points have been assigned to your ship.

IMPORTANT: When you assign damage to your ship, you will take at least 1 Damage Card irrespective of your Defense Value. The Defense Value shows how much you reduce the damage by **after** you have drawn a Damage Card.

NOTE: As a shortcut, you can simply take the total number of damage points that you did not deflect and divide that total by the Defense Value of your Captain (round up); that is the number of Damage Cards that you draw from the top of the Damage Pile and place in your hand.

The phase ends when you have assigned all undeflected damage to your ship.

Special Attacks of Enemies

 **Antimatter Weapon:** If an enemy has an Antimatter Weapon, each point of Attack that you do not block inflicts double damage.

 **Biogenic Weapon:** If an enemy has a Biogenic Weapon Attack, for each Damage Card that goes into your hand, another Damage Card is placed in your discard pile.



Energy Dissipator: If a ship receives one or more Damage Cards from an enemy with an Energy Dissipator, the player immediately discards all non-Damage cards from their hand. That means they will not be able to fight back unless they have some Ready Crew Members or Skill Tokens with Attack abilities.

Catastrophic Damage

If, during one combat, your ship sustains a number of Damage Cards equal to or greater than your Captain's unmodified Hand Limit (the rightmost number on your Level Token), the ship is devastated and you discard all non-Damage cards from your hand.

Keep track of the number of Damage Cards your ship sustains during a combat. There are some cards that harm the ship that uses them - these count towards Catastrophic Damage as well, if used during combat. Damage Cards already in your hand at the start of the combat do not count towards this total.

After receiving Catastrophic Damage, your Crew Members can still use their abilities, you can use any of your Skills, and you continue taking Damage Cards if you have to assign further damage to your ship.

Wounded Captain

If your Captain was Wounded during an Away Mission (see "Away Missions" on page 10), your ship is considered to have a Defense Value of 1, no matter how high your Captain's Level is.

Fortunately, if you have a Ready, Unwounded Crew Member, you can spend that Crew Member to use its Defense Value when determining how many Damage Cards to receive, no matter how many enemies you are fighting during this space battle.

Conceptually, that Crew Member has taken command of the bridge in the Captain's absence. The Crew Member is not Wounded during this process, but it is Spent; place its Command Token on top of its card at the end of the Assign Damage Phase.

Note: You can only use a Crew Member for this purpose if your Captain is Wounded.

ATTACK PHASE

The Attack phase works the same way as the Long Range Attack Phase, except that you can combine normal Attacks and Long Range Attacks. During this phase, there is no difference between normal Attack and Long Range Attack. Any non-Damage card may be played sideways to an attack column as normal Attack 1.

This is the only phase in which you can use effects that specify that they can only be used during the Attack phase.

As was the case during the Long Range Attack Phase, you may eliminate multiple enemies in one attack, or declare multiple individual attacks. The rules for enemy Resistances are the same.

BORG CUBE ASSAULTS

Borg Cube Assaults work the same way as assaulting other enemies, except that you must fight all the assimilated defenders at the same time, and also each Borg Cube gives a special bonus to its defenders. See the upper part of the corresponding Borg Cube card .

- The **Gold Borg Cube** grants all defenders +1 Defense.
- The **Blue Borg Cube** grants all defenders +2 Attack if they have Photon Pulse or Photon Torpedo Attacks, and +1 Attack if they have Pulse Torpedo Attacks.
- The **Red Borg Cube** grants all defenders that have normal Phasers the Antimatter Weapon ability. This also applies to Planet Tokens during Away Missions (see "Away Missions" on page 10).
- The **Green Borg Cube** grants all defenders that have normal Phasers the Biogenic Weapon ability. This also applies to Planet Tokens during Away Missions (see "Away Missions" on page 10).

COMBAT OUTCOMES

Combat ends after the Attack phase. You might defeat none, one or more enemies during the combat.

Enemy Ship Tokens (Romulan Warbird, Borg Sphere)

If you defeated one or more Enemy Ship Tokens, remove the tokens from the board. The icon on the space has no meaning now; treat it as an empty space. You do not mark the space with a Faction Token, but you do gain Reputation (+1 for each Romulan Warbird, +2 for each Borg Sphere).

Starbases

If you conquer a Romulan Starbase (controlled or uncontrolled) or a Dominion Starbase, your ship **must** immediately enter that space afterwards (for free) and claim control of it. This automatic movement does not provoke nearby enemy ships. If you also challenged any nearby Enemy Ship Tokens at the start of the assault on the Starbase, your success in defeating those extra ships does not determine whether you conquered the Starbase.

When you claim a Romulan Starbase, mark it with your Faction Token. If the Romulan Starbase belonged to another player, replace their Faction Token with your own. Whenever you are on or adjacent to one of your Romulan Starbases, your Hand Limit is +1 for each Romulan Starbase you control on the Space Map.

When you conquer a Dominion Starbase, mark it with your Faction Token (although it is not controlled by you and can be accessed by all players). You will get to choose an Undiscovered Card at the end of your turn as a reward for conquering the Starbase.

Class-M Planet

If you defeated the random Dominion Starbase Token defending the Class-M Planet, then you have decimated the planet. Mark the space with your Faction Token. From now on, no one may interact with the planet (or decimate it further), although ships moving through this space still pay 3 Move points and cannot end their movement here. At the end of your turn, claim an Undiscovered Card of your choice as your reward.

Class-H Planet

If you defeat all the enemies guarding a Class-H Planet, discard the Class-H Planet Token and mark the space with your Faction Token. At the end of your turn, you claim the depicted reward. The possible rewards for overcoming a Class-H Planet include:

- **Undiscovered Card:** An ancient power is discovered here. You gain an Undiscovered Card at the end of your turn.
- **Advanced Action:** The defeated enemies guarded some secret knowledge here. Take one Advanced Action from the Advanced Action offer at the end of your turn.
- **Set of 3 Data Crystals:** A wealth of data was hidden here. You gain 1 Data Crystal of each basic color (red, blue, and gold) in your Inventory.
- **Crew Member:** You rescue a prisoner who gladly joins you. You may recruit any one Crew Member from the offer without paying its cost and regardless of where it can normally be recruited. You still have to have a free Command Token available, or discharge one of your existing Crew Members to make room. **NOTE:** While you usually claim your rewards at the end of the turn before you resolve a Level Up, you may switch the order here. If the Experience for defeating enemies causes you to gain a new Level and thus a new Command Token, you can use this new Command Token to recruit the Crew Member.

Borg Cube Assimilated Defenders

If you were assaulting a Borg Cube, place one of your Faction Tokens on the Borg Cube Reference Card for each Enemy Token that you defeated. This does not include extra Enemy Ship Tokens that you challenged at the start of the combat. Place the Faction Tokens in a row, so that you can later determine in which order they were placed there.

If you defeat the last defender of a Borg Cube, then the Borg Cube is destroyed and you must immediately move onto the corresponding Borg Cube Reference Card (which means that you are salvaging the destroyed Borg Cube). This automatic movement is free (i.e., it does not cost any Move points) and does not provoke nearby Enemy Ship Tokens.

Whenever you are on or adjacent to a destroyed Borg Cube that you helped destroy, your Hand Limit is 2 higher if you have the most Faction Tokens there (if a tie, you receive this bonus if you are the tied player who first placed a Faction Token there). Otherwise, your Hand Limit is 1 higher if you have at least 1 Faction Token there.

Undeclared Enemies

You may not have defeated all the enemies during the combat. If you fail to defeat an Enemy Ship Token or an unconquered Starbase, the token stays in the space.

If you fail to defeat a randomly drawn Starbase Token (such as when assaulting an opponent's Romulan Starbase or when attempting to decimate a Class-M Planet), then discard the token. The next time a player attempts to attack this location, new Enemy Tokens of the appropriate type will be drawn.

If you fail to defeat one or both enemies guarding a Class-H Planet, the undefeated tokens remain on the space (keep them face up in the space, but keep the Class-H Planet Token at least partially visible, so the enemies do not get confused with normal

Enemy Tokens). Defeated enemies are not replaced. Undefeated Romulan Warbirds and Borg Spheres that remain on a Class-H Planet space are not provoked by passing ships. Also, players neither gain nor lose Reputation when they battle Enemy Ship Tokens and Starbases guarding a Class-H Planet.

FIGHTING MULTIPLE ENEMIES (SUMMARY)

Although the rules for fighting multiple Enemy Tokens were incorporated above, they are summarized here for your convenience.

Attacking

During the Long Range Attack Phase and normal Attack Phase, you can play one big attack to eliminate multiple enemies at once. To do so, your Attack has to be equal to or greater than the total Defense of all chosen enemies. Essentially you are treating multiple enemies as if they were one enemy with much more Defense. However, if any of the chosen enemies has **Resistance to normal**, **Photon Pulse**, or **Photon Torpedo Attacks**, all of your Attacks of the corresponding type will be halved, even if the other enemies in the group you are attacking do not have that Resistance.

Alternatively, you can play multiple Attacks during a phase. This way, you can fight enemies individually, or in small groups, or one enemy individually and the remainder as a group, etc. This may be advantageous when some of the enemies have Resistances and some do not. Instead of mixing all your attacks together (which

would reduce all resisted attacks by half), you can eliminate a resistant enemy by playing only attacks that the enemy is not resistant to.

Shields

During the Shields phase, you have a chance to block any enemies you have not defeated. You can use your Shields to deflect damage from none, one, or more enemies in any order, but you cannot group multiple enemies together to block them with one powerful Shield total. If you want to deflect damage from more than one enemy, you have to resolve blocks against each enemy individually.

Assigning Damage

During the Assign Damage Phase, you take the **total** amount of undeflected damage from all undefeated enemies and assign it to your ship using the normal rules for assigning damage.

Combined Space / Planet Encounters

It is possible to encounter a combination of Enemy Tokens in space as well as one or more Planet Tokens at the same time. This might occur, for example, when exploring a Class-H Planet or when engaging the assimilated defenders of a Borg Cube. In this case, you must fight all space battles first, and then you **must** send an Away Team down to engage all of the Planet Tokens at the same time (see "Away Missions" below).

AWAY MISSIONS

Away Missions have four phases:

DIPLOMACY PHASE

The Diplomacy Icon represents how many Diplomacy points the player can spend to immediately succeed at the Away Mission. These Diplomacy points can come from cards in the player's hand, from spending Crew Members who are part of the Away Team, or from using Skill Tokens if the Captain is part of the Away Team and not Wounded.

Crew Members who are not part of the Away Team do not contribute to an Away Mission in any way. Skill Tokens (as well as the Action Card that features the Captain's name) can only be used during an Away Mission if the Captain is part of the Away Team and is not Wounded.

NOTE: Using Diplomacy during an Away Mission is not considered the same thing as using Diplomacy as part of an Interaction; this is an important distinction for card text purposes. Also, the player's standing on the Reputation Track does not affect their success during an Away Mission.

LONG RANGE ATTACK PHASE

If the Away Team does not play enough Diplomacy points to succeed at the Away Mission, then an Away Team battle takes place. The Away Team can immediately succeed at this battle if they play enough Long Range Attack to overcome the Planet Token's Defense Value. The Long Range Attack can come from cards in the player's hand, from spending Crew Members who are part of the Away Team, or from Skill Tokens if the Captain is part of the Away Team and is not Wounded.

ASSIGN DAMAGE PHASE

If the Away Team does not have enough Diplomacy or Long Range Attack to immediately succeed at the Away Team Encounter, then the Away Team comes under fire. **Shields cannot be used to block this attack.** The Away Team suffers the full force of the Planet Token's Attack Value.

Damage **must** be assigned by the player to Crew Members and/or the Captain (if they are part of the Away Team) until all damage has been suffered. A damaged Crew Member receives a **Wound Token** and then reduces the amount of remaining damage by its Defense Value. If the Captain is damaged, it receives a Wound Token and reduces the remaining amount of damage by its current Defense Value. You cannot assign damage more than once to your Captain or more than once to the same Crew Member; in other words, you cannot assign damage to someone who is already Wounded.

IMPORTANT: If you assign damage to your Captain or to a Crew Member, they become Wounded irrespective of their Defense Value. The Defense Value just tells you how much to reduce the damage total by after assigning the damage to them.

If the Captain and all participating Crew Members are Wounded and there is still leftover damage, the rest of the Away Team is killed and the Away Mission ends in failure. The Away Team cannot attack the Planet Token any more in this case (even if they have enough Attack Points to overcome the Planet's Defense Value). If this happens, the ship loses 2 Reputation (because most of the Away Team died) and the Wounded Captain and Crew are beamed back up to the ship. Remove the Transporter Tokens, but the Wound Tokens remain.

Attack Abilities: It is possible for Planet Tokens to be assigned Attack Abilities (Antimatter Weapon or Biogenic Weapon) if they are drawn as assimilated defenders for a Borg Cube. If the Planet Token receives the Antimatter Weapon Attack Ability, then the total damage inflicted by the Planet Token is doubled. If the Planet Token receives the Biogenic Weapon Attack Ability, then if a Captain or a Crew Member is damaged by the Planet Token, they receive 2 Wound Tokens instead of 1; both Wound Tokens must be healed in order for the Captain or Crew Member to lose their Wounded status.

ATTACK PHASE

If the Captain and Crew Members absorb all of the damage with no leftover, then the rest of the Away Team survives the attack and can try to defeat the Planet Token. (Note that there are always some regular security forces as part of the Away Team, so even if your Captain and all of your Crew Members are Wounded, the regular security forces are considered to survive **if there was no leftover damage**.)



A ship adjacent to a Class-L Planet or a Class-K Planet can beam down an Away Team as its Action for the turn. A ship cannot do this if it has provoked an Enemy Ship Token during its movement for the turn. A ship neither gains nor loses Reputation points for starting an Away Mission.



At the start of the Away Mission, the player first decides whether or not the Captain and/or any Ready Crew Members will join the Away Team. The player can choose to send an Away Team without the Captain or any Crew Members if the player wishes.

The Captain and Crew Members can only participate if they are Ready and not Wounded (see "Assign Damage Phase" below). If the Captain is joining the Away Team, place a Transporter Token beside the player's stack of Level Tokens. A Transporter Token is also placed beside each Crew Member joining the Away Team. Although a Crew Member must be Ready to join an Away Team, joining the Away Team does not spend the Crew Member.

The ship then places its **Away Team Token** on the Planet space and draws a face up token of the appropriate planet type. Note that the Planet Token is not drawn until after the player decides whether or not their Captain and/or Crew Members will be joining the Away Team.

Planet Tokens always have 4 pieces of information: a **Diplomacy Value**, a **Defense Value**, an **Attack Value**, and an **Experience Value**. Planet Tokens never feature any special forms of attack or defense (although they may receive special attack forms from a Borg Cube; see "Assign Damage Phase" below).



In this case, the player can combine normal Attack and Long Range Attack to overcome the Planet Token's Defense Value. Wounded Crew Members cannot be spent to use their abilities, and you cannot use Skill Tokens (or the Action Card with the Captain's name) while the Captain is Wounded. If the player is able to overcome the Planet Token's Defense Value, the Away Mission ends in success.

If the Away Team still cannot overcome the Planet Token's Defense Value, then the Away Mission fails and everyone is beamed back up to the ship (whether Wounded or not). In this case, the ship does not lose 2 Reputation since the Away Team survived (even though it failed).

BASIC SECURITY TEAM

Keep in mind that it's possible to send an Away Team without the Captain or any Crew Cards. This means the Away Mission can only succeed if the player has enough Diplomacy or Long Range Attack in their hand to complete the Mission. Otherwise, since there is no Captain or any Crew Members to absorb the damage, the Away Team will die from any amount of damage and the ship will lose 2 Reputation.

AWAY MISSION REWARDS

If the Away Mission ends successfully (either through Diplomacy, Long Range Attack, or normal Attack), the ship receives the Experience indicated on the Planet Token, discards the Planet Token, and then places one of its Faction Tokens on the planet

space. The ship receives the rewards indicated on the corresponding Tile Reference Card at the end of the turn.

Regardless of the Away Mission's success or failure, remove the Transporter Tokens (but not the Wound Tokens) from all of your participating Away Team members, and remove your Away Team Token from the corresponding planet space.

MULTIPLE PLANET TOKEN ENCOUNTERS

Your Away Team may face multiple Planet Tokens at the same time, such as when encountering a Class-L or Class-K Planet with a red glow, which indicates a **Distress Signal** (see the corresponding Tile Reference Cards), or during a Borg Cube Assault.

During a Borg Cube Assault, the Away Team is considered to have beamed aboard the Borg Cube to contend with the Cube's defenders. Using Diplomacy against these defenders represents an attempt to free the assimilated defenders from their connection to the Hive Mind without directly attacking them.

When encountering multiple Planet Tokens at the same time, you may choose to use Diplomacy against one or more of them (combining your total Diplomacy against multiple Planet Tokens if possible), and then use Long Range Attacks against one or more of them, and so on. If more than one Planet Token remains during the Assign Damage phase,

you must choose to assign the **total** combined damage of the remaining Planet Tokens to your Captain and/or your Crew Members as you would during a normal Away Mission.

Remember that no Captain or Crew Member can be assigned damage twice during the same Away Mission. On the other hand, you could, for example, activate a Crew Member with Diplomacy or Long Range Attack during the early phases of the Away Mission, and then assign damage from the remaining enemies to that same Crew Member during the Assign Damage Phase.



END OF THE TURN

You can complete your turn while the next player starts theirs. The first thing you should do is re-roll and return any Data Dice that you used to the Core. Remember that if you did not end up using a die that you drew from the Core, you must return it to the Core without re-rolling it.

Next follow the End of Turn procedures in the order presented below.

1) FORCED WITHDRAWAL

You must end your turn on a safe space (see "Movement - Special Movement Rules" on page 7). If you are not on a safe space, you must backtrack your move until you arrive at a safe space. For each space you move while backtracking, add 1 Damage Card to your hand.

2) CLEAR YOUR PLAY AREA

- Return all Data Tokens, used or unused, from your Play Area to the bank.
- Place all cards played this turn into your discard pile (except those that were removed from the game or, in the case of Damage Cards, placed back on top of the Damage Pile).

3) USE THE BENEFITS OF YOUR LOCATION

- If you end your turn at a Drydock, you may remove one Damage Card that is in your hand or discard pile from the game. Crew Members cannot be Healed this way.
- If you end your turn at a Research Station, you gain a Data Crystal of that Research Station's color in your Inventory (unless you have 3 Data Crystals of that color already, in which case you gain nothing).

4) REWARDS FROM COMBAT

If you won any rewards from combat, take them now. Pick your rewards in whatever order you choose. If you won:

- Data Crystals:** Add them to your Inventory (unless you already have 3 of that color – then nothing happens). If you gained any random Crystals, roll a die for each reward to determine which color you receive. If white or purple is rolled, you choose

1 basic color of your choice. If black is rolled, you gain 1 Experience instead.

- Advanced Action Cards or Undiscovered Cards:** Choose the cards from the corresponding offer, place them on top of your Ship Deck, and then replenish the offer by moving cards down and adding a new card to the topmost position. You cannot gain Advanced Action Cards that are in the Crew offer this way.
- Crew Members:** Take any Crew Member from the Crew offer, regardless of its type or cost. If you do not have an open Command Token for the Crew Member to occupy, you must discharge one of your Crew Members or forfeit the reward.

EXCEPTION: If you also gain a Level Up this turn that grants you a new Command Token, you may postpone taking a new Crew Member until you process your Level Up, so that you do not have to discharge a Crew Member.

5) LEVEL UP

If your Faction Token crossed one or more lines on the Experience Track this turn, you gain an Experience Level for each line crossed.

- When advancing to a Level marked with these icons, you gain one new Skill Token and one Advanced Action Card from the Advanced Action offer. Flip the top two Skill Tokens from your Skill pile. You may take one of these two tokens and place the other face up in the Common Skills area, and then take any one Advanced Action card from the Advanced Action offer. Instead of taking one of the two Skill Tokens you drew from your Skill pile, you may take a token of another player from the Common Skills area (if there are any), and then place both of your revealed Skills face up in the Common Skills area; in this case, you must take the Advanced Action card from the lowest position on the Advanced Action offer. In either case, place the newly gained Skill Token in front of you (face up), place the newly gained Advanced Action Card on top of your Ship Deck, and then refresh the Advanced Action offer by moving cards down and adding a new card to the topmost position.

- When advancing to a Level marked with this icon, remove your top Level Token (revealing your new Defense Value and Hand Limit), and then flip the removed token over so that its Faction symbol is showing. Afterwards, place the removed token in your Crew area; it is now a Command Token and your Command Limit is increased by 1.



6) DRAW NEW CARDS

Before drawing, you may discard any number of non-Damage cards from your hand, if you wish. If you did not play or discard any cards during your turn, you must discard at least one card now.

Next, draw cards from your Ship Deck up to your Hand Limit (the number on the right side of your Captain's Level Token).

If you are on or adjacent to a Romulan Starbase you own (marked with your Faction Token), your Hand Limit is increased by the number of Romulan Starbases that you own anywhere on the map. If you are on or adjacent to a destroyed Borg Cube where you have placed at least one Faction Token, your Hand Limit is increased by 1 (or by 2 if you have the most Faction Tokens at that Borg Cube; if tied with another player, then you may only increase your Hand Limit by 2 if you placed your Faction Token there before the other player). If both a Romulan Starbase bonus and a destroyed Borg Cube bonus are possible, use the higher bonus only.

Your Hand Limit can also be increased by the Tactic Card "Planning" (see that card).

If you have more cards in your hand than your current Hand Limit, you do not have to discard down to your Hand Limit (but you draw no new cards).

If you run out of cards in your Ship Deck while drawing, stop drawing. Do not reshuffle your discard pile.

REPAIRS AND HEALING

When a ship is damaged, the player takes one or more Damage Cards from the Damage pile and places them in their hand.

Damage Cards cannot be discarded unless an effect explicitly states otherwise. Damage Cards cannot be played sideways (as Move 1, Diplomacy 1, Attack 1, or Shields 1), and cannot be discarded at the end of your turn.

When you perform Emergency Repairs for the turn, or when an effect allows you to discard Damage Cards, they go into your discard pile. Therefore, during the next Round, you may draw them into your hand again.

When the Round ends, any Damage Cards in your hand get shuffled back into your Ship Deck with all of your other Ship Deck cards.

If a Crew Member is Wounded during an Away Mission, place a Wound Token on top of it. A Wounded Crew Member cannot be activated or assigned additional damage. A Wounded Crew Member retains its state of readiness (Ready or Spent). A Wounded Crew Member that is Spent still becomes Ready at the start of a new Round (but can't be activated until healed).

If a Captain is Wounded during an Away Mission, place a Wound Token beside its stack of Level Tokens. While your Captain is Wounded, you cannot use your Skill Tokens or the Action Card that features the name and

image of your Captain (although you may play this card sideways if you wish). Moreover, when participating in space battles, a ship with a Wounded Captain is considered to have a Defense Value of 1 unless the player chooses to spend a Ready, Unwounded Crew Member to use that Crew Member's Defense Value in place of the Captain's. Afterwards, the Crew Member is considered Spent.

Players can Repair and Heal during their turn, even when performing Emergency Repairs. You can play effects that provide Repair or Heal points ("Repair X" means you gain X Repair points; "Heal X" means you gain X Heal points). You may also buy points of Repair or Heal at an Outpost or a Class-M Planet (see the "Interactions" section on page 7).

Repair points and Heal points are two separate things. Sometimes you must choose whether you are gaining Repair points or Heal points when playing a card or when spending Diplomacy at a location. Be mindful of the distinction as both are used for different things.

SPENDING REPAIR POINTS

For one Repair point, you can permanently remove 1 Damage Card from your hand; return it to the Damage Pile. You can only repair Damage Cards that you have in your hand (not ones in your discard pile or Ship Deck).

SPENDING HEAL POINTS

To remove a Wound Token from a Crew Member, you must spend Heal points equal to the Rank of the Crew Member (the number in the upper-right corner of the Crew Card).

Return the Crew Member's Wound Token to the supply. To remove a Wound Token from your Captain, you must spend Heal points equal to the Captain's current Level divided by 2 (round up).

If a Crew Member or Captain has 2 Wound Tokens (due to being hit by a Biogenic Weapon Attack during a Borg Cube Away Mission), you have to Heal it twice in order to completely Heal it.

TIMING

Players can Repair and Heal at any time during their turns, except during combat. Damage from combat can be healed on the same turn, once the combat is over. Any unspent Repair and Heal points disappear when entering combat.

NOTE: The Drydock location does not provide repairs. Its effect cannot be used to Heal Crew Members and cannot be combined with other Repair effects.

PLAYER VERSUS PLAYER COMBAT



If all players agree to play with PvP rules, a player can invoke Player vs. Player combat as their Action for the turn if they are adjacent to another player's ship. A ship cannot attack to or from the Wormhole space or a destroyed Borg Cube space (combats are not allowed on these spaces). A player cannot invoke Player vs. Player combat if the End of the Round has been announced, if the end game condition has been triggered, or if the defender's Round Order Token has been flipped face down (see below).

If a player wants to assault another player's Romulan Starbase and the owner of the Starbase is there, then the attacking player must invoke a PvP combat in order to assault the Starbase. If the owner of the Starbase is not present there, PvP rules are not used, and the attacking player instead fights a random Romulan Starbase (see "Combat With Enemy Tokens - Starbases" on page 8).

NOTE: A player cannot challenge additional players or enemies when invoking Player vs. Player combat.

If PvP combat occurs, the attacking player is referred to as the aggressor, and the defending player is referred to as the defender. The defender gets a chance to defend by either fully or partially playing their turn during the aggressor's turn. The defender cannot move or perform an Action (Interaction or initiating another combat) during this combat.

When attacking another player's ship, the aggressor loses 2 Reputation Points if the defender has a Reputation of 0 or higher. If the defender has a negative Reputation, however, the aggressor does not lose Reputation points. A ship with a negative Reputation is considered

to have gone rogue and must be brought to justice.

The penalty for assaulting another player's Romulan Starbase is not as severe, even if the defender's ship is there. In this case, the aggressor loses only 1 Reputation point, regardless of whether or not the defender is present at the Starbase. If the defender has a negative Reputation, however, there is no penalty for assaulting their Starbase.

When attacked, the defender can use any effects normally usable before their turn or during the turns of other players (such as subjugating an Outpost). Then, they have two options.

1) FULLY ATTEND THE COMBAT: A player may choose to take their next turn in advance. If they do, they flip their Round Order Token down. As long as it is face down, they cannot be attacked again. When it would be the defender's next turn, the token is flipped back up but they skip the turn completely (they cannot even announce the End of the Round).

If the defender fully attends the combat, they may use a Data Die from the Core, and they may use Skills that would normally be available on their turn. After combat, they may play Special, Repair, and Heal cards and effects, if they wish. Then, they follow all the usual end of turn steps (use of Drydock or Research Station, Level Up, draw new cards, etc.)

NOTE: Since the defender can use a Data Die from the Core if they fully attend the combat, the aggressor must first claim a Data Die at the start of the combat if they haven't already done so.

2) PARTIALLY ATTEND THE COMBAT: A defender may choose to not skip their next turn. In that case, they do not flip down their Round Order Token and are subject to attack from other players. They will play their next turn as normal.

If the defender does not fully attend the combat, they cannot use a Data Die from the Core (unless some effect states otherwise), and they cannot use their Skill Tokens (except those useable during the turns of other players). When the combat is over, their part of the turn immediately ends. They cannot play Special, Heal, or Repair effects after combat. They do not follow the normal end of turn procedure, and in particular, they do not draw new cards. Any unused Data Tokens remain until the end of their regular turn.

Note: The defender can still block an opponent's attacks and perform their own attacks. The difference is just in which effects they can use and what happens after combat.

Player vs. Player combat has two phases: Long Range Attack and Close Range Attack. Combat ends when one of the players is forced to retreat, or when both phases have ended.

LONG RANGE ATTACK PHASE

During this phase, each player may make one Long Range Attack, starting with the **defender**. The player performing an attack is referred to as the attacker and the other player is the blocker, regardless of who is the aggressor or defender.

When it is a player's turn to perform a Long Range Attack, they can choose to perform an attack or pass. A player only has one opportunity to perform a Long Range Attack during this phase.

To perform an attack, the attacker plays any amount of Long Range Attacks (and special effects), as if it were a regular combat. Cards played sideways cannot contribute to this attack.

Then, the blocker can play any amount of Shields (and special effects), as if it were regular combat. The rules for efficient and inefficient Shields outlined in regular combat apply normally.

If the Long Range Attack consists of Attack effects of multiple types, the Shields effect is efficient if it is efficient against at least one type represented among the Attacks.

Because it is the Long Range Attack Phase, the total value of the attack is reduced by 1 for every 2 points of total Shields played. If the blocker uses an effect that says "Enemy loses Disruptors," then the final Shield total works fully: the attack is reduced by 1 for each 1 point of Shields. (Note that an effect that says "Enemy loses Disruptors" still does not prevent inefficient Shields from being halved).

Example: If the attacker uses Long Range Photon Torpedo Attack 4, and you play Photon Torpedo Shields 4, the attack is reduced to 2. If you play Shields 7, the attack is reduced to 3 (total value of your inefficient Shields is 3, which reduces the attack by 1 point only).

If the attack is not reduced to zero, the remainder is turned into damage that must be assigned to the blocker. Contrary to regular combat, the attacker has to have as much damage as the Defense Value of the blocker's Captain to damage the blocker's ship (i.e. to place a Damage Card in the blocker's hand). This is different than regular combat with Enemy Tokens, where 1 damage is enough to damage a ship.

The attacker may damage the blocker's ship multiple times, and the blocker takes a Damage Card in their hand each time. The blocker can receive Catastrophic Damage if they receive too many Damage Cards (see "Combat with Enemy Tokens - Catastrophic Damage" on page 9).

If the remaining damage is less than the blocker's Defense Value, ignore the remainder. After resolving the defender's Long Range Attack (if any), the aggressor gets the chance to be the attacker, after which the Long Range Attack Phase ends.

CLOSE RANGE ATTACK PHASE

The Close Range Attack Phase works similar to the Long Range Attack Phase, with a few differences.

First, the aggressor gets to start as the attacker instead of the defender. Any combination of Attack effects can be played, including Long Range Attacks. It is possible to play any non-Damage card sideways as normal Attack 1. Note that adding to an Attack this way will make it count as a normal Phaser Attack if it wasn't already (making any Shields efficient against it).

The rules for efficient and inefficient Shields still apply, but the final Shield total works fully (that is, the Attack is reduced by 1 for each point of total Shields that is played).

Damage can be used to damage the blocker's ship, as in the Long Range Attack phase.

In addition, during the Close Range Attack Phase, the attacker can spend damage points equal to twice the blocker's Defense Value to force the blocker to retreat. To do so, the attacker has to choose an accessible safe space adjacent to the blocker's space (see "Movement - Special Movement Rules" on page 7 for the definition of a safe space). The blocker is then moved to that space and the combat ends. This move never provokes Enemy Ship Tokens to attack.

After resolving the aggressor's Close Range Attack (if any), the defender gets the chance to be the attacker, after which the combat ends.

Note: If the defender was forced to retreat by the aggressor, the combat ends immediately.

COMBAT OUTCOME

If a ship is forced to retreat, the combat is over and the other player is considered to be victorious and may gain some Experience Points.

- If the victorious Captain is of a lower Level than the one forced to retreat, the player gains 1 Experience Point plus 2 Experience Points for each Level it is lower.
- If the victorious Captain is of the same Level but lower Experience Points, the player gains 1 Experience Point.
- If the victorious Captain is of the same or higher Experience Points, the player gains nothing.

If the victorious Captain was the aggressor, the player may also choose to enter the space vacated by the defender's ship (for free). This automatic movement does not provoke nearby Enemy Ship Tokens.

If the defender retreated from their own Romulan Starbase, then the aggressor must move onto that Starbase, thereby gaining control over it. Replace the defender's Faction Token on that space with that of the victorious Captain. As before, this movement is free and does not provoke nearby Enemy Ship Tokens.

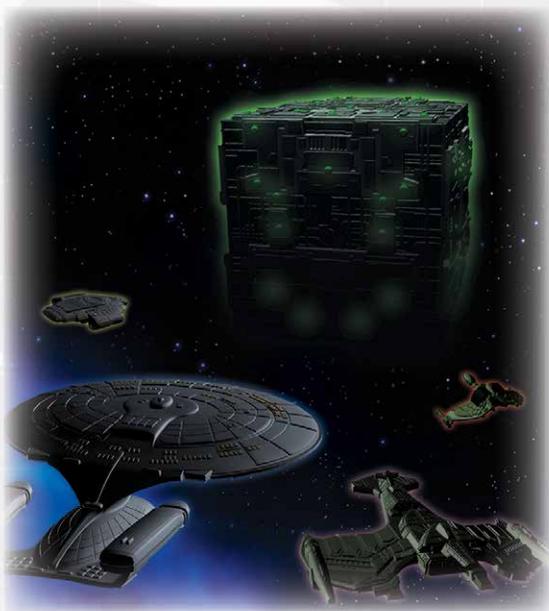
If the combat ended because both phases ended, then the combat is a draw and no one gains any Experience Points.

SPECIAL COMBAT EFFECTS

During regular combat, you may play various effects other than Attacks and Shields. Some of these can also be used when fighting another player.

- The opponent's Crew Members cannot be targeted by any effects during PvP combat.
- Effects that target "Enemy Tokens" have no effect during PvP combat.
- Effects that allow a player to skip the Shields and Assign Damage phases of combat may be used to cancel an opponent's attacks during one phase of the PvP combat (Long Range Attack or Close Range Attack, at the player's discretion). No damage is dealt for this attack (but the cards remain played, Crew Members Spent, etc.). The combat continues, however.
- Effects that stop a "target enemy" from attacking may be played while you are the blocker. These effects prevent the opponent from attacking during one phase of the combat. You cannot cancel enemy special effects or Shields this way.
- Effects that modify values or rules last for the entire combat.

COOPERATIVE Borg CUBE ASSAULTS



During cooperative scenarios (and also during competitive scenarios, if players agree), players can cooperate to conquer a Borg Cube.

A player can only initiate a Cooperative Borg Cube Assault during their turn if the End of the Round has not been announced yet, if the scenario conditions have not yet been fulfilled, and if the player has not taken an Action yet (and if the players agree on a Cooperative Assault, it is considered to be the initiating player's Action for this turn).

The player's ship and all potential participating players' ships must be on spaces adjacent

to the Borg Cube. A player cannot join in a Cooperative Borg Cube Assault if their Round Order Token has been flipped face down (either from another Cooperative Borg Cube Assault or from Player vs. Player combat).

The current player announces that they would like to form a cooperative assault by inviting one or more suitable ships who are also adjacent to the Borg Cube. The player may decide to exclude a ship even if it is suitable to participate.

The current player proposes how to distribute the quantity of assimilated enemies defending the Borg Cube (i.e., how many Enemy Tokens each player will face). Each player has to be assigned at least one Enemy Token.

If all invited players agree, the cooperative assault can begin. If not, nothing happens. The player can try to make another proposal, or continue their turn as if no proposal had been made.

If the players agree to the proposal, all invited players flip their Round Order Tokens face down to mark that they have each given up their next turn.

Next, shuffle and randomly distribute (without even looking at the reverse sides) the Enemy Tokens amongst the players, respecting the agreed-upon numbers. Thematically, this represents each ship's position within the fleet, but you cannot predict exactly how the defenders will react or who will end up making it through to beam Away Teams aboard the Cube, if necessary.

Participants take turns assaulting the Borg Cube according to the Round Order, starting with the player who initiated the cooperative attack. Each player performs all phases of their combat before the next player. Each player may use one die from the Core (but they do not return it until the assault is over) as well as all effects that they could use before or during their turns.

When it is a player's turn to attack, they may voluntarily challenge any other nearby Enemy Ship Tokens that are adjacent to their own ship and add them to their own collection of Enemy Tokens.

Resolve the assault as usual, assigning Faction Tokens to the corresponding Borg Cube Reference card for defeated defenders. Each player faces only the enemies assigned to them and ignores the others. Effects affecting "all enemies" affect only those assigned to the player.

The Borg Cube is destroyed when all defenders are defeated (whether or not nearby Enemy Ship Tokens that joined the combat were defeated). All participating ships must move onto the corresponding Borg Cube Reference Card (for free). This automatic movement does not provoke nearby Enemy Ship Tokens.

Regardless of whether or not all of the assimilated defenders were defeated, all participants take turns ending their turns as usual, in the Round Order (starting with the player who initiated the assault). Players may play Special, Repair, and Heal effects before the end of their turns, the same way as after a regular assault.

MAP LOCATION GUIDE

What follows is a summary of all of the location types on the Space Map.

WORMHOLE SPACE

If, for any reason, you decide to not move from the Wormhole, or if you return to the Wormhole on a later turn, remove your ship from the Space Map and place it in front of you on the table. No ship can stay on the Wormhole space once a turn is over. Your ship figure stays in front of you until your next turn, when you return it to the Wormhole space.



NOTE: Any number of ships can occupy the Wormhole space at the same time, since they are removed from the map when they do. Ships that are taken off the Space Map cannot be attacked.

PLANETS AND SUNS (GENERAL)

Planet and Sun spaces can be passed through, but a ship cannot end its movement on a Planet or Sun. If a ship runs out of Move points on top of a Planet or Sun, the ship receives 1 Damage Card and must immediately move back to the space from which it moved onto the Planet or Sun.



ASTEROID FIELDS AND BLACK HOLES

Asteroid Fields and Black Holes cannot be entered without a card that specifically allows you to do so. These spaces are considered inaccessible.



RESEARCH STATION

Research: If you end your turn on a Research Station, gain 1 Data Crystal of the station's color in your Inventory. Note that this happens after you announce the end of your turn, so you cannot use the Data Crystal during that turn.



You can gain more Data Crystals if you stay at a Research Station for several consecutive turns. Note that you cannot have more than 3 Data Crystals of the same color in your Inventory at the same time.

DRYDOCK

Maintenance: If you end your turn at a Drydock, you can permanently remove 1 Damage Card from your hand or your discard pile; place the Damage Card back on top of the Damage Pile. Note that this is not the same thing as normal repairs - you cannot combine it with other Repair effects. You also cannot use this ability to heal your Captain or Crew Members.



Data Transfer: If you start your turn at a Drydock, you gain 1 White Data Token. You must use it before the end of your turn, or it will be returned to the supply.

OUTPOST

You may spend Diplomacy points to recruit Crew Members and/or purchase points of Repair or Heal here.



Recruit: Crew with the Outpost icon can be recruited here.

Repair/Heal: You can buy 1 point of Repair or Heal for 3 Diplomacy here. You may buy multiple points of Repair and/or Heal at the same time.

Subjugate: You can subjugate an Outpost during another player's turn. You can only subjugate an Outpost once between each of your turns. If you do, draw 2 cards and lose 1 Reputation.

ROMULAN WARBIRD

When a Romulan Warbird is revealed, place a Romulan Warbird Token face up on its space. No ship can enter a space that is occupied by a Romulan Warbird. A Romulan Warbird can be provoked into combat by a ship that moves from one space adjacent to it to another space adjacent to it.



Challenge: As your Action, you can challenge the Romulan Warbird from an adjacent space. You can challenge multiple Enemy Ship Tokens at the same time, even if you are about to assault a Starbase or Borg Cube.

Reward: If you defeat the Romulan Warbird, discard the token and gain 1 Reputation.

ROMULAN STARBASE

When a Romulan Starbase is revealed, place a Romulan Starbase Token face down on its space. If a ship moves to a space adjacent to the Romulan Starbase, reveal the Starbase Token by flipping it face up. Unlike the Romulan Warbird, the Romulan Starbase does not attack ships that pass near it.



A ship cannot move onto an unconquered Romulan Starbase, even to pass through it. A ship can, however, assault a Romulan Starbase from an adjacent space. Assaulting a Romulan Starbase is seen as an act of war, so you lose 1 Reputation at the start of the combat.

You then fight a combat against the Romulan Starbase. If you defeat the Romulan Starbase, you conquer it and must immediately move onto the Romulan Starbase (for free), which establishes your control over it. This free movement is mandatory, but it does not provoke Enemy Ship Tokens in the vicinity. Place one of your Faction Tokens on the Romulan Starbase's space to mark that you were the player who conquered it. Only you can benefit from a Romulan Starbase while it remains under your control.

If you fail to defeat the Romulan Starbase Token, your assault fails and you remain on the space from which you initiated your attack. You can try another assault next turn (but you lose another 1 Reputation).

Controlling a Romulan Starbase

If you conquer a Romulan Starbase, place one of your Faction Tokens on its space. Your Romulan Starbase grants you two benefits:

Recruit: You can recruit Crew Members with the Romulan Starbase icon while you are on that space. You cannot recruit a Crew Member on the same turn that you conquer the Romulan Starbase, since assaulting the Starbase uses your Action for the turn.

Hand Limit: Your Romulan Starbases provide supplies to you. If you end your turn on or adjacent to a Romulan Starbase that you control, your Hand Limit is temporarily increased by 1 for each Romulan Starbase that you own anywhere on the Space Map.

NOTE: Only you can enter a Romulan Starbase space that you control. Other ships cannot enter that space, even to pass through it. Other ships may, however, assault your Romulan Starbase from an adjacent space.

Assaulting Another Player's Romulan Starbase

You can assault a Romulan Starbase that has already been conquered by another player. Doing so loses you 1 Reputation **unless** the owner of the Starbase has a negative Reputation (i.e. a Reputation of -1 or less), in which case there is no penalty for assaulting the Starbase.

If the owner of the Romulan Starbase is on the Starbase space, assaulting it would be treated as a Player vs. Player attack. The attacking player would need to force the defender to retreat to gain control of the Romulan Starbase; the attacker would then be required to move immediately onto the Starbase space (for free and without provoking Enemy Ship Tokens) and replace the original owner's Faction Token with their own.

If the owner of the Romulan Starbase is not there, you draw a random Romulan Starbase Token when assaulting that player's Starbase. You fight this Romulan Starbase Token the same way you would the original token. If you defeat the random Starbase Token, you only get half of the Experience for this token (round up), but the Romulan Starbase is now yours; you must immediately move onto the space (for free) and then replace the other player's Faction Token with your own - this automatic movement does not provoke nearby Enemy Ship Tokens. If you do not succeed, discard the random Starbase Token; a new random token will be drawn to defend the Romulan Starbase the next time that it is assaulted.

NOTE: The Reputation loss for assaulting another Faction's Romulan Starbase is the same regardless of whether or not the owner's ship is present.

DOMINION STARBASE

When a Dominion Starbase is revealed, place a Dominion Starbase Token face down on its space. If a ship moves to a space adjacent to the Dominion Starbase, reveal the Starbase Token by flipping it face up. Ships cannot move onto or interact with a Dominion Starbase until it has been conquered.



A ship can, however, assault a Dominion Starbase from an adjacent space. Assaulting a Dominion Starbase is seen as an act of war, so you lose 1 Reputation at the start of the combat.

You then fight a combat against the Dominion Starbase. If you defeat the Dominion Starbase, you conquer it and must immediately move onto the Dominion Starbase (for free). This free movement is mandatory, but it does not provoke Enemy Ship Tokens in the vicinity. Place one of your Faction Tokens on the Dominion Starbase's space to mark that you were the player who conquered it. As a reward for conquering the Dominion Starbase, you gain one Undiscovered Card from the Undiscovered Offer at the end of your turn.

If you fail to defeat the Dominion Starbase Token, your assault fails and you remain on the space from which you initiated your attack. You can try another assault next turn (but you lose another 1 Reputation).

Conquered Dominion Starbases

Unlike Romulan Starbases, placing your Faction Token does not mean that you control the Dominion Starbase; it just reminds everyone that you broke the resistance of the Dominion forces there. Once a Dominion Starbase is conquered, any ship on that space can interact with it, regardless of who conquered it.

Recruit: It is possible to recruit Crew Members with the Dominion Starbase icon here, following the usual Crew Member recruitment rules.

Buy Undiscovered Cards: You can buy Undiscovered Cards here. You can buy any Undiscovered Card in the Undiscovered offer for

7 Diplomacy points plus 1 Black Data. Take the purchased Undiscovered Card and place it on top of your Ship Deck. Replenish the Undiscovered offer immediately afterwards.

CLASS-M PLANET

Recruit: Any ship that is adjacent to a Class-M Planet can recruit Crew Members with the Class-M Planet icon.



Repair/Heal: Any ship that is adjacent to a Class-M Planet can buy 1 point of Repair or Heal for 2 Diplomacy here. You may buy multiple points of Repair and/or Heal at the same time.

Train: When a Class-M Planet is revealed, immediately draw one card from the Advanced Action Deck and place it in the Crew offer (not the Advanced Action offer).

This represents knowledge of the local people who live on these planets that can be learned at any Class-M Planet.

You can learn one of these Advanced Actions through Interaction - the cost is 6 Diplomacy points. If you buy an Advanced Action, place it on top of your Ship Deck. You can buy multiple Advanced Actions this way during a single turn, provided there are multiple cards available (that is, if there are multiple Class-M Planets on the board).

Advanced Actions in the Crew offer do not get replenished until the start of the next Round.

Decimate: A ship that is adjacent to a Class-M Planet may decimate the planet as its Action for the turn (you cannot do so after having an Interaction at the planet). To decimate the planet, announce your attempt, and immediately lose 3 Reputation.

To represent the local forces defending the planet, draw a random Dominion Starbase Token and fight it. Your Crew Members will not help you during this combat, as they feel that what you are doing is very wrong. You cannot activate any of their abilities during this combat.

If you win the combat, you gain the Experience Points of the defeated Dominion Starbase Token, and you also gain 1 Undiscovered Card at the end of your turn. The planet is now permanently decimated. Mark the space with one of your Faction Tokens.

From now on, no one may interact with it (or decimate it further), although ships moving through this space still pay 3 Move points and cannot end their movement here. (You do not remove the Advanced Action added to the Crew offer by this Class-M Planet, as it can still be learned elsewhere, but you do not add a new Advanced Action for this Class-M Planet at the start of the next Round.)

If you fail, nothing happens. Discard the Dominion Starbase Token.

CLASS-L PLANET

When a Class-L Planet is revealed, no Encounter Tokens are placed right away.



A ship that is adjacent to a Class-L Planet may beam an Away Team down to explore this planet as its Action for the turn (see "Away Missions" on page 10).

If you succeed at the Away Mission, mark the space with your Faction Token to remember that it was you who accomplished this mission. The Class-L Planet is fully explored and has no other meaning for the rest of the game. As a reward, you gain two random Data Crystals at the end of your turn. Roll a spare Data Die (not one that is active in the Core) twice to see what colors you get. If you roll white or purple, you may choose which basic color to take (red, blue, or gold). If you roll black, you gain Experience +1 instead of a Data Crystal for that roll.

If the Away Mission fails, you return the Class-L Planet Token face up to that space. The next time a ship beams an Away Team down to that planet, that team will encounter the same token.

CLASS-L PLANET (DISTRESS SIGNAL)

When a Class-L Planet (Distress Signal) is revealed, no Encounter Tokens are placed right away.



A ship that is adjacent to a Class-L Planet with a distress signal can beam down an Away Team as its Action for the turn (see "Away Missions" on page 10).

If you send an Away Team down to such a planet, draw 2 Class-L Planet Tokens to encounter (see "Away Missions - Multiple Planet Token Encounters" on page 11).

If you are defeated by either or both tokens, leave those tokens face up on the space; any tokens you overcame are replaced by new face down Class-L Planet Tokens. The next time a ship chooses to beam down an Away Team, they reveal and encounter all tokens here.

Reward: If you overcome both tokens, mark the space with your Faction Token. The Class-L Planet is now fully explored and has no other meaning for the rest of the game.

You gain 1 Undiscovered Card and 3 random Data Crystals as your reward. Roll a Data Die three times to determine the crystals' colors. 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.

CLASS-K PLANET

When a Class-K Planet is revealed, no Encounter Tokens are placed right away.



A ship that is adjacent to a Class-K Planet may beam an Away Team down to explore this planet as its Action for the turn (see "Away Missions" on page 10).

If you succeed at the Away Mission, mark the space with your Faction Token to remember that it was you who accomplished this mission. At the end of your turn, you gain 1 Undiscovered Card of your choice.

If the Away Mission fails, discard the Class-K Planet Token. The next time someone beams an Away Team down to this planet, a new Class-K Planet Token will be drawn for that team to encounter.

Defeated Class-K Planet: Even if a Class-K Planet is marked with a Faction Token, it can be explored again (by the same or a different player). If you do, draw a new Class-K Planet Token under the same conditions, but you do not mark the Class-K Planet with your Faction Token and you do not gain a Reward - just the Experience Points for defeating the Planet Token, as always.

CLASS-K PLANET (DISTRESS SIGNAL)

When a Class-K Planet (Distress Signal) is revealed, no Encounter Tokens are placed right away.



A ship that is adjacent to a Class-K Planet with a distress signal can beam down an Away Team as its Action for the turn (see "Away Missions" on page 10).

If you send an Away Team down to such a planet, draw 2 Class-K Planet Tokens to encounter (see "Away Missions - Multiple Planet Token Encounters" on page 11). If you overcome both tokens, mark the space with your Faction Token and gain 2 Undiscovered Cards. Otherwise, discard the undefeated Class-K Planet Tokens; new Class-K Planet Tokens will be drawn by the next player who explores this planet.

Defeated Class-K Planet: Even if a Class-K Planet with a distress signal is marked with a Faction Token, it can be explored again (by the same or a different player). If you do, draw 2 new Class-K

Planet Tokens under the same conditions, but you do not mark the Class-K Planet with your Faction Token and you do not gain a Reward - just the Experience Points for defeating the Planet Tokens, as always.

CLASS-H PLANET

When a Class-H Planet is revealed, no Encounter Tokens are placed right away.



Class-H Planets are another location that a player may choose to encounter as their Action for the turn. As with other planets, a ship wishing to explore a Class-H Planet must do so from an adjacent space.

Class-H Planets are unpredictable. Sometimes they will present a Challenge that the player must overcome by spending data. Other times there will be Enemy and/or Planet Tokens to overcome. Some of these enemies will be warships, others will be enemy Starbases, and still others will require that an Away Team be beamed down onto the surface. The rewards for overcoming a Class-H Planet Token are just as diverse as the challenges that await you there.

If you choose to encounter a Class-H Planet, you draw a Class-H Planet Token and place it face up on the Planet space. There are two different kinds of Encounter Tokens for you to overcome.

Challenge: You encounter a difficult situation that requires a depth of information to solve. In this case the Planet Token depicts three data of a particular color (or perhaps three data of different colors). You may solve the Challenge by paying all three data of the colors depicted on the Planet Token. If you do, you gain 7 Experience immediately, discard the Planet Token, and mark the space with your Faction Token to remember that it was you who accomplished this encounter. If you cannot or do not want to pay the three data, nothing happens. The Planet Token remains face up on the planet space, waiting to be solved by you or another player in the future.

Enemy Tokens with Rewards: There may be ancient rewards that are guarded by enemies who are orbiting the planet and/or on the surface below. In this case, the Class-H Planet Token depicts two Enemy and/or Planet Tokens and a reward.

When this happens, you must draw the depicted tokens, place them face up on the table, and then fight them. If you fail to defeat both enemies, nothing happens (other than the damage you received and the Experience you may have gained from defeating one of the two enemies). The undefeated tokens remain on the space (keep them face up in the space, but keep the Class-H Planet Token at least partially visible, so the enemies do not get confused with normal Enemy Tokens). Defeated enemies are not replaced.

Undefeated Romulan Warbirds and Borg Spheres that remain on a Class-H Planet space are not provoked by passing ships; these enemies are only interested in guarding the planet. Also, players neither gain nor lose Reputation when they battle Enemy Ship Tokens and Starbases guarding a Class-H Planet. Players may also move through Class-H Planet spaces (at the usual cost of 3 Movement points), even if there are Enemy Tokens present.

For details on fighting multiple Enemy Tokens during a space battle, see "Combat with Enemy Tokens - Fighting Multiple Enemies (Summary)" on page 10.

Some Class-H Planet Tokens depict a combination of Enemy Tokens and Planet Tokens. In this case, you must fight all the space battles first, and then afterwards you must **immediately** beam an Away Team down to the surface of the planet to encounter the Planet Token. Unlike a normal Away Mission, you get to see the Planet Token first, so if you do not think it is possible for you to succeed at the Away Mission, you may choose to beam

down a basic security force (i.e. without your Captain or any of your Crew Cards), which would result in a loss of 2 Reputation for losing your Away Team but no other penalties (see "Away Missions" on page 10).

Whoever defeats the last Enemy or Planet Token on the Class-H Planet discards the Class-H Planet Token and marks the space with their Faction Token. At the end of their turn, they claim the depicted reward (see "Rewards" below).

IMPORTANT: Although defeated Enemy and Planet Tokens confer their Experience Points as normal, they do not confer any of the other rewards that are normally given when they are encountered on their native spaces. Instead, the player receives the reward depicted on the Class-H Planet Token.

Once a player places their Faction Token on a Class-H Planet space, no player may explore that planet any further.

REWARDS

The possible rewards for overcoming a Class-H Planet include:

- **Undiscovered Card:** An ancient power is discovered here. You gain an Undiscovered Card at the end of your turn.
- **Advanced Action:** The defeated enemies guarded some secret knowledge here. Take one Advanced Action from the Advanced Action offer at the end of your turn.
- **Set of 3 Data Crystals:** A wealth of data was hidden here. You gain 1 Data Crystal of each basic color (red, blue, and gold) in your Inventory at the end of your turn.
- **Crew Member:** You rescue a prisoner who gladly joins you at the end of your turn. You may recruit any one Crew Member from the offer without paying its cost and regardless of where it can normally be recruited. You still have to have a free Command Token available, or discharge one of your existing Crew Members to make room. Note: While you usually claim your rewards at the end of the turn before you resolve a Level Up, you may switch the order here. If the Experience for defeating enemies causes you to gain a new Level and thus a new Command Token, you can use this new Command Token to recruit the Crew Member.

BORG SPHERE

When a Borg Sphere is revealed, place a Borg Sphere Token face up on its space. No ship can enter a space that is occupied by a Borg Sphere. A Borg Sphere can be provoked into combat by a ship that moves from one space adjacent to it to another space adjacent to it.



Challenge: As your Action, you can challenge the Borg Sphere from an adjacent space. You can challenge multiple Enemy Ship Tokens at the same time, even if you are about to assault a Starbase or Borg Cube.

Reward: If you defeat the Borg Sphere, discard the token and gain Reputation +2.

BORG CUBE

If a Borg Cube is revealed, take the corresponding Borg Cube Reference Card (as indicated by the Borg Cube's color) and place it beside the Space Map. Consult the scenario description to see which Level to assign the Borg Cube, and then take the corresponding Borg Cube figure and rotate its base so the Level of the Borg Cube is shown in the window. Place the Borg Cube figure on its corresponding space on the Space Map tile.

The Borg Cube base's window shows silhouettes of different Encounter Tokens, as well as a number beside each silhouette. For each silhouette, draw the indicated number of Encounter Tokens of the corresponding type and place them face down on top of the Borg Cube's Reference Card (see the reverse side of the Borg Cube's Reference Card for a list of all possible Enemy Token combinations for that Borg Cube, depending on its Level).

If a ship moves to a space adjacent to the Borg Cube, reveal all of the Enemy Tokens on its Reference Card by flipping them face up. Ships cannot move onto or have an Interaction with the Borg Cube until it has been destroyed.

One or more ships can, however, assault the Borg Cube from an adjacent space. There is no Reputation loss for assaulting a Borg Cube. The defending Enemy Tokens on the Borg Cube Reference Card gain the bonuses indicated on the upper part of the Reference Card (see "Combat with Enemy Tokens - Borg Cube Assaults" on page 9 and "Cooperative Borg Cube Assaults" on page 13). Whenever a player overcomes a defending Enemy Token, they place a Faction Token on the Borg Cube's Reference Card. Place the Faction Tokens in a row, so that you can later determine in which order they were placed there.

If all defending Enemy Tokens are defeated, the Borg Cube is destroyed. All ships participating in the successful assault **must** immediately move onto the corresponding Borg Cube Reference Card (which means that they are salvaging the destroyed Borg Cube). This automatic movement is free (i.e., it does not cost any Move points) and does not provoke nearby Enemy Ship Tokens.

While Destroyed: Whenever you are on or adjacent to a destroyed Borg Cube that you helped destroy, your Hand Limit is 2 higher if you have the most Faction Tokens there (if a tie, you receive this bonus if you are the tied player who first placed a Faction Token there).

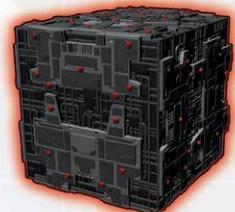
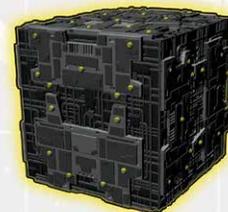
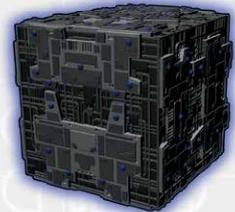
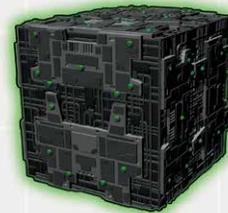
Otherwise, your Hand Limit is 1 higher if you have at least 1 Faction Token there. If you are also near one of your controlled Romulan Starbases, use only the higher Hand Limit bonus (Borg Cube or Romulan Starbase).

Ships that end their movement on top of an already destroyed Borg Cube are placed on that Borg Cube's Reference Card. If, however, moving

onto an already destroyed Borg Cube space causes a player to provoke an Enemy Ship Token, then the moving ship receives 1 Damage and is forced back to the space from which it moved onto the destroyed Borg Cube space.

A ship safely located at a destroyed Borg Cube space cannot be attacked by another player's ship under any circumstances. Similarly, a ship located on a Borg Cube space cannot make any attacks until it leaves that space. Moving from a Borg Cube space onto an adjacent space will provoke nearby Enemy Ship Tokens.

Ships located at a destroyed Borg Cube space can recruit Crew with the Borg Cube icon. See the corresponding Borg Cube Reference Card (or the "Interactions - Destroyed Borg Cube" section on page 7) for other Interaction options. During Borg Cube Interactions, each player gains a Diplomacy bonus equal to the number of Faction Tokens they have on the Borg Cube's Reference Card. This is in addition to the bonus from the player's position on the Reputation Track.



PLAYING SCENARIOS

This section has four parts. First, there are some general principles that apply to all scenarios, or to a subcategory of scenarios (like cooperative scenarios). In the second part, there are optional Variant Rules you can use for your game. The third part contains descriptions of the scenarios. The fourth part summarizes the endgame scoring bonuses.

1. GENERAL PRINCIPLES

COOPERATIVE AND SOLO SCENARIOS

During competitive games of *Star Trek: Frontiers*, the players themselves determine the pace of the game. If someone is rushing, playing most of their cards each turn, the others have to adjust their tempo, or end up with half of their decks unused at the end of a Round. If the players cooperate, it would be advantageous to agree to play carefully, trying to get the maximum effect from every card - then the tempo adjusting aspect of the game would disappear, and the game would take forever. To avoid this, whenever you play a cooperative or solo mission, there is one automated Dummy Player.

Dummy Player

At the start of the game, after the players choose their ships, randomly choose one of the ships that is not in the game as a Dummy Player ship. You only need the faction's corresponding Ship Card, its Round Order Token, and its starting deck of 16 Basic Action Cards.

Take a look at the selected Ship Card. At the bottom of the card, there are two colored Division Icons (for example, the *U.S.S. Enterprise-D* has Command [red] and Science [blue]).

Place 2 Data Crystals of these colors (one for each icon) in the Dummy Player's Inventory.

NOTE: This applies to the Dummy Player only. Other characters start with no Data Crystals.

Shuffle the Dummy Player's Ship Deck, and then it is ready to go.

When picking Tactics, see the scenario description for how the Dummy Player chooses its Tactic Card at the start of each Round. It does not benefit from the Tactic; that just determines when it plays in the Round Order. Arrange the Round Order Tokens by the Tactic Numbers, as usual.

When it is the Dummy Player's turn, if its Ship Deck is empty, it announces the End of the Round. The other players have one more turn, and then the Round is over.

If its Ship Deck is not empty, flip over three cards from its Ship Deck and place them in its discard pile. Check the color of the last flipped card (the topmost card of the discard pile). If the Dummy Player has no Data Crystals of that color in its Inventory, then its turn is over. If it has any Data Crystals of that color, flip as many additional cards as it has crystals of that color. Then its turn is over (the color of the additionally flipped card[s] does not matter).

NOTE: If there are not enough cards in the Dummy Player's Ship Deck, flip as many as you can. On its next turn, the Dummy Player announces the End of the Round.

When preparing a new Round and removing the lowest card from the Advanced Action offer, add this card to the Dummy Player's deck instead. Then shuffle the Dummy Player's deck. When removing the lowest card from the Undiscovered offer, place it at the bottom of the Undiscovered Deck, as usual. In addition, add one Data Crystal of the same color as that Undiscovered Card to the Dummy Player's Inventory. Contrary to real players, it can have more than 3 crystals of the same color.

NOTE 1: The Dummy Player does not play very aggressively, so you have enough time to play efficiently. Sometimes, though, the random flips may mean that it goes through its deck much faster. Watch the Dummy Player's deck to adjust your tempo!

NOTE 2: You have a slight control over the Dummy Player's Deck and Data Crystals. It may be advantageous not to let it get crystals and cards of the same color.

NOTE 3: The deck used for the Dummy Player is the main reason why all cooperative scenarios are up to three players only. If you really wish to play a four-player cooperative scenario, use some replacement cards or just colored pieces of paper as a replacement for the Dummy Player's Ship Deck and the cards added to it during the game.

Skills During a Solo Game

During a Solo game, you also use the set of ten Skills belonging to the Dummy Player's Captain. Shuffle them and place them face down next to its Ship Card.

Every time your Captain gains a Skill Token, also reveal one Skill Token of the Dummy Player and place it in the Common Skill offer - it is available to you the next time you gain a Skill Token. If you choose such a Skill from the Common Skill offer, you have to take the lowest Advanced Action Card, as with usual Level Up rules.

TEAM RULES

Some four-player scenarios are played by two teams. Separate the players into teams randomly or by agreement before ship selection.

Interactive Undiscovered Cards (the ones that affect other players) do not ignore your fellow player. These powers are difficult to control and do not always recognize friend from foe.

Allied players cannot trade Data Crystals, Crew Members, etc. Rules for Cooperative Borg Cube Assaults are recommended, but you can also cooperate in other ways. You may agree who goes which way, who needs which Tactic, who would like to take which cards from the offers, who needs a particular color in the Core, etc. However, allied players should not say which cards they have in their hands, nor help each other out on details when playing their turn (how to play cards, use Crew Members, pay data etc.).

Each player is individually responsible for how it plays.

Allied players cannot end their movement in the same space as each other, nor can they engage in Player vs. Player combat with each other.

A player's ship may move to an empty Romulan Starbase owned by their ally, and they can recruit Units there. When on or adjacent to an allied Romulan Starbase, a player's Hand Limit is increased, but only for the Romulan Starbases they control. That means that if a player is close to an allied Romulan Starbase but owns no Romulan Starbases of their own, their Hand Limit is not modified.

When scoring, each team has one common score.

- The base score is the Experience Points of the player who has the lower Experience

Points. Ignore the Experience Points of the player with higher Experience Points.

- For Achievements, and any similar scoring, score only the higher score of both players in this area. Ignore the score of the player who scored less. For the Greatest Disaster, score only the player with the larger penalty.

- Assign titles as usual (compare only the larger value from each team).

NOTE: It is therefore advantageous for each player in the team to concentrate on different things, as long as no one falls behind with Experience, and no one's ship is too damaged.

2. VARIANT RULES

Variants are here to add even more variety to the game, and to adjust it to your tastes. We recommend you follow these rules when picking variants:

- You should play your first few games with the standard rules only, to better understand the game.
- Only use a variant rule if all players agree.

- You should agree and clearly announce what scenario you are playing and which Variant Rules apply before the start of the game, i.e. even *before* ship selection.
- Do not pick too many Variant Rules at once, as you might easily forget which rules apply and which do not.
- If you realize that you like a Variant Rule so much that you are always using it, you may agree to consider it to be a standard

rule, and these points do not apply for it any more.

- Even if your group has a set of Variant Rules you usually use, you should abandon them temporarily when introducing new players to the game. Play "The First Reconnaissance" scenario without any Variant Rules. The new players will have lots to digest even with the standard rules.

AUCTIONING THE SHIPS

Perhaps one ship seems better or stronger to you, or perhaps it fits your gaming style better. And for some scenarios or other Variant Rules, certain ships may indeed be a bit stronger than others. According to the standard rules, the player who chooses their ship first then has a disadvantage during the first turn, as they are the last to pick a Tactic Card. If you feel this disadvantage is not enough, you may use these rules:

- Randomly determine the player order for the ship selection, as per the standard rules.
- When a player picks a ship, they ask the others whether they agree. If all agree, they just take that ship and the selection is over for them.

- Any player who has not picked a ship yet may disagree and offer to sacrifice 1 or more Experience Points to claim that ship instead. The player who originally picked the ship must either match the offer, or give up on this ship.
- If more players are interested, the next offer must be greater. It goes in rounds, like an auction, except that the players earlier in the selection order may just match the offer, they do not have to increase.
- Once no one wants to increase, the player who offered the most (or was earlier in the selection order among the ones who offered most) takes the ship and loses the Experience Points. Others lose nothing and continue following the same rules, with the

next player (or the same player, if they did not win the auction) picking a ship.

- Mark a player's lost Experience Points by placing their Faction Token on the last row of the Experience Track (for example, they put their Faction Token on the space 118, and treat it as -2). The Captains are still on Level 1, though, and nothing happens if they cross the end of the last line; they just continue on to the first line of the track.
- The Tactic Cards for the first Round are picked in reverse order to the ship selection order (regardless of the Experience), to make up for the disadvantage of the player who was last in the auctions.

SPACE MAP VARIABILITY

Number of Map Tiles

The number of Space Map tiles for the scenarios is just a recommended setting. If you discover that you want more or fewer tiles to explore, or even Borg Cubes to conquer, feel free to choose a different number of Space Map tiles.

Random Tile Orientation

The orientation of tiles is normally fixed, with the player revealing them having no choice in how to orient them. However, after many games under your belt, you may notice that the limited number of tiles causes some patterns to repeat in the game from time to time. If you want, you may use this rule:

- When revealing a new tile (at the start of the game, or during it), it is rotated randomly. Add it to the map face down without looking at its back (so no one can see how it is oriented), and then flip it by any axis (choose the axis before seeing the tile content).

NOTE: The symbols in the corners still have to connect, although now, circles can connect to stars, creating irregular shapes.



Random Borg Cubes

The Borg Cubes have a fixed position. The Gold Borg Cube is always by an Asteroid Field next to a Romulan Starbase, the Red Borg Cube is surrounded by Borg Spheres, etc. That's the game story, and it

makes the Borg Cubes different by more than just their assimilated defenders and bonuses. If you want more variability, however, you can do it a different way:

- Whenever a Borg Cube Tile is revealed, draw a random Borg Cube Reference Card (being careful not to look at the top or bottom of the card), and put the Borg Cube figure of that color on the central space of the tile, regardless of the space's color.

NOTE: You may also use random Borg Cubes in scenarios where a fixed Borg Cube is defined (for example: the Red Borg Cube in the "Liberate the Research Stations" scenario), as it is usually because of the Borg Cube's surroundings, not the Borg Cube's color itself. In these cases, use the tile the scenario describes, but when it is revealed, place a random Borg Cube onto it.

BORG CUBE LEVELS

The Borg Cube Levels for a given scenario are shown in the scenario descriptions. Once you are experienced, you may increase the Borg Cube Levels, especially when using rules for a Cooperative Borg Cube Assault. Soon, you will see that even a Borg Cube of Level 11 can be conquered by a single player, if they have really strong cards and a Crew suitable for a massive assault.

FRIENDLY GAME

If your group is not very competitive, or if both new players and experienced ones are playing together, you may use one or more of these rules.

No "Direct Conflict" Undiscovered Cards

You may remove the two Undiscovered Cards that hinder other players:

- Data Virus/Cascade Virus
- Energy Flow/Energy Steal

No Player versus Player Combat

You may forbid players from attacking each other. You may also go one step further and forbid players from assaulting each other's conquered Romulan Starbases.

Friendly Data

You may agree that a player cannot use a White Data Die as data of a certain color if there is an unused die of that color in the Core. *For example, if there is a Red Data Die, you cannot use a White Data Die to power a red card; you have to use the Red Data Die. Also, you cannot re-roll or reset a White Data Die (such as from the use of the "Insight" Action Card), as long as there is another non-White Data Die in the Core.*



INTERACTIVE COMBAT

In this variant, another player not only oversees your combat, but they can also make some small decisions. The combat is less predictable, and in some cases, it may become a true duel of wits.

This variant rule applies whenever a player starts a fight with a single Enemy Token (no matter whether it is an Enemy Ship Token, a Planet Token during an Away Mission, or the last assimilated defender of a Borg Cube after previous assaults, and so on).

When this happens, the player who played before that player takes a spare Data Die and secretly selects a color on it. They hide it with their hand, so the fighting player does not see the color.

- If it is gold, the enemy has +1 Defense during the Long Range Attack Phase.
- If it is red, the enemy has +1 Attack.

- If it is blue, the enemy has +1 Defense during the Attack phase. In all the above cases, the enemy is worth +1 Experience for being defeated.
- If the color is black (or even purple or white, if you made a mistake), the enemy has no bonus, but there is also no extra Experience for it.

The player who set the color reveals it at the start of the phase that it affects. So, at the start of the Long Range Attack Phase, they either reveal the gold die, or say "It is not gold."

Then, at the start of the Shields phase, they either reveal the red die or say "It is not red." (During an Away Mission, they instead reveal the red die at the start of the Assign Damage Phase).

At the start of the Attack phase, if the die was not already revealed, they just reveal the die, no matter what color it is.

NOTE: This variant is recommended especially for two-player games. When using it, it pays to watch the other player's gaming style. Sometimes, you can prevent the opponent from destroying the enemy early by setting the die to gold, sometimes you can cause serious problems by increasing a nasty special attack, and sometimes you can even cause the enemy to survive because of the +1 Defense it gets (especially when resistant). On the other hand, sometimes the player would just use a big enough Attack or Shields anyway, and increasing the enemy's value by 1 would not change the outcome. Thus, you would just award them more Experience Points.

MORE DECKBUILDING

If you feel you would like to have more chances to tune your deck during the game, you may use one of the following variants. We do not recommend them for your first few games. Also, when using these rules, your ship's power increases more quickly, so you might want to adjust the game difficulty by increasing the Borg Cube Levels.

NOTE: If you are using one of these variants, and especially with 4 players, there is a chance that you might run out of Advanced Action cards. In that case, the Class-M Planet offer is affected first (do not deal cards there if there are none left). If there are not enough cards to replenish the Advanced Action offer, just use as many as you can. If there are none left, the player who would normally earn a card gains nothing.

Action Upgrades

This variant not only lets you tune your deck during the game; it also gives a slight advantage to those who are behind.

At the end of every even-numbered Round except the final one (i.e., twice during the standard 6-Round scenarios), reveal as many Advanced Action cards as the number of players plus 1.

Then, players should examine their decks, and score their strength. Use the first two lines of the Achievements Scoring Card:

- 2 points for each Undiscovered Card
- 1 point for each Advanced Action Card
- 1 point for each two Data Crystals
- As many points as each Crew Member's Rank (Wounded Crew count as half, rounded down)
- To this score, add 3 points for every Level you are above the player who is of lowest Level, and announce the result

Then, starting from the player who has the lowest result (if tied, the one with fewer Experience Points; if still tied, the one who played later in the last Round), each player may (but does not have to) take one of the displayed Advanced Action Cards and add it to their deck. At the same time, they also have to throw away one of their Action Cards. The new card must either be of the same color or share at least one type (icon in the upper left corner) as the card thrown away.

Then, the card or cards no one picked are placed at the bottom of the Advanced Action Deck.

Players should shuffle their decks well before the next Round.

NOTE: You might like this variant if you prefer a slower pace of game. It allows you to take a break once or twice during the game (depending on the number of Rounds) to examine and review your deck, and to think what it needs to work better.

Also, if you agree, players may take a look at the decks of other players now; during the game itself, there may not be enough time for it.

Drafting at the Start

This variant encourages long-term planning. You plan some upgrades for your ship ahead of time, and can adjust your decisions during the game to suit your plan.

After the ships are distributed (but before the map is set, the dice rolled and the offers revealed), deal four cards from the Advanced Action Deck randomly to each player.

Each player chooses one of these cards and sets it aside, passing the remaining ones clockwise to the next player. Continue until each player has three cards set aside. Shuffle the ones no one picked back into the Advanced Action Deck.

Players keep the cards secretly in a safe place (ideally away from the playing table, so they do not get shuffled into their decks accidentally). At the end of each odd-numbered Round, when players are shuffling their decks, each player chooses one of these cards and shuffles it into their deck.

NOTE: You may use these rules even when the scenario has fewer than 6 Rounds. Players simply do not acquire all of the cards that they picked.

3. SCENARIO LIST

THE FIRST RECONNAISSANCE

PLAYERS: 2 - 4 (plus a Solo Variant)

TYPE: Slightly competitive

LENGTH: 3 Rounds

PURPOSE: Training scenario. Strongly recommended whenever any player plays the game for the first time, as it provides a natural way to learn the game rules and become familiar with them.

During your first mission, you will be sent to the furthest reaches of this region of space. Your task is to discover what is causing the turmoil besetting this region.

For a detailed description of this scenario, see the Game Walkthrough. Here is just a summary.

Setup (for 2 / 3 / 4 players)

Frontier Tiles: 8 / 9 / 11 (sorted by numbers)

Core Borg Cube Tiles: 1

Core non-Borg Cube Tiles: 2

Borg Cubes: Cannot be assaulted or interacted with during this scenario.

Special Rules

No PvP combat is allowed.

Elite (Gold) Crew Members are not used during this scenario.

You should not reveal Advanced Action Cards or Undiscovered Cards until they are needed for the first time.

Scenario End

When a player reveals a Borg Cube, all players (including this player) have one final turn. If the Round ends during this, the game ends immediately.

Scoring

Apply standard Achievements scoring (see "Final Scoring" on page 23). Whoever has the most Experience Points wins. If tied, the players share the victory.

Solo Variant

If you want to try your first mission solo, play with 8 Frontier Tiles (as in a 2-player game), but adjust the game length to 4 Rounds. When scoring the Solo Variant, award no titles.

Use a Dummy Player (see page 17), and the following special rules for Tactic selection:

• When choosing Tactics, you always choose first. The Dummy Player 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 the Dummy Player), 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).

However, if you just want to become familiar with the mechanics, you may also ignore the Dummy Player during your first game, and enjoy the experience with one ship and no pressure.

During Solo missions, be sure to 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

FULL CONQUEST

PLAYERS: 2 - 4

TYPE: Competitive

LENGTH: 6 Rounds

PURPOSE: Standard game scenario, in which you use all the game features. Can be long, especially with 4 players or when players are not experienced yet.

Your task is to find and destroy all Borg Cubes in six Rounds. Each of you will be on your own, and as usual, you want to acquire as much Experience and knowledge as possible. Luckily for you, confronting the Borg is a great way to gain Experience!

Setup (for 2 / 3 / 4 players)

Frontier Tiles: 8 / 9 / 11

Core Borg Cube Tiles: 2 / 3 / 4 (equal to the number of players)

Core non-Borg Cube Tiles: 1 / 2 / 3 (one fewer than the number of players)

Borg Cubes: Each revealed Borg Cube is Level 4.

Scenario End

When all Borg Cubes are conquered, all players (including the one who conquered the last Borg Cube) have one final turn. If the Round ends during this, the game ends immediately.

Scoring

Apply standard Achievements scoring (see "Final Scoring" on page 23). In addition, also score for Borg Cubes, as described on the "Conquest Scenarios" Scoring Card.

- A player scores 7 Experience Points for each destroyed Borg Cube where they have the most Faction Tokens (if tied, then the tied player who first placed their Faction Token on that Borg Cube gains the bonus).
- A player scores 4 Experience Points for each destroyed Borg Cube where they have at least 1 Faction Token but are not considered to have the most Faction Tokens.
- Whoever scores the most Experience Points for destroyed Borg Cubes gains an additional +5 Experience Points as the Greatest Borg Destroyer (+2 Experience Points if tied).

If all Borg Cubes are destroyed, your mission was successful.

Whether you did or not, whoever has the most Experience Points wins the game.

Variants

If experienced, you can increase the Levels of the Borg Cubes. But beware: even with the suggested settings, this is a long scenario.

Team Game

If playing with four, you may decide to play this as a team game (see "General Principles - Team Rules" on page 17). In this case, you may either keep four Borg Cubes in the game, or you may decide to encourage Cooperative Borg Cube Assaults by using only two Borg Cube tiles, and set the Borg Cube Levels to 10.

BLITZ CONQUEST

PLAYERS: 2 - 4

TYPE: Competitive

LENGTH: 4 Rounds

PURPOSE: Shorter scenario that shares most of the mechanics of the standard game, but is faster.

Again, your task is to destroy all Borg Cubes. Time is short, but your Captains are quick learners. And again, whoever scores the most Experience Points is the winner.

Setup (for 2 / 3 / 4 players)

Frontier Tiles: 6 / 7 / 9

Core Borg Cube Tiles: 2 / 3 / 4 (equal to the number of players)

Core non-Borg Cube Tiles: 1 / 2 / 3 (one fewer than the number of players)

Borg Cubes: Each revealed Borg Cube is Level 3.

Special Rules

You start with 1 Experience Point. Whenever you cross a line on the Experience Track, you gain 1 extra Experience Point.

You start with +2 Reputation (i.e. you have a bonus of +1 for Interaction right from the start).

There is one more die in the Core and one more Crew Member in the Crew offer than usual.

Scenario End

When all Borg Cubes are destroyed, all players (including the one who destroyed the last Borg Cube) have one final turn. If the Round ends during this, the game ends immediately.

Scoring

You score Achievements and Borg Cubes (on both Scoring Cards), as with the standard "Full Conquest" scenario.

Variants

You can adjust the Levels of the Borg Cubes according to your preferences.

FULL COOPERATION

PLAYERS: 2 - 3

TYPE: Cooperative

LENGTH: 6 Rounds

PURPOSE: Standard cooperative scenario - the ultimate challenge for those who want to beat the game together.

Your task is to destroy all Borg Cubes. You have to set aside your differences and work as a team, and you will also be rewarded as a team, according to your weakest link and your greatest achievements.

Setup (for 2 / 3 players)

Frontier Tiles: 8 / 10

Core Borg Cube Tiles: 3 / 4 (one more than the number of players)

Core non-Borg Cube Tiles: 2 / 3 (equal to the number of players)

Borg Cubes: The Borg Cubes are Level 5, except for the final one revealed, which is Level 8 (2 players) or Level 11 (3 players)

Dummy Player: There is one standard Dummy player (see "General Principles - Dummy Player" on page 17).

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

Special Rules

When choosing Tactics, the Dummy Player takes a random Tactic Card first, and then the players choose theirs.

At the end of the each Round, agree and remove one of the Tactics used by the players (not the Dummy Player), and set it aside so that it cannot be used during the following Round. At the end of the following Round, return the removed Tactic Card to the game and choose a new one to be temporarily removed (chosen from among those used by the non-Dummy Players that Round). This is done at the end of every Round except the final Round.

Team Rules apply, except that you are all one team (see "General Principles - Team Rules" on page 17).

Scenario End

When all Borg Cubes have been destroyed, all players except the Dummy Player have one last turn.

Scoring

If you succeed in destroying all Borg Cubes, you are all victorious. If not, you have all failed. In both cases you may count your score, to see how good you were.

You have one score as a team. As a base score, take the lowest Experience Points of all players. Then apply standard Achievements Scoring, except that in each category, you score only the player with the highest score (or most negative points in the case of the Greatest Disaster). Also, no titles are awarded.

Then score for your goal and for the time to reach it. See the "Co-op and Solo Scenarios" Scoring Card:

- Score 10 points for each Borg Cube that was destroyed.
- Score an additional 10 points if every player can claim that they have the most Faction Tokens at one or more destroyed Borg Cubes. If a player is tied for the most Faction Tokens at a particular Borg Cube, they are considered to have the most Faction Tokens there if they were the first player (among those tied) to place a Faction Token there.
- Score an additional 15 points if all Borg Cubes were destroyed.
- If the game was finished one or more Rounds before the Round limit, score 30 points for each such Round.
- Score 1 point for each card in the Dummy Player's Ship Deck (that was not yet flipped during the last Round of play).
- If the End of the Round was not announced yet during the last Round of play, score an additional 5 points.

Variants

You may adjust the Borg Cube Levels to set up the right challenge for your group.

You may also agree on a scoring variant: for Achievements, only the lowest score counts. This encourages balanced development of all ships instead of specialization.

(For the Greatest Disaster Achievement, the deck with the most negative points still counts.)

BLITZ COOPERATION

PLAYERS: 2 - 3

TYPE: Cooperative

LENGTH: 4 Rounds

PURPOSE: Shorter, cooperative scenario that shares most of the mechanics of the standard one, but is easier and faster.

Again, your task is to destroy all Borg Cubes. Time is short, but your Captains are quick learners.

All the rules and setup conditions for "Full Cooperation" apply, with these modifications:

Setup (for 2 / 3 players)

Frontier Tiles: 7 / 8

Core Borg Cube Tiles: 2 / 3 (equal to the number of players)

Core non-Borg Cube Tiles: 1 / 2 (one fewer than the number of players)

Borg Cubes: In the order in which they are revealed, the Borg Cubes are Level 5 and 8 (2 players), or 5, 8, and 11 (3 players).

Additional Special Rules

- You start with 1 Experience Point. Whenever you cross a line on the Experience Track, you gain 1 extra Experience Point.
- You start with +2 Reputation (i.e. you have a bonus of +1 for Interaction right from the start).
- There is one more die in the Core and one more Crew Member in the Crew offer than usual.

SOLO CONQUEST

PLAYERS: 1

TYPE: Solo

LENGTH: 6 Rounds

PURPOSE: Solitaire game. Also suitable for a player who wants to understand the game before explaining it to others.

Your ship is on a mission to confront the Borg. But you are alone and will not receive aid from other ships. Good luck!

Setup

Frontier Tiles: 7

Core Borg Cube Tiles: 2

Core non-Borg Cube Tiles: 2

Borg Cubes: The first revealed Borg Cube is Level 5. The second revealed Borg Cube is Level 8.

Dummy Player: There is one standard Dummy player (see "General Principles - Dummy Player" on page 17).

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

Special Rules

Use the following special rules for Tactic selection:

- When choosing Tactics, you always choose first. The Dummy Player 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 the Dummy Player), 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).

Scenario End

When all Borg Cubes are destroyed, you have one last turn (the Dummy Player does not).

Scoring

If you succeed in destroying all Borg Cubes, you are victorious. If not, you have failed. In both cases you may count your score, to see how good you were.

Use your Experience Points as the base. Then apply standard Achievements scoring, except no titles are awarded.

Then score for your goal and for the time to reach it. See the "Co-op and Solo Scenarios" Scoring Card:

- Score 10 points for each Borg Cube you destroyed.
- Score an additional 15 points if you destroyed all Borg Cubes.
- If you finished the game one or more Rounds before the limit, score 30 points for each such Round.
- Score 1 point for each card in the Dummy Player's Ship Deck (that was not yet flipped during the last Round of play).
- If the End of the Round was not announced yet during the last Round of play, score an additional 5 points.

Variants

You may adjust the Borg Cube Levels to set the right challenge for yourself.

Other Solo Missions

This is a standard solo mission. If you wish, however, you may play any other mission as solo. Just use Setup modifications and Special Rules that are similar to this mission.

LIBERATE THE RESEARCH STATIONS

PLAYERS: 2 - 4

TYPE: Competitive

LENGTH: 4 Rounds

PURPOSE: A shorter scenario similar to the standard one, but with different goals. Battle for control of the Research Stations!

The Research Stations in this region of space have been occupied by enemies! Without this research, your faction will never learn about the mysteries of this area. Go and free them!

Setup (for 2 / 3 / 4 players)

Frontier Tiles: 8 / 9 / 11 (remove only tiles with no Research Stations on them).

Core Borg Cube Tiles: 1 (always the Red Borg Cube)

Core non-Borg Cube Tiles: 1 / 2 / 3 (the one without a Research Station is always among the removed ones).

Borg Cubes: The Borg Cube is already destroyed. Each player places one Faction Token on its card, but no one is considered to have the most Faction Tokens there (despite the order that the Faction Tokens were placed).

Special Rules

When a Research Station is revealed, place one Romulan Warbird (if on a Frontier Tile) or Borg Sphere (if on a Core Tile) Enemy Token on it, face up. Also, add one Class-K Planet Token, face down. These are enemies controlling the Research Station (the Planet Token represents those who are physically aboard the Research Station).

Arrange the tokens in such a way that the face down Planet Token is visible, too, to make it clear that the Enemy Ship Token is only interested in guarding the Research Station and is not provoked by passing ships.

To liberate a Research Station, you may assault it from an adjacent space (as an Action). Battle the Enemy Ship Token first, and then you must beam an Away Team down to encounter the Planet Token. If you do not defeat both tokens, the remaining token(s) stay on the space. They can be attacked again later.

Whoever defeats the last token liberates the Research Station. That player marks the space with their Faction Token and gains +1 Reputation (+2 if on a Core tile). The players do not receive the normal Reputation bonuses for defeating the Enemy Ship Tokens, but they do score Experience Points for each defeated token as normal. Also, the liberating ship must move immediately onto the Research Station (for free). This automatic movement does not provoke nearby Enemy Ship Tokens.

Until liberated, player ships cannot move onto the Research Stations. Once liberated, they produce Data Crystals as usual (the production starts immediately, so the liberator gains one Data Crystal on the turn that they liberate the station).

At the start of each Round, each player gains one Data Crystal from every Research Station that they already liberated, no matter how far away it is on the Space Map. The grateful research team sends them data as a sign of gratitude.

NOTE: If there are not enough Class-K Planet Tokens, use some substitute for the Class-K Planet Tokens that have not been revealed yet on occupied Research Stations. Draw a new Class-K Planet Token when an Away Team beams down onto one of those Research Stations. If there are still not enough Class-K Planet Tokens, then use a Class-L Planet Token, but add 1 to the token's Diplomacy requirement.

Scenario End

When all Space Map tiles are revealed and all Research Stations are liberated, all players (including the one who liberated the last station) have one last turn. If the Round ends during this, the game ends immediately.

Scoring

If you liberated all Research Stations, the mission was successful.

In any case, apply standard Achievements scoring. In addition:

- A player scores 4 Experience Points for each of their Research Stations on a Frontier Tile and 7 Experience Points for each of their Research Stations on a Core Tile.
- Whoever scores the most Experience Points for Research Stations gains an additional 5 Experience Points as the Greatest Liberator (2 Experience if tied).

WHERE NO ONE HAS GONE BEFORE

PLAYERS: 3 - 4

TYPE: Competitive

LENGTH: 4 Rounds

PURPOSE: A shorter scenario where players are rewarded for exploring as much of the region of space as possible.

Your faction has demanded that every corner of this region of space be mapped out so that its mysteries can be uncovered. Move your ship throughout the region and discover what you can as quickly as possible!

Setup (for 3 / 4 players)

Frontier Tiles: All

Core Borg Cube Tiles: All

Core non-Borg Cube Tiles: All

Borg Cubes: All Borg Cubes are Level 3.

Special Rules

The objective of the scenario is to visit the most Space Map tiles. Each time a player's ship visits a Space Map tile for the first time, that player places one of their Faction Tokens on an "empty space," nebula, or asteroid field on that tile. A player can later remove this Faction Token if they place another Faction Token on that tile for any reason (for conquering a Starbase there, succeeding at an Away Mission there, etc.). A player counts as having visited a Space Tile even if they merely succeeded at an Away Mission there that was initiated from an adjacent tile.

NOTE: If you run out of Faction Tokens during this scenario, use coins or beads as a substitute.

Scenario End

When the last Space Map tile is placed on the table, each player has one more turn (including the player who revealed the last tile).

Scoring

If all Space Map tiles are revealed, the mission was successful. In any case, apply standard Achievements scoring.

At the end of the scenario, each player earns 1 bonus Experience Point for each Space Map tile entered by their ship or successful Away Team. The faction that visited the most Space Map tiles earns 5 bonus Experience Points as the Greatest Explorer (+2 Experience if tied).

NOTE: This is not a Conquest Scenario, so do not award bonus Experience Points for destroyed Borg Cubes at the end of this scenario.

CONQUER AND HOLD

PLAYERS: 2 or 4 (two teams)

Type: Very competitive

LENGTH: 4 Rounds (4 players) or 6 Rounds (2 players)

PURPOSE: A very competitive scenario full of opportunities for ships to fight each other. Victory points for controlled locations instead of using Experience Points to determine the winner!

Tensions between the Federation and the Klingon Empire have risen to a dramatic level over who will determine the fate of this region of space. You must not allow this important area to fall into the hands of your rivals!

NOTE: If playing with 2 players, one player must represent either the *U.S.S. Enterprise-D* or the *U.S.S. Defiant*, and the other player must represent either the *I.K.S. Negh'Var* or the *Bird-of-Prey*. If playing with 4 players (two teams), then one team must consist of both the *U.S.S. Enterprise-D* and the *U.S.S. Defiant*, and the other team must consist of both the *I.K.S. Negh'Var* and the *Bird-of-Prey*.



Setup (for 2 / 4 players)

Map Shape: Predefined. See the diagram above. Use 2 revealed Frontier Tiles, and predefined positions where another 3 Frontier and 4 Core Tiles can be revealed (you may place them there, face down, when setting up the game).

Frontier Tiles: 5 (all the ones with Romulan Starbases and Dominion Starbases).

Core Borg Cube Tiles: 1 (always the Gold Borg Cube)

ONE TO RETURN

PLAYERS: 2 - 4

TYPE: Very competitive

LENGTH: 4 Rounds

PURPOSE: A competitive scenario suitable for those who prefer "last man standing" types of games over the end game scoring.

This is an ultimate test of your power. You are sent to an unknown part of the region and the wormhole closes after you go through it. After several days, you have calculated that the wormhole will open again for a short while. Only the ship that is at the wormhole at that moment can return home.

Setup (for 2 / 3 / 4 players)

Frontier Tiles: 7 / 8 / 10

Core Borg Cube Tiles: 1 / 2 / 3 (one fewer than the number of players)

Core non-Borg Cube Tiles: 1 / 2 / 3 (one fewer than the number of players)

Borg Cubes: Each revealed Borg Cube is Level 3.

Core non-Borg Cube Tiles: 3 (all the ones with Romulan Starbases and Dominion Starbases).

Borg Cubes: The Gold Borg Cube space is considered empty space; the Borg Cube was obliterated a long time ago. Ships may enter this space for 2 Move points and may even end their movement there, but no one may interact with this space.

Crew Members: Remove all Rank 4 Crew Members (the ones that can only be recruited at a destroyed Borg Cube) from the Elite Crew Deck.

Special Rules

- Captains do not earn Experience Points for exploring new Space Map tiles during this scenario.
- Deal Regular (silver) Crew Members only during the first half of the game. Deal both Regular and Elite Crew Members during the second half (from Round 3 in a four-player game, or from Round 4 in a two-player game).
- The Crew Members that can be recruited at Class-M Planets can also be recruited at conquered Dominion Starbases. The Crew Members that can be recruited at Outposts can also be recruited at conquered Romulan Starbases.
- There is no Reputation loss for assaulting Romulan Starbases (controlled or uncontrolled) or Dominion Starbases during this scenario.
- There is also no Reputation loss for attacking another player's ship. Furthermore, players receive double the normal Experience Points for defeating each other's ships in PvP combat. However, a player with higher Experience Points still scores 0 Experience Points for defeating an opponent in PvP combat.
- The Dominion Starbases work differently than normal. During this scenario, they work similar to Romulan Starbases. When you conquer a Dominion Starbase, you do not gain an Undiscovered Card. You can still buy Undiscovered Cards there later.
- When you conquer a Dominion Starbase, it becomes yours, like a Romulan Starbase. Other players cannot enter that space or interact with the Dominion Starbase while it remains under your control. Other players can assault your Dominion Starbase like a Romulan Starbase. If you are not present there, they fight a randomly drawn Dominion

Special Rules

The Wormhole closes at the end of the first Round (whoever is on the Wormhole space at that time is eliminated from the game). From now on, the Wormhole functions as empty space - only one player can be there, and PvP combat can be conducted there (including the ability to force an opponent's ship to retreat from the space).

There is no Reputation loss for attacking another player's ship or assaulting another player's Romulan Starbase during this scenario.

The Winner

The scenario ends as soon as the fourth Round is over. Whichever ship is on the Wormhole space at that moment wins the game. If no one stands there, there is no winner. There is no scoring, and Experience Points do not matter for scoring purposes.

NOTE: After the End of the Round is announced, initiating Player vs. Player combat is not allowed. Thus, if the Wormhole is occupied at the moment when the end of the fourth Round is announced, the player occupying it wins.

Starbase token, for half of the Experience Points, rounded up.

- If you start your turn on or adjacent to your Dominion Starbase, you gain one White Data Token for every Dominion Starbase you control on the map.
- When close to both your Romulan and Dominion Starbases, you benefit from both!
- During Round 3 and 4, when an opponent is not present at their Starbase, you draw two random Romulan Starbase tokens when assaulting their Romulan Starbase and two random Dominion Starbase tokens when assaulting their Dominion Starbase. The total Experience Value for defeating them is added together and then halved (round up).
- During Round 5 and 6 (in a 2-player game), the same applies, except that you draw three of each token type instead.

Team Rules

- If playing with four players, Team Rules apply (see "General Principles - Team Rules" on page 17). Especially note this rule: a player may enter a Romulan Starbase owned by their ally, and they can recruit Crew Members there. When on or adjacent to an allied Romulan Starbase, a player's Hand Limit is also increased, but only for the Romulan Starbases they own themselves, if any.
- The same applies to allied Dominion Starbases and extra data.

The Winner

The scenario is played until the end of the Round limit, or until one side admits the other side has won. Each owned Romulan Starbase counts as 3 Victory points, and each owned Dominion Starbase counts as 2 Victory points. The player or team that has the most points wins the game. If tied (i.e. if some locations were left unconquered, as there are 25 points available in the game), no one wins.

Variants

For a more strategic game, you may reveal the entire Space Map from the very start (if you will not miss the thrill of exploring).

Variants

You may play an epic version that lasts 6 Rounds. Add one Space Map tile of each type to the game, and increase the Borg Cube Levels to 4.

Team Variant

If playing with four players, you may play this scenario in teams. All the Team Rules apply (see "General Principles - Team Rules" on page 17).

At the start of the game, each team chooses randomly (or by decision, if you prefer) a Faction Token belonging to one of its members. This player represents the chosen ship - the one that has to return. Their teammate has to help them, especially by blocking the other team.

The opposing team should not know which player has been chosen. Store both Faction Tokens (one from each team) secretly in a safe place.

At the end of the fourth Round, reveal these Faction Tokens. If one of them belongs to a player whose ship is currently located at the Wormhole space, their team has won the game. If no ship is located at the Wormhole space, or if a ship whose Faction Token was not chosen is present there, no one wins the game.

4. FINAL SCORING

Final scoring for most scenarios is summarized on the "Achievement Bonuses" Scoring Card, which is available for any player to examine during the course of the game. The other Scoring Card shows special additional bonuses for Conquest Scenarios and Solo/Cooperative Scenarios (see further below).

ACHIEVEMENT BONUSES

Most scenarios allow players to score the following Achievement Bonuses. In some cases, the bonus points are awarded but not the title and its associated points.

For example, in the Greatest Adventurer category, each player scores 2 Experience Points for each Faction Token they have on a Class-L, Class-K, or Class-H Planet. The player who scores the most points in this category achieves the "Greatest Adventurer" title and scores another 3 Experience Points. If a scenario instructs you to bestow Achievement Bonuses but award no titles, then no one would achieve the "Greatest Adventurer" title (or the accompanying 3 bonus Experience Points).

The Greatest Knowledge

For this category, each player scores 2 Experience Points for each Undiscovered Card in their deck, and 1 Experience Point for each Advanced Action in their deck. They also score 1 Experience Point for every two Data Crystals in their Inventory. The player who scores the most Experience Points in this category gains 3 bonus Experience Points for achieving the "Greatest Knowledge" title. If two or more players are tied for this category, each instead gains 1 bonus Experience Point (except if the tie is among players who scored no Experience in this category).

The Greatest Leadership

Each player scores Experience Points equal to the total Ranks of all of their Crew Members. Wounded Crew Members are counted only as half, rounded down. The player who scores the most Experience Points in this category gains 3 bonus Experience Points for achieving the "Greatest Leadership" title (1 Experience Point if tied).

The Greatest Conqueror

Each player scores 2 Experience Points for each Faction Token they have on a Romulan Starbase, Dominion Starbase, or decimated Class-M Planet. The player who scores the most Experience Points in this category gains 3 bonus Experience Points for achieving the "Greatest Conqueror" title (1 Experience Point if tied).

The Greatest Adventurer

Each player scores 2 Experience Points for each Faction Token they have on a Class-L, Class-K, or Class-H Planet. The player who scores the most Experience Points in this category gains 3 bonus Experience Points for achieving the "Greatest Adventurer" title (1 Experience Point if tied).

The Greatest Disaster

Each player loses 2 Experience Points for each Damage Card in their deck, and also loses 2 Experience Points if their Captain is Wounded. The player who loses the most Experience Points in this category loses an additional 3 Experience Points for having achieved the "Greatest Disaster" title (-1 Experience Point if tied, except if the tie is among players who have lost no points in this category).

CONQUEST BONUSES

If playing the "Full Conquest" or "Blitz Conquest" scenarios, award the following bonus points in addition to the Achievement Bonuses:

- A player scores 7 Experience Points for each destroyed Borg Cube where they have the most Faction Tokens (if tied, then the tied player who first placed their Faction Token at that Borg Cube gains the bonus).
- A player scores 4 Experience Points for each destroyed Borg Cube where they have at least 1 Faction Token but are not considered to have the most Faction Tokens.
- Whoever scores the most Experience Points for destroyed Borg Cubes gains an additional 5 Experience Points as the Greatest Borg Destroyer (2 Experience Points if tied).

COOPERATIVE BONUSES

If playing the "Full Cooperation," "Blitz Cooperation," or "Solo Conquest" scenarios, award the following bonus points in addition to the Achievement Bonuses (and remember that titles are not awarded during these scenarios).

- Score 10 points for each Borg Cube that was destroyed.
- Score an additional 10 points if every player can claim that they have the most Faction Tokens at one or more destroyed Borg Cubes. If a player is tied for the most Faction Tokens at a particular Borg Cube, they are considered to have the most Faction Tokens there if they were the first player (among those tied) to place a Faction Token there.

NOTE: This bonus is not awarded during the "Solo Conquest" scenario.

- Score an additional 15 points if all Borg Cubes were destroyed.
- If the game was finished one or more Rounds before the Round limit, score 30 points for each such Round.
- Score 1 point for each card in the Dummy Player's Ship Deck (that was not yet flipped during the last Round of play).
- If the End of the Round was not announced yet during the last Round of play, score an additional 5 points.



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

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SUMMARY

GAME

Choose scenario and variants.

Players choose ships.

Setup the game.

Play the Rounds, until the Round Limit or the end conditions.

Determine the game outcome.

ONE ROUND

Prepare the Round (not during the first Round):

- Refresh the Data Dice in the Core.
- Create a new Crew offer.
- Refresh Advanced Action and Undiscovered offers.
- Players Ready their Crew Members and flip back Skill Tokens.
- Players reshuffle their decks and draw new cards.

Players choose Tactics.

- Lowest Experience Points (or later in Round Order, if tied) goes first.
- Rearrange the Round Order Tokens.

Players play turns in order, until someone announces the End of the Round.

- Other players then have one last turn.

ONE TURN

If your Ship Deck is empty, you may forfeit your turn to announce the End of the Round.

- If your hand is also empty, you must do this.

Regular turn: **Optional Movement (and/or Space Map revealing), then optional (sometimes mandatory) Action:**

- Combat with enemies (assault a Starbase, provoke or challenge Enemy Ship Tokens, perform an Away Mission).
- Interaction with a location (recruiting, repairing, healing and buying cards with Diplomacy).
- Player vs. Player combat

Perform Emergency Repairs: **no Movement, no Action.**

- Standard Emergency Repairs: Discard one non-Damage card and any number of Damage Cards.
- Slow Recovery (if you have only Damage cards): Discard one Damage Card.

Any turn:

- Play any Special, Repair, and Heal effects. Repair and Heal effects cannot be played during combat.
- Use one Data Die from the Core (optional).

End of the turn:

- Return and re-roll any used Data Dice. Return unused Data Dice without re-rolling them. The next player may play now.
- Do Forced Withdrawal, if you are not on a safe space.
- Discard played cards, return all Data Tokens (not Data Crystals).
- Use the benefits of your location, if any.
- Claim your combat rewards, and then process Level Ups, if any.
- Discard any number of non-Damage cards from your hand (at least one if no cards were played this turn).
- Draw cards up to your (modified) Hand Limit.

COMBAT WITH ENEMY TOKENS

Long Range Attack Phase

- Perform none, one or more attacks. You may defeat one or more enemies with each attack.
- Play Long Range Attacks of total value equal to or higher than the chosen enemies' Defense Value to defeat them.
- Gain Experience Points for each defeated Enemy Token (but do not Level Up yet) and then discard the token.

Shields Phase

- Perform none, one or more Shield deflections. You may block partial or full damage from one enemy with each total Shield deflection. You may play a card sideways as Shields 1.
- Play Shields of total value equal to or higher than the chosen enemy attack to block it fully. Otherwise, you may partially block the damage from that enemy with your total Shield deflection. Any damage that is not blocked will damage you during the Assign Damage Phase.

Assign Damage Phase

- Assign all unblocked damage to your ship.
- For each Damage Card you take to your hand, reduce the damage by your Captain's Defense Value.

Attack Phase

- Perform none, one or more attacks. You may defeat one or more enemies with each attack.
- Play any Attacks (including Long Range Attacks, or a card played sideways as Attack 1) of total value equal to or higher than the chosen enemies' Defense Value to defeat them.
- Gain Experience Points for each defeated Enemy Token (but do not Level Up yet) and then discard the token.

AWAY MISSIONS

Assign Captain and/or Crew Members to Away Team (optional).

- Only Crew Members who are part of the Away Team may participate during each phase.
- Skill Tokens (as well as the Action Card that features the Captain's name) may only be used if the Captain is part of the Away Team.

Draw Planet Token

Diplomacy Phase

- Play Diplomacy points (including cards played sideways as Diplomacy 1) equal to the Diplomacy Value of the Planet Token to immediately overcome the Planet Token.

Long Range Attack Phase

- Play Long Range Attack equal to or higher than the Planet Token's Defense Value to immediately overcome the Planet Token.

Assign Damage Phase

- If Planet Token is not overcome, the Away Team receives damage equal to the Planet Token's Attack Value.
- Shields cannot be used to block this attack.
- Damage must be assigned to the Crew Members and/or the Captain until all damage has been suffered.
- If there is any leftover damage, the mission ends in failure. Lose 2 Reputation.
- If all damage is absorbed by the Crew Members and Captain with no leftover, proceed to the Attack Phase.

Attack Phase

- Play Attack (including Long Range Attack and cards played sideways as Attack 1) equal to or higher than the Planet Token's Defense Value to overcome the Planet Token.
- If Attack is insufficient, the mission ends in failure, but no Reputation is lost.
- Gain Experience Points for each defeated Planet Token (but do not Level Up yet) and then discard the token.

PLAYER VERSUS PLAYER COMBAT

Defender declares their intention:

- If they attend the attack fully, they can act as if it were also their turn, including end of turn processing. They are protected until their next turn, but they lose their next turn.
- If not, they cannot use Data Dice or Skills, and their reaction ends immediately after the end of combat.

Long Range Attack Phase

- First the defender, then the aggressor may initiate one Long Range Attack.
- The player attacking plays any amount of Long Range Attacks.
- The blocker may play Shields to reduce the attack (including cards played sideways as Shields 1). The attack is reduced by 1 for every 2 points of Shields played.
- The remaining attack is assigned as damage by the attacker to the blocker's ship. Damage must equal the blocker's Defense Value to successfully damage their ship (i.e., to place a Damage Card in their hand).

Close Range Attack Phase

- First the aggressor, then the defender may initiate one Attack.
- The player attacking plays any amount of Attacks (including Long Range Attacks, or cards played sideways as Attack 1).
- The blocker may play Shields to reduce the attack (including cards played sideways as Shields 1). The attack is reduced by 1 for every 1 point of Shields.
- The remaining attack is assigned as damage by the attacker to the blocker's ship. Damage must equal the blocker's Defense Value to successfully damage their ship (i.e., to place a Damage Card in their hand).
- During this phase, the attacker may also spend damage points equal to twice the blocker's Defense Value to force the blocker to withdraw to a neighboring safe space. No enemy ships are provoked during this movement.
- If the blocker is forced to retreat, then the attacker gains 1 Experience Point if the blocker has more Experience Points than the attacker, plus 2 for each Level the blocker is higher than the attacker.
- If the attacker was the aggressor, they may immediately move into the defender's space (for free, without provoking nearby enemies).
- If the defender retreated from one of their controlled Romulan Starbases, the aggressor *must* move into the space and claim the Romulan Starbase for themselves.

ENCOUNTER TOKEN ABILITIES

DEFENSIVE

	Resistance to Normal Phasers: All normal Attacks (including cards played sideways) are inefficient (halved).
	Resistance to Photon Pulse: All Photon Pulse Attacks are inefficient (halved).
	Resistance to Photon Torpedo: All Photon Torpedo Attacks are inefficient (halved).
	Both Photon Pulse and Photon Torpedo Resistances: All Photon Pulse, Photon Torpedo, and Pulse Torpedo Attacks are inefficient (halved).

OFFENSIVE

	Photon Pulse Attack: Only Photon Pulse Shields and Pulse Torpedo Shields are efficient when blocking this (others are halved).		Antimatter Weapon: Any undeflected damage from this enemy is doubled.
	Photon Torpedo Attack: Only Photon Torpedo Shields and Pulse Torpedo Shields are efficient when blocking this (others are halved).		Biogenic Weapon: For each Damage Card that a player draws into their hand from a Biogenic Weapon Attack, they also place one Damage Card in their discard pile.
	Pulse Torpedo Attack: Only Pulse Torpedo Shields are efficient when blocking this (others are halved).		Energy Dissipator: If a ship receives one or more Damage Cards from an Energy Dissipator Attack, the player must immediately discard all non-Damage cards from their hand.
	Disruptors: All Shields are halved when blocking an enemy with this ability.		