

VLAADA CHVÁTIL ANDREW PARKS

STAR TREK™

FRONTIERS

GAME WALKTHROUGH

A contested region of space accessible through a known wormhole has drawn the attention of powerful forces throughout the Galaxy. Both the Federation and the Klingon Empire, who share a delicate alliance at this time, have recently built outposts in the region. But now news of grave troubles brewing in the region has alerted both the Klingons and the Federation to investigate immediately.

Communications have suddenly gone haywire in the region; there has been no news from any Federation or Klingon operatives in the area for weeks. The Klingons and Federation have expanded their cooperation and have armed all captains with orders that they may recruit exceptional crew members who are posted to the region from either faction.

*The Federation sends the **U.S.S. Enterprise-D**, a Galaxy-class vessel commanded by Jean-Luc Picard. Benjamin Sisko, commander of Deep Space 9, volunteers to provide assistance with his agile warship, the **U.S.S. Defiant**. The Klingon Empire sends its flagship, the **I.K.S. Negh'Var**, commanded by General Martok, to protect the interests of the empire. Eager for the opportunities that this significant region may present, the Klingon Duras sisters, Lursa and B'Etor, also arrive, commanding their **Bird-of-Prey** in the hope that guile will succeed where sheer force may fail.*

As the task force approaches the wormhole, each captain considers the challenge of the coming mission. Each knows that the needs of their individual faction must be considered first and foremost, and that their faction must be in the strongest position possible once the area has been fully explored. Almost as one, each captain on his or her respective ship barks out the orders that every crew member has been awaiting:

"Shields up! Battle stations! Helmsman, take us in."

1. INTRODUCTION

The purpose of this book is to explain the game to you in the most natural way. The rules are presented in the order in which you will encounter them in the game, and illustrated by examples and diagrams. While reading this, you will be able to imagine how the game plays, or, if you prefer, you can play along as you read.

In addition to this book, there is also a Full Rulebook that contains all the rules of the game. The Full Rulebook assumes that you have read the Walkthrough first, and that you understand the basic mechanics.

SCENARIOS

Each game of *Star Trek: Frontiers* is played according to one of the scenarios you will find in the Scenario section at the end of the Full Rulebook. Do not imagine them as scripts with a strict course of action - scenarios simply set the basic parameters and goals of the game. Each playthrough is unique, with a randomly built Space Map, different cards to gain, and different enemies to defeat. You can try different scenarios, or you can just play the one that fits your gaming preferences best.

THE FIRST RECONNAISSANCE

Regardless of your preferences, the first scenario you should play (and also the first scenario you should use whenever introducing new players to the game) is "The First Reconnaissance." This scenario is meant to introduce players to the

game in the most entertaining way - by playing it. It is shorter, so it will not take too long even if you are playing slowly to start, and it shows the game concepts and rules in the most natural order. If you try to explain all the rules and play a full scenario from the start, new players could be overwhelmed with information, and a full scenario may take many hours to complete, even if playing with experienced gamers.

"The First Reconnaissance" is your first exploration of this contested region of space. You have been ordered to seek out the cause of the turmoil besetting the region. During your journey into the unknown, you will earn **Experience Points** and further your **Reputation** as a Captain. You will also recruit new **Crew Members** and perhaps even encounter some of the **Undiscovered** mysteries of space.

The first scenario is designed for 2 to 4 players, but if you want, you may play it solo (see the "Solo Games" rules in the Scenario section at the end of Full Rulebook). Your goal for this scenario is not competitive; your mission will be successful as long as any player finds the source of the region's turmoil: a Borg Cube. However, do not think of this as a cooperative effort - this game takes place when the alliance between the Federation and the Klingon Empire was sometimes strained. Even those within the same faction sometimes have reason to doubt one another. Each ship explores the region of space alone, trying to do what is best for their factions and for the prestige of their Captain.

RECOMMENDED APPROACH

First, one person should read this Walkthrough. Let's assume it is you. Once you have finished going through this book, you can (but do not have to) read the Full Rulebook, to ensure you understand everything well and see the "big picture" of the game. In this book, some situations that will not occur (or will rarely happen) in your first game are not explained.

Whether you have read the Full Rulebook or not, you will be able to introduce others to the game, and play "The First Reconnaissance" scenario with them, explaining the rules as you play. You should follow this Walkthrough, step by step:

- Tell the players the brief story and the goals of the scenario, as explained earlier in this chapter.
- Explain to each player how the game progresses through several Game Rounds, each consisting of many player turns, as explained in Chapter 2 - Overview.
- Show and briefly explain the game components as described in Chapter 3 - Game Components. Help the players set up their playing area.

- Explain in detail how a typical Round plays out, as described in Chapter 4 - First Round of the Game.
- Explain the details of a player turn, as explained in Chapter 5 - Player Turn. In this chapter, all of the basic mechanics are explained. Use a player's starting deck to illustrate examples, similar to the ones in this book. Explain the Space Tiles and how they are placed. Show the movement costs for different spaces on the Space Tiles and explain locations visible on the revealed part of the Space Map (showing the Tile Reference Cards.)
- Now, start to play! You do not have to explain the rest of the rules, just follow Chapter 6 - Start the Game Now.
- When something special happens during the game, look for the appropriate section in this book for an explanation (Chapter 7 - Revealing New Tiles or Chapter 8 - Other Important Events).
- At some point during the game (sometime during the second Round is best), you

should explain the final scoring (Chapter 9 - End of the Game). Follow that chapter when the game ends.

- Once you finish your first scenario, you are ready to progress to a full game, as described in Chapter 10 - Future Games.

We also recommend that you do not play the first scenario very competitively. Its main purpose is to teach the basics of the game to all players. It can be advantageous to solve the most complicated situations (especially combats) together, playing open handed, so you can ensure everyone understands how the mechanics work and what is allowed.

PLAYER VS. PLAYER COMBAT

Do not use the Player vs. Player (PvP) combat rules for the first scenario. The players will have enough to do learning the rules of the game and dealing with the enemies on the Space Map. It is much easier to understand how Player vs. Player combat works once you are familiar with all the game mechanics. In later games, you may include the PvP rules, especially if the players enjoy a more ruthless style of play.

2. OVERVIEW

In the game, each player commands a **Ship** commanded by a **Captain**. Each player has a ship figure, several types of tokens, and a **Ship Deck** consisting of 16 Action Cards. There are a few revealed Space Tiles creating the starting area - the Wormhole and surrounding space.

ROUNDS AND TURNS

The game is played in Rounds, each consisting of a series of player turns. The first scenario is limited to 3 Rounds. You should fulfill its goal (to find the Borg Cube) before the end of the third Round.

At the start of each Round, each player shuffles their Ship Deck and draws five cards; this number may increase later in the game. Then the players each choose their Tactic for the current Round. Tactics determine the order of play during the Round, and might give some other advantages. Then, in the order determined by the Tactics, the players take their turns.

During their turns, players play some or all of the cards they have in their hands, to perform different activities - to move around the Space

Map and explore it (revealing additional Space Tiles and adding them to the board), to interact with Outposts, or to combat Enemy Ships and Starbases. At the end of their turn, a player draws new cards from their deck until they have a total of 5 cards in hand. When players are experienced, they should think about how to use their cards and plan their turns in advance, so they are prepared when their turn comes - the game will then flow more quickly.

When a player runs out of cards in their Ship Deck, they may decide to skip their turn and announce the "End of the Round" instead. Each remaining player plays one more turn, and then the Round ends and the next Round begins.

IMPROVING SHIPS AND CAPTAINS

During the game, Ships and Captains will improve in several ways:

- A player can learn Advanced Actions and discover the Undiscovered mysteries of space; these are represented by new Ship Deck cards that are added to the player's

Ship Deck. Usually, these cards can be used in the same Round they are gained. They can also be used in subsequent Rounds since they will remain in the player's deck.

- At Outposts and conquered Starbases, a player can recruit new Crew Members to provide their ship with special abilities and to participate in Away Missions.
- For different accomplishments, Captains gain Experience Points. When a Captain collects enough Experience Points, it progresses to the next Experience Level. When doing so, it can learn useful new Skills and its ship can master Advanced Actions, its characteristics improve, and it can command additional Crew Members.

END OF THE GAME

The first scenario ends when a player reveals a Space Tile with a Borg Cube on it and each player has had one more turn (including the player who revealed the Borg Cube). Extra Experience is awarded at the end of the game for different achievements, and then whoever has collected the most Experience is the winner.

3. GAME COMPONENTS

In this chapter, all game components and the Setup for the first scenario is described. The large diagram on page 3 shows how the components should be prepared for your first game. In the "Players" section is another diagram showing how each player should prepare their playing area.

SPACE TILES



Space Tiles represent the region of space that the ships are exploring. Each tile consists of seven hexagonal spaces.

Before the game, the Space Tiles should be separated by their reverse sides:

STARTING TILE (BLACK BACK)

The starting tile displays a Wormhole and the edge of an Asteroid Field, which defines the shape of the Space Map for each game. Ships cannot enter a space filled with Asteroids.



FRONTIER TILES (BLUE BACK)

There are 11 tiles representing the less hostile areas of the space region. For the first scenario, they are not revealed randomly. Sort them by the number in the lower corner and create a face down stack with number 1 on the top.



- When playing with two players, remove the three tiles that are at the bottom of the stack and return them to the box.
- When playing with three players, remove two tiles from the bottom of the stack.
- When playing with four players, do not remove any tiles.

CORE TILES (RED BACK)

These 8 tiles represent the most hostile areas of the space region, with Borg Cubes and advanced challenges. Four tiles contain a Borg Cube in the center, four of them are non-Borg Cube tiles, but they all have the same red reverse sides.



To prepare this scenario, separate the Core Borg Cube tiles and non-Borg Cube tiles into two face down stacks, and shuffle each of these stacks separately. Randomly select 1 Borg Cube tile and 2 non-Borg Cube tiles and shuffle these three tiles together. Place the Frontier (blue) stack on top of this stack. Thus, you have one stack of tiles, and the Borg Cube you are looking for is somewhere among the bottom three tiles.



Tile Reference Cards and Scoring Card



Data Die



Data Tokens

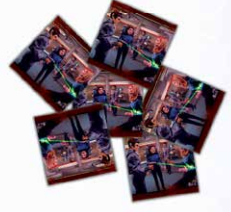


Bank

Space Map



Wound Tokens



Displayed Tactic Cards

Transport Tokens

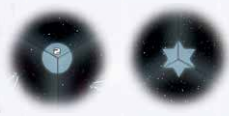


INITIAL POSITION

Reveal the first two Space Tiles (1 and 2) and add them to the Starting Tile according to the diagram below.



NOTE: Tiles have symbols in six of their corners. If a tile is placed correctly, these symbols connect with like symbols on neighboring tiles, eventually forming a complete circle or star.



All tiles should be oriented in such a way that their number is in the same graphic position as the asterisk on the Starting Tile, and the images inside the hexagonal spaces on all of the tiles should be oriented in the same direction.

These three tiles form the starting area on the map - the Wormhole, several Outposts, a Research Station, etc. During the game, players will explore other parts of the Space Map, adding more tiles.

Note that there is the border of an Asteroid Field on the Starting Tile. Imagine this Asteroid Field extends indefinitely along both sides, forming the border of the Space Map. No tiles may be placed

behind this Asteroid Field. Thus, during the game, the map will look like the diagram below.

Take into account the expanding size of the game map when placing the first tiles to allow for enough free space on the table in the directions the map will be expanded.



ENCOUNTER TOKENS

These are circular tokens that represent various things on the Space Map: hostile ships, Starbases, and planets that can be explored in various ways. At the start of the game, sort these tokens into eight face down piles and then randomize them.

FIRST ENEMY SHIPS



With the initial Setup of the map, there are two Romulan Warbird symbols. Draw two tokens from the pile with the same symbol on the reverse and place them, face up, on the marked spaces.

Enemy ships besetting the region of space - Romulan Warbirds and Borg Spheres



Romulan Starbases, Dominion Starbases, and Borg Cubes



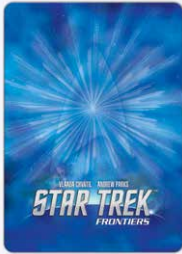
Planets to be explored through Away Missions - Class-L and Class-K



Planets that present Challenges or a varied assortment of enemies - Class-H



SHIP DECK



The term "Ship Deck" refers to the different types of cards that can become part of a player's deck during the game. All Ship Deck cards have identical card backs so that they will be indistinguishable when shuffled together.

At the start of the game, different types of cards that go into the Ship Deck are in different piles, so they need to be sorted by their front sides. We strongly recommend that players place these piles exactly as shown in the Setup diagram on page 3. Once you get used to this layout, you will have no problem locating any required pile, even though they have identical card backs.

The types of Ship Deck cards are as follows:

BASIC ACTION CARDS

Each ship has its own starting deck of 16 Basic Action Cards. These cards are marked with the ship's Faction symbol in the upper-right corner.



Each ship's set of Basic Action Cards is the same, except one card (representing the specialty of the Captain) in each deck.

The art for this card shows a portrait of the ship's Captain. For most purposes, this card is treated like any other Basic Action, except that it cannot be played if the Captain has been Wounded during an Away Mission.

ADVANCED ACTION CARDS

There are 27 Advanced Action Cards. These cards are stronger than the Basic Action Cards. Over the course of the game, these Advanced Action Cards are gained and added to a player's deck. You can distinguish Advanced Actions from Basic Actions by the icon in the upper-right corner.



UNDISCOVERED CARDS

Undiscovered Cards represent the unknown mysteries of space. They are separated into top and bottom parts, each with different names. The lower part represents the ultimate version of the card's power, which requires Black Data to function.



DAMAGE CARDS

Damage Cards go into your hand when your ship is damaged. Damage Cards count towards your maximum Hand Limit, so taking too much damage will clog up your hand and make it harder to take an effective turn. All Damage Cards have an identical front side, so you can place them as a face up pile on the table.



TERMINOLOGY NOTE: Whenever any text refers to an "Action" card, it is referring to both Basic and Advanced Action Cards.

Whenever any text refers to "any" or "a" card, it is referring to Action or Undiscovered Cards, but never a Damage Card unless stated explicitly. Thus, the term "discard a card" means discard any Ship Deck card except for a Damage Card.

OTHER CARDS AND TOKENS

Other card types can be clearly distinguished by their reverse sides:

REGULAR AND ELITE CREW MEMBER CARDS

There are two decks of Crew Cards: Regular Crew Members (with silver card backs) and Elite Crew Members (with gold card backs). In the first scenario, we will only need the regular (silver) ones. Shuffle them and place the pile face down on the designated spot. Leave the Elite Crew Members in the box.



To create the Crew offer, reveal as many Regular Crew Members as there are players, and then add 2 more (e.g. for a 4 player game, reveal 6 Regular Crew Members), as depicted in the Game Setup diagram.

NOTE: For the first game, there should be at least 1 Crew Member in the offer with the Outpost image on the left side of the card. If not, shuffle the cards and deal them until this is true.

TACTIC CARDS

The Tactic Cards help players determine their strategy for the current Round. Place the Tactic Cards face up in the center of the table. You do not need to shuffle them.



TILE REFERENCE CARDS

There are 13 Tile Reference Cards. They depict all the Space Map's locations, and briefly describe all the rules related to that location.



As soon as a new location type is revealed on the Space Map for the first time, find the corresponding card and read what that location means and the options it offers to the players. The Tile Reference Card remains on the table, so every time a player considers visiting a location, its corresponding card is available for easy reference.

At the start of the game, find the cards for the locations that are in the starting area of the map: Outpost, Drydock, Research Station, and Romulan Warbird. They will help you when explaining these locations.

BORG CUBE REFERENCE CARDS



There are 4 Borg Cube Reference Cards, one for each Borg Cube in the game. The backs of these cards feature all the possibilities of what can be on the corresponding Borg Cube's figure base (based on the Borg Cube's Level as defined in the current scenario).

You do not need the Borg Cube Reference Cards for the first game - return them to the box.

ACHIEVEMENT SCORING CARD

This summarizes the end game scoring rules. You do not need to show it to the players now; it is better to explain this card once they have played at least one Round of the game.



TRANSPORTER TOKENS

Transporter Tokens are used to mark your Captain and Crew Members when they beam down during an Away Mission. When your Captain joins an Away Mission, place the Transporter Token beside your stack of Level Tokens (see "Level Tokens" on page 5).



WOUND TOKENS

Wound Tokens mark your Captain and Crew Members when they have become Wounded during an Away Mission. When your Captain is Wounded, place the Wound Token beside your stack of Level Tokens.



PLAYERS



There are four ships in the game. Each of them has its own Faction symbol; all the components for that ship are marked with this symbol.

For your first game, each player may take whichever ship they like, or just distribute the ships randomly. Each player takes all the components relating to that ship.

We recommend storing all components belonging to one ship, including its deck of Basic Action Cards, in one plastic bag. If playing with fewer than four players, return the unused components to the box.

SHIP CARD

The card with the large ship portrait lays in front of the player for the entire game to help identify who controls which ship. The Ship Card also works as that ship's Inventory - during the game, the player stores Data Crystals here. See "Data" on page 6 for more details.



SHIP FIGURE

The ship figure represents your ship in play. At the start of the game, it is placed in front of you on the table - the ship has not entered the Space Map yet. On your first turn, place the ship figure on the Wormhole space and then start to explore the map.



ROUND ORDER TOKEN

Each ship has a Round Order Token. These tokens show the order in which players take their turns during the Round. For now, randomize these tokens and place them in a column to the left of the Data Core board, as depicted in the Setup diagram.



LEVEL TOKENS

Each Captain's Level is represented by six octagonal Level Tokens, marked with the Faction symbol of its ship on the reverse side. Five of these tokens have a small pair of numbers (1-2, 3-4, 5-6, 7-8, 9-10) on them. Sort the tokens by these numbers in a face up pile, so the token marked 9-10 is at the bottom, and the token marked 1-2 is visible on top of the pile. Place the pile on the table below your Ship Card. The sixth Level Token has an empty front side. Place it face down (with the symbol side up) to the immediate right of your stack of face up Level Tokens. This face down Level Token will be your first Command Token.



A Level Token with the symbol side up is called a Command Token, and it represents your Command Limit. At the start of the game, you only have 1 Command Token, so you can only control one Crew Member. The top token of the Level pile shows your Captain's stats - Defense of 2 and Hand Limit of 5. These are your stats for Experience Levels 1 and 2 (as indicated by the "1-2" at the bottom of the token).



When you gather enough Experience to progress to Level 3, you remove the top token from the Level pile, flip it over to the symbol side and put it next to your first Command Token. Your Command Limit increases to 2 (you have two Command Tokens now, so you can command up to 2 Crew Members), and also your Captain's stats change (you revealed the tile marked "3-4," which indicates a higher Defense).



NOTE: Ships are actually manned by dozens, if not hundreds, of crew members. The Crew Member Cards in *Star Trek: Frontiers* represent exceptional crew members who have distinguished themselves under your command.

FACTION TOKENS

Place your Faction Tokens in a pile. During the game, two of them will be used to mark your position on the Experience and Reputation Tracks, and the rest will be used to mark your successes on the Space Map - Starbases you have conquered, Away Missions you have completed, and in later scenarios, your participation in destroying a Borg Cube.



SKILL TOKENS

Each Captain has their own set of 10 Skill Tokens. These represent the natural directions that the Captain's talent may develop. Randomize them and place them in a face down pile.



SKILL TOKEN REFERENCE CARD

The double-sided Skill Token Reference Card depicts all the Skill Tokens of a Captain, and describes how to use them. Keep it somewhere close, as you will need it once you advance to the second Level and gain your first Skill.



AWAY TEAM TOKEN

Place your ship's Away Team Token to the right of your discard pile. The Away Team Token is placed onto a Class-L or Class-K Planet on the Space Map when you beam your Away Team down during an Away Mission.

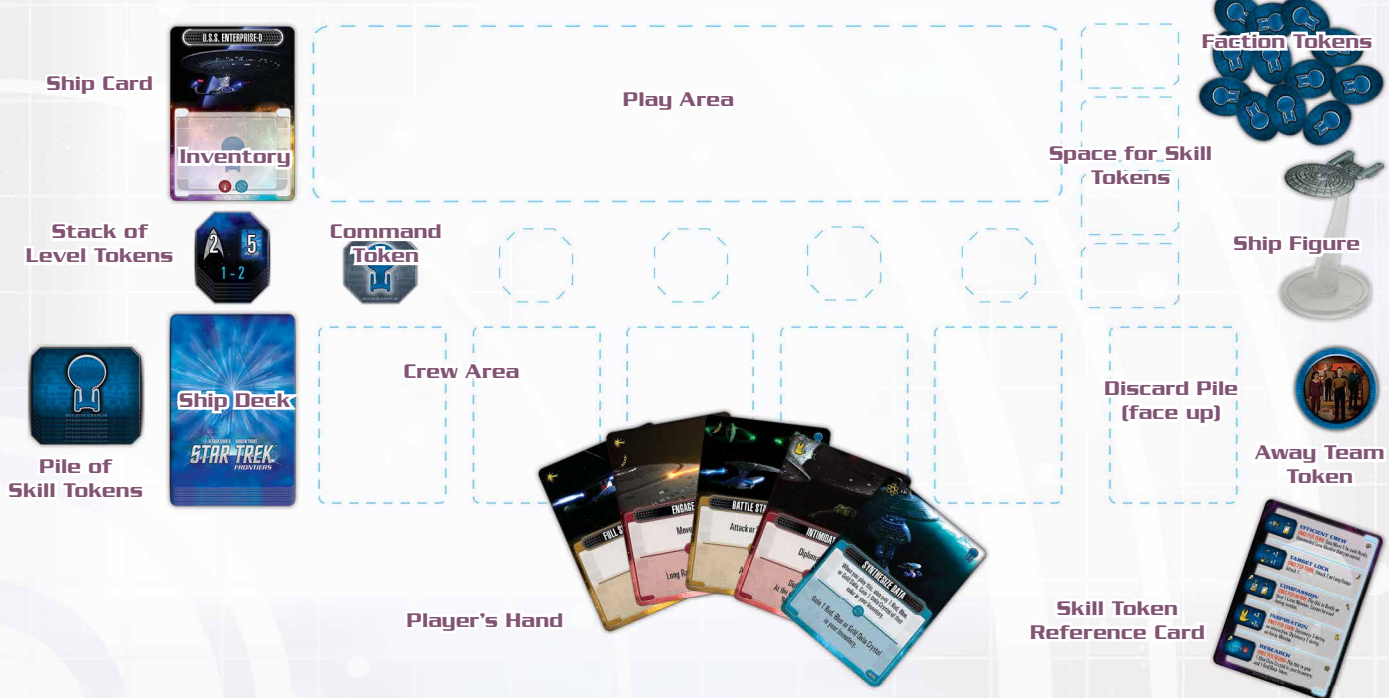
SHIP DECK

As described in the Ship Deck section, each player has their own deck of 16 cards. Shuffle them and place them face down in your player area - they form your Ship Deck.

PLAYER AREA

The following diagram shows how the player area should look before the game begins.

NOTE: The Ship Deck is the face down pile to the left, with space for a discard pile far to the right (to prevent mixing these two piles together). Between them is the Crew area, the space for recruited Crew Members (the number of Crew slots is determined by the number of Command Tokens you have). The Play Area is where you play your cards and effects during your turn. The Skill pile on the left side contains Skills not in the game yet - once you gain them, put them to the right of your Play Area.



EXPERIENCE AND REPUTATION BOARD



EXPERIENCE TRACK

The larger track shows a player's current Experience. Each row represents one Experience Level.

At the start of the game, all players have 0 Experience - they put one of their Faction Tokens on the 0 space of the Experience Track. They are on the first row, so they are of the first Experience Level.

Whenever a player gains Experience during the game, they move their Faction Token along this track by the given number of spaces. If the token moves to the next row, the player's Experience Level increases. (To progress to Level 2, a player needs to gain at least 3 Experience; to progress to Level 3, a player needs a total of 8 Experience, etc.)

At the start of each row, there is either a Skill Token or a Level Token depicted. When a player progresses to a row marked with a Skill Token, they are rewarded with 1 Skill Token and 1 Advanced Action Card (additional explanation later). If they progress to a line marked with a Level Token, they flip their top octagonal Level Token into a new Command Token, increasing their Command Limit and Captain stats (see "Players - Level Tokens" on page 5).

The Skill Token and Level Token lines alternate, so on every even numbered Experience Level, the player gains a new Skill and Advanced Action, and on every odd numbered Level, Command Limit and Captain stats increase.

REPUTATION TRACK

The small track in the upper-right corner of the Experience and Reputation Board is the Reputation Track. While your Experience rises all the time, your Reputation can both rise and fall - it depends on whether you gain your Experience through noble acts, or by conquering and subjugating.

At the start of the game, all players place one of their Faction Tokens on the central space of the Reputation Track. When performing noble deeds such as defeating aggressive enemy ships, a player's Faction Token progresses towards the brighter area.

When acting violently, the Faction Token progresses towards the red area. Your reputation affects your Diplomacy with those with whom you interact throughout this region of space, including potential new Crew Members (see "Interaction at an Outpost" on page 9).

DATA CORE BOARD

The Data Core board represents useful data that becomes available throughout the sector. On the left side of the board, the Move costs for each type of space on the Space Map are shown with large numbers. The tile-shaped icon in the lower-left corner indicates the Move cost of discovering a new Space Tile.

The empty area on the right side of the board is called the Data Core. We will talk about it later when discussing data.



DATA

BASIC DATA COLORS

There are three basic colors of data in the game, each related to one key division on your ship.



Red Data represents the Command Division.



Blue Data represents the Science Division.



Gold Data represents the Operations Division.

Data of basic colors can represent immediate information available only during the current turn (Data Tokens), or it can be stored in your ship's Inventory as Data Crystals for use at a later time.

SPECIAL DATA COLORS

There are also three special data colors. These exist only as immediate information and can never be stored as Data Crystals.



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 it can be 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 use the new color at any time during that turn. If the player rolls "purple" again, however, they must immediately return the die to the Data Core unused.



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

DATA TOKENS AND CRYSTALS

Take all the Data Tokens and create a bank of them in an accessible place on the table. There are 12 tokens of each of the three basic colors (red, blue, gold) and 3 in each of the special colors (white, purple, and black).



Data Tokens represent immediate data unless the tokens are in a player's Inventory where they represent stored Data Crystals instead.

Whenever a card or other effect tells a player to gain a Data Token, the token is placed in front of that player in their Play Area. It can be used at any time during this turn, but if the player does not use it, the data is removed at the end of the turn.

If a card or other effect says to gain a Data Crystal, then a Data Token is taken from the bank and placed in the player's Inventory (on their Ship Card). Data Crystals in a player's Inventory can be turned into data of the corresponding color at any time during their turn - the player just removes one from their Inventory and then it can be used as a Data Token. A player cannot turn Data Tokens into Data Crystals unless a card or effect specifically allows this.

NOTE: This is the reason why there are only a few white, purple, and black tokens - while the tokens of basic colors may be stored in a player's Inventory as Data Crystals for several turns or even Rounds, white, purple and black data exist only during a player's turn. At the end of their turn, the player returns them to the bank, making them available for other players.

3 Data Crystals per color: A player is not allowed to have more than 3 Data Crystals of the same color in Inventory at a time. If you are about to gain a Data Crystal of a color of which you already have three in your Inventory, you gain a Data Token in your Play Area instead. Thus, your Inventory can never contain more than 9 total Data Crystals - up to three of each basic color.

DATA DICE

There are seven Data Dice included in the game. Each Data Die has six sides, each showing one of the six data colors. Play with as many dice as there are players, plus 2 (e.g., use 6 dice in a 4 player game), roll them, and put them in the open area of the Data Core. This area and the dice in it are called **the Core**.

At the start of each Round, you re-roll the dice into the Core. At least half of them should show a basic color (red, blue, or gold). If they don't, keep re-rolling all the white, purple, and black dice (together) until this condition is met.

Keep any unused dice next to the Data Token bank; they will be used whenever a card tells you to roll a die.

The dice in the Core represent a common pool of 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. Simply take the Data Die and place it in front of yourself, and you can use it at any time during your turn. If you use the Data Die as data of the corresponding color, re-roll that die and return it to the Core at the end of your 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.

The colors of data in the Core will change over the course of the Round. When the Round is over, all dice are re-rolled, forming a completely new Core for the next Round.



4. FIRST ROUND OF THE GAME

ROUND PREPARATION

You have already prepared the game during Setup, so in the first round of the game, you do not need to do anything else to prepare for the coming Round.

CHOOSING TACTICS

The Tactic Cards are displayed. In this phase, each player will choose one of these cards. (Do not do so now - we will return to Tactics once more rules have been explained.) For now, all that is important is that these Tactics determine the order of play for this Round.

Each Tactic Card has a large number on it that indicates the player order this Round - the lowest number goes first.

After Tactics are chosen, the Round Order Tokens beside the Data Core board are reordered so that the Round Order Token of the player with the lowest number on their Tactic Card will be in the topmost position, and the player with the highest number will be in the lowest position.

TAKING TURNS

Once the turn order is determined, players begin taking turns, starting with the player whose Round Order token is in the top position, until someone ends the Round.

During a turn, a player plays cards from their hand and performs their effects. If they have any Crew Members recruited, they may also activate those to perform one of their effects. Later, if their Captain has gained some Skills, they may also use those Skills if they are available.

Action cards can be strengthened by spending data of the indicated color. During each turn, a player may use 1 Data Die from the Core as data of the color shown. They may also convert Data Crystals (stored in their Inventory) into data, or gain data as the effect of other cards.

Details on how the turn is played are described later. When a player finishes their turn, the first thing they should do is return any Data Dice used to the Core. When doing so, they roll them and put them back in the Core with their new color showing. If a Data Die was taken from the Core but not used, the die should be returned to the Core without being re-rolled.

IMPORTANT: At this point, the next player may start to play their turn.

Inform the next player they can start their turn, while the current player is finishing.

When finishing a turn, a player does the following:

- Discards all cards they played face up to their discard pile.
- Returns all used or unused Data Tokens to the bank. They keep only the Data Crystals stored in their Inventory.
- Receives any rewards earned during their turn.
- Resolves a Level Up if the Captain earned enough Experience Points (see "Level Ups" on page 18).
- Draws cards from their Ship Deck up to their Hand limit. This limit is 5 cards at the start of the game (as stated on your Level Token),

but it can increase as the player gains more Experience during the game, and can also be temporarily increased under special circumstances.

Before drawing new cards, a player may discard any number of non-Damage cards from their hand. Damage Cards can never be discarded unless some rule or card explicitly permits it.

NEXT PLAYER

The next player starts taking their turn in exactly the same way. Once they have finished, and after re-rolling any Data Dice, they inform the next player that they can start playing while the current player is finishing their turn and drawing cards. Once all players have taken their turn this way, it is then the first player's turn again, and so on.

ENDING THE ROUND

If a player has no cards in their Ship Deck at the start of their turn, they may either play with whatever cards are in their hand, or they may announce the End of the Round. If they do so, their turn immediately ends. Each other player then plays one last turn and then the Round is over.

If a player has no cards in their Ship Deck and no cards in their hand at the start of their turn, they must announce the End of the Round (unless another player announced it sooner - in that case, they just skip their turn.)

5. PLAYER TURN

During your turn, you can either play a Regular Turn or you can perform Emergency Repairs. You won't need to perform Emergency Repairs in the first several turns of the game, so we will start with a Regular Turn.

On your first turn, place your ship figure on the Wormhole space of the Space Map.

From that point on, your ship can start to move and act on the map.

REGULAR TURN

Each Regular Turn has two parts. First, you may move your ship figure one or more spaces on the Space Map. Then, depending on where you end your movement, you may perform one Action (in most cases, either Combat or Interaction with a location), or do nothing. On your turn, it is possible to:

- Move to another space, and then fight or interact there.

- Stay where you are, and fight or interact there.
- Move to another space and do nothing there.
- Do nothing.

You cannot, for example:

- Move to another space, fight or interact there, and then move again.
- Fight or interact on your space, and then move.
- Both fight and interact in one turn.

ACTION CARDS



All Action Cards have a similar design. On each card, there is a:

1. Card type
2. Card name
3. Faction symbol (in the upper-right) to see which ship the card belongs to
4. Illustration
5. Card title (beneath the illustration)
6. Basic effect (the text directly beneath the card title)
7. Stronger effect (the text under the basic effect)
8. Cost for the stronger effect (the colored data symbol between the basic and the stronger effect)

CARD TYPES

The symbol in the upper-left corner determines when this card can be played. During movement, you can play cards marked with the Move icon ; when interacting with locations, you can play cards marked with the Diplomacy icon ; and in combat, you can play cards marked with the Combat icon

During any phase, you may play Special cards - they usually support other activities, or have their own unique effects. Also, Repair and Healing cards can be played at any time except during combat.

PLAYING A CARD

To play a card, you reveal it from your hand and place it face up in your Play Area.

When doing so, you can decide whether you want to use its basic effect or its stronger effect. If you want to use the stronger effect, you have to pay 1 data of the corresponding color on the card - you can use a Data Die of that color from the Core (you can only use one die from the Core each turn), a Data Token or a Data Crystal of that color. You can also use a White Data Die or White Data Token, since White Data can be used as data of any basic color (red, blue, gold).

If you pay data when you play a card, the stronger effect is applied instead; ignore the basic effect. If you don't pay data, the basic effect applies.

STACKING CARDS

Most cards have simple effects like Move X (provides X Move points), Diplomacy X (provides X Diplomacy points), Attack or Shields X (provides Attack or Shield value of X).

You will often want to play multiple cards of the same type together, as their effects are cumulative. Stack played cards with similar effects together, to form a partially overlapping column. The following examples both show ways to achieve Move 6:



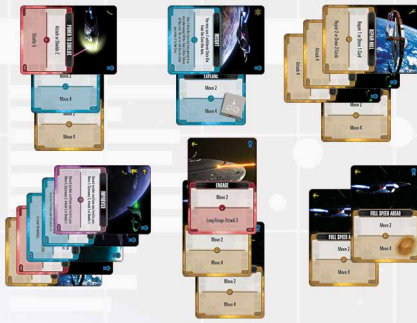
In the first example, there are three cards with Move 2 as their basic effect. They have been played together for a total Move of 6. In the second example, one card has been powered by Blue Data to provide Move 4, and played with another card with Move 2 as its basic effect.

PLAYING CARDS SIDWAYS

You will sometimes really need to do something (such as Move, generate Diplomacy, create an Attack or raise Shields), but you will not have enough of the right type of cards in hand to do so.

Any card (except Damage Cards) can be played as Move 1, Diplomacy 1, Attack 1, or Shield 1. To do so, just play it sideways on the column. Cards played this way can never be powered by data.

The following diagram shows six ways to get to Move 5:



NOTE: In the 2nd example, White Data is being used to power the Move card (which is the same as if Blue Data were used).

In the 4th example, there is no Move card, just five cards played sideways, each as Move 1 - that's right, you can Move even when you have no Move cards. Also note that any card (including Advanced Action Cards and Undiscovered Cards), no matter how powerful its effect, can be played sideways as Move 1, Diplomacy 1, Attack 1, or Shields 1 - except for Damage Cards.

The last two examples add up to 6 Move points, since one of the cards is being powered by Gold Data. This is okay since you can spend 5 of the Move points generated and let one go unused.

SPECIAL CARDS

As mentioned earlier, Special cards may be played at any time to support cards you are playing. Imagine we need 8 Move points. The following are four examples of how to achieve it using Special cards. If you take one basic Ship Deck and read the text of these Special cards, you will probably find many different ways to achieve this.

In the first example, the Research card is powered by Blue Data and used to play the stronger effect of the Explore card with a bonus, for Move 6. The Full Speed Ahead card gives another Move 2 for a total of 8 Move points.

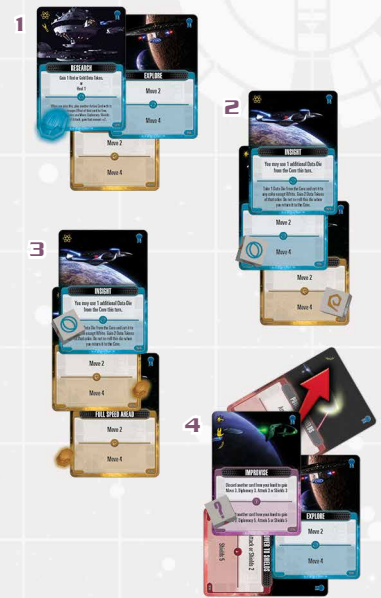
In the 2nd example, the Insight card allows us to use an additional Data Die from the Core, so we are able to strengthen both of the other cards.

The 3rd example shows the strengthened part of Insight. We take another die from the Core and set it to gold. We then gain 2 Gold Data Tokens to use on that turn which power both of the other cards.

In the last example, we use 1 Purple Data to power the strong effect of the Improve card to get Move 5. Along with an Explore card and then any other card played sideways, we get 8 Move points. Note that we had to discard another card to play Improve.

Note that Improve is one of the few cards that allows you to use Purple Data in its pure form. The main use for the Purple Data Die is to re-roll it and hope for a specific color of data that is currently not available.

NOTE: You do not need to explain all these examples to the players before starting the game. Just make sure you understand them all personally, so you can help players understand and use the cards when they need to.



MOVEMENT

Now you know how to play Move cards to provide Move points. Next, let's explain how to spend them to move your ship figure across the Space Map.



MOVE COSTS

The Move costs for each type of space are depicted on the Data Core board, with each type of space represented by a large number. A small red "X" beneath the Move cost (e.g. Planets and Suns) means that the ship can pay the Move cost to land on this space but cannot end its movement there. A large red "X" (e.g. Asteroids and Black Holes) means that this space is inaccessible.

To move your ship figure, you must spend Move points provided by cards that you have played. You can move to any space adjacent to your space unless that space is inaccessible. You can move as far as you want, as long as you have enough Move points to do so.

The following diagram shows three examples of movement from the starting position, and their Move costs.



NOTE: When moving into an adjacent space, you pay the Move cost of the space you are entering. The cost of the space you are leaving does not matter.

OTHER SHIP FIGURES

You can pass through a space occupied by another player's ship but you cannot end your move on that space.

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 (i.e. if playing with PvP rules).

PLANETS AND SUNS

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 Movement 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.

ENEMY SHIP TOKENS

There are two Romulan Warbird symbols on the initial portion of the Space Map - two Romulan Warbird tokens were placed face up on the indicated spaces during Setup.

Romulan Warbirds are Enemy Ship Tokens that can limit your movement in two ways:

- You cannot enter a space occupied by an undefeated Enemy Ship Token.
- Moving in the vicinity of an Enemy Ship Token is dangerous! If you move from a space adjacent to an Enemy Ship Token to another space adjacent to the same Enemy Ship Token, the Enemy Ship is provoked and attacks you. This immediately ends your movement, and you have to fight as a mandatory Action (see Combat on page 10).



Note: If a ship moves onto a Planet or Sun and this causes an adjacent Enemy Ship Token to attack, then the player's ship receives 1 Damage Card and must then move back to its previous space to engage that enemy.

Both red and violet movement paths would provoke the Romulan Warbird to attack, since you would be moving from one space adjacent to the Warbird to another space that is also adjacent.

The violet move will not even be finished - the attack immediately ends the movement after the first step. Furthermore, because the attack is provoked while on top of a Sun space, the player's ship receives 1 Damage Card and must then immediately move back to the space it started moving from.

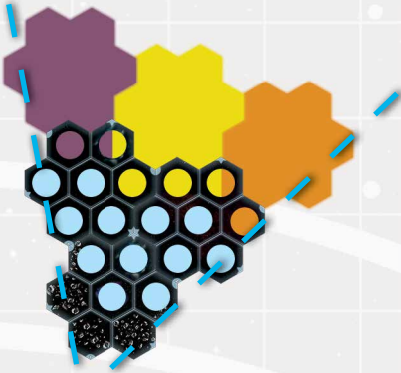
The red movement brings you to an Outpost, but then you will have to fight there. Since Combat uses your Action for the turn, you will not be able to interact with the Outpost this turn.

The green move path can get you to the Outpost without provoking the attack; it just costs you more Move points to go around. On a subsequent turn, making the move shown by the yellow path is okay. Since you are moving from a space adjacent to an Enemy Ship Token to a space adjacent to another Enemy Ship Token, neither of these enemies are provoked.

EXPLORATION

When you are currently on a space that borders empty table space, and if that empty table space is not behind the Asteroid Field extending from the Starting Tile, you can explore the next section of space. Reveal a new tile and add it to the Space Map. Exploring is not an Action; it is done as part of movement.

To explore a new tile, you have to pay 2 Move points. If you do, reveal the top tile from the stack of Space Tiles and add it to the Space Map. The orientation of the tile is determined by the symbols in six of its corners (they have to match the symbols on the already placed tiles), and by the direction of the images on the tile (it has to match the direction of the numbers and images of the already placed tiles). If there are two valid tile positions that could be revealed from one space, the player has to announce which tile position they are exploring before they reveal the new tile.



Take a look at the diagram. No new tiles may be explored from the spaces marked by blue dots (either because they do not border an empty space, or because they border empty spaces behind the asteroid field only).

The purple tile can be revealed from two spaces, the yellow tile can be explored from four spaces, and the orange tile from two spaces. Note that there are two spaces from which two different tiles can be explored. A player standing at one of these spaces may reveal one or (for 4 Move points) both tiles - but they must clearly say which tile position will be explored before they draw the tile for that position.

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.

EXPLORATION BONUS

Every time a player reveals a new tile, they gain 1 Experience Point. The player immediately moves their Faction Token on the Experience Track up by one. If it crosses the end of a row, the Captain's Level increases at the end of the player's turn (see "Level Ups" on page 18). The Exploration Bonus applies to the "First Reconnaissance" scenario and to *all scenarios*.

CONTINUING MOVEMENT

You may continue movement even after exploring a new tile. You may even play additional cards to add more Move points to those leftover from the cards already played.

For example: A player plays three Move 2 cards, giving them a total of 6 Move points. They move one space into a nebula (which costs 3 Move points), and then they explore a new tile for 2 Move points. On the newly revealed tile is another nebula space. The player still has 1 Move point left, so they need to play another 2 Move points to move into this space.

However, you are not allowed to change or modify cards that were played before exploring.

In our example, it is not possible to get those additional 2 Move points by powering one of the already played cards with data.

So, a player can do as much traveling and exploring as they like during their movement phase, as long as they can pay for it with Move points. It is even possible to explore on your turn without actually moving, if you start your turn next to an unrevealed place. However, it still counts as movement, so it has to be done before you take an Action (Combat or Interaction), and only during a Regular Turn (not while performing Emergency Repairs).



INTERACTION AT AN OUTPOST



At the start of the first game, there are two Outposts on the initial portion of the Space Map. Outposts are inhabited locations, and you can use Diplomacy to interact with the people stationed there. Check the Outpost Reference Card to see what you can do when your ship is on this space.

DIPLOMACY POINTS

You play cards to provide Diplomacy points the same way that you do with Move points. Remember, you can play any non-Damage card sideways as Diplomacy 1.

As with Move points, you total the Diplomacy provided by all cards you play. However, this total is further modified, depending on your Reputation (see below).

REPUTATION

When interacting with Outposts, conquered Starbases, and (later) destroyed Borg Cubes, check where your Faction Token is on the Reputation Track. If there is a '0' on your space, nothing happens. If there is a positive number, you increase your total Diplomacy by this number. If there is a negative number, your total Diplomacy gets lowered by that amount.

Beware! If your Faction token is on the space of the Reputation Track marked with a red "X", those stationed at that location refuse to talk to you, and you can't interact there at all until you improve your Reputation.

Note: Diplomacy is also used for other things, such as the special effects of some Advanced Action Cards. These special effects are also considered Interactions, and your Reputation affects your total Diplomacy during these situations as well.

EXCEPTION: Your Reputation has no effect when using Diplomacy during Away Missions. Away Missions represent the only use of Diplomacy that is not considered an Interaction (see "Away Missions" on page 15).

SPENDING DIPLOMACY

With Diplomacy, you can buy one or more things that are offered at the location occupied by your ship. At an Outpost, you can recruit an Outpost Crew Member and buy points of Repair and/or points of Heal. You can buy things of the same or different types.

If you buy Repair or Heal points, you can combine these points with other Repair or Heal effects, respectively (see "Repairs and Healing" on page 12).

As with movement, you can alternate playing Diplomacy and spending it. The bonus or penalty from your Reputation, however, counts only once each turn, no matter how many things you buy.

RECRUITING CREW MEMBERS

Players can only recruit the Crew Members that are in the Crew offer.

Take a look at these Crew Member cards. In the middle-left of each Crew Member card, there are one or more location images that show where that Crew Member can be recruited. At an Outpost, only Crew Members marked with an Outpost can be recruited. If there is no Crew Member with an Outpost image in the offer, no Crew Members can be recruited at the Outpost.

The cost for recruiting a Crew Member is in its upper-left corner - that is how many Diplomacy points you have to pay. If you do, you recruit the Crew Member and put him in your Crew area.

IMPORTANT: Unlike other offers, the Crew offer is not immediately replenished when you recruit a Crew Member. As players recruit Crew Members, there will be fewer cards available in the Crew offer. The Crew offer only gets replenished to its full amount at the start of each Round.

When recruiting your first Crew Member, place the Crew Member you just recruited below the Command Token you have available at the start of the game. This uses up your Command Limit - you can't have any more Crew Members until you progress to Level 3, when you get another Command Token.

You may still recruit, however, even if you have no free Command Tokens - but before taking a new Crew Member, you have to discharge (remove from the game) the old Crew Member. This way, the Command Token is available again and can be assigned to the new Crew Member.

SUBJUGATING AN OUTPOST

When you end your turn on an Outpost, you may decide to subjugate it before your next turn. Doing so gives you -1 Reputation, but you immediately draw two cards from your Ship Deck, which strengthens your next turn. Subjugating does not affect the Outpost - you may still recruit Crew Members or buy Repair or Heal points here, and if you stay here, you may subjugate it again after your next turn. However, your Reputation drops every time you do so.

Subjugating is not an Action, and you actually do it after your turn has ended, during another player's turn. Just announce you are doing it, decrease your Reputation and draw two cards, and then start planning your turn with those cards in hand. Note: you can only subjugate an Outpost once between each of your turns.

CREW MEMBERS

As mentioned above, Crew Members you recruit are stored in your Crew area, and each Crew Member has a Command Token (reverse side of a Level Token) above it.



Let's take a look at a Crew Member in more detail:

1. The number in the upper-left corner you know already - it is the amount of Diplomacy you have to pay to recruit the Crew Member.
2. In the upper-right corner, there is the Rank of the Crew Member. This is important when healing the Crew Member, and also determines the total value of your crew at the end of the game.
3. The location images under the cost tell you where the Crew Member can be recruited.
4. The number in the lower-right area above the card title is the Defense Value of the Unit during Away Missions (see "Away Missions" on page 15).

5. The text box shows the abilities of the Crew Member. Read the horizontal line as "or" - so the Federation Officer can either help you in combat, when influencing those stationed at Outposts and Starbases, or when moving your ship. Each of these options has an icon showing when you can use it.

ACTIVATING A CREW MEMBER

You can activate a Crew Member to use one of their abilities. You may activate a Crew Member with the Combat Icon during a space combat, or during an Away Mission if the Crew Member has beamed down as part of the Away Team (see "Away Missions" on page 15).

To activate a Crew Member, announce which ability you want to use, then take its Command Token and place it on the Crew Card. This works the same as if you were playing a card from your hand with that effect. After you activate a Crew Member, it is spent, and it can't be activated again until it is Readied. Keep it in your Crew area, with its Command Token on top of it.



If a Crew Member has received a Wound Token during an Away Mission, it cannot be activated, even if its Command Token is still above its card.

The diagram above shows another way to Move 6 - the player chose to activate their Federation Officer to provide Move 2.

SPENT AND READY CREW MEMBERS

Each Crew Member can be activated only once per Round. After you activate a Crew Member, it is spent, and it can't be activated again until it is Readied.

Let's quickly summarize Crew Members:

- If a Crew Member has its Command Token above the card, it is Ready. You can activate it to use one of its abilities. You place the Command Token on it, and it becomes spent.
- If a Crew Member has its Command Token on top of it, it is spent and cannot be activated. At the start of the next Round (not turn), the Command Token is moved above it again, so it is now Ready once again. Some advanced cards allow you to refresh a Crew Member and make it Ready immediately, without waiting for the end of the Round. This cannot be done during combat to allow a Crew Member to act twice during the same battle.

A spent Crew Member can still be discharged if you recruit a new Crew Member in its place. The new Crew Member will be Ready when you take control of it, regardless of whether the previous Crew Member was spent or not.

ADVANCED CREW ABILITIES

If there is a data symbol in front of a Crew Member ability, it means that ability requires a data of that color to activate, just like the stronger effects on Action Cards.



COMBAT

You may encounter combat on many occasions during the game. But for now, the only enemies on the revealed part of the Space Map are two Romulan Warbirds.

ENEMY TOKENS

Some Encounter Tokens represent enemies that you fight in combat. These aggressive Encounter Tokens are also referred to as Enemy Tokens.



Let's take a look at an Enemy Token:

- The number at the top is the Defense of the enemy. It basically means: "You need this much Attack to defeat this enemy."
- The number to the left is its Attack. This number is how much Shields you will need to counter the attack, or how much damage you will sustain if you do not deflect the attack with Shields - it is also possible to deflect a portion of the damage with Shields and receive the rest as damage. The Attack

number is on a Phaser Icon, which means that the Romulan Warbird is firing normal phasers. Later, you will encounter enemies with Photon Pulses and Photon Torpedoes, which have different attack icons.

- On the right, there may be one or more icons showing any special abilities of the enemy.
- Some enemies may have a special defensive ability, such as resistances to certain types of attacks. These icons are next to the enemy's Defense icon.
- The number at the bottom is the amount of Experience you will gain if you defeat this enemy.

CHALLENGING ENEMY TOKENS

To initiate combat, you have to be on a space adjacent to the Enemy Token. You announce you want to challenge the enemy, and the combat begins.

This counts as your Action this turn and you can only perform one Action per turn. For example,

if you end your movement at an Outpost next to an Enemy Token, you have to decide whether you want to interact with the Outpost or challenge the enemy (or do nothing).

A ship cannot move onto a Planet or Sun and then challenge an adjacent Enemy Token. A ship must be on an adjacent safe space in order to challenge an Enemy Token.

Another way that combat can happen is to provoke an Enemy Token by moving around it - the enemy will attack you and combat starts immediately. This also counts as your Action for the turn. See "Movement" on page 8 for more on this.

COMBAT OUTCOME

If you manage to defeat the Romulan Warbird, the token is discarded to the appropriate discard pile, and its space is now safe. Whether provoked or challenged, you gain +1 Reputation for defeating any Romulan Warbirds. Move your Faction Token up on the Reputation Track (unless you are already on the last +5 space).

COMBAT DETAILS

Combats are the most complex events in the game, especially when multiple enemies are involved. It would not be fair to let a player handle it by themselves when learning the game. Also, someone should look out for the enemy during combat - it is easy for a player to overlook a special ability.

If a combat happens, the player that was playing before the active player (or the player who knows the game best) should become the Combat Manager. They make no decisions for the enemies; it is just their duty to see that everything goes according to the rules.

The Combat Manager function is handy during your first games, as you get used to the mechanics. Combat Managers are also needed in the final

phases of advanced scenarios when players will encounter great battles with many enemies at once, and it is not easy to keep track of all the special abilities and bonuses that they have.

COMBAT CARDS AND ABILITIES

In combat, you mainly use cards and Crew Members that have "Attack X" or "Shields X" abilities. If "Attack or Shields X" is written on the card, you can use it either as Attack X or as Shields X, but not as both. You play these cards the same way that you play Move or Diplomacy cards: you stack multiple cards together to add up their values, you can power them with data, and you can play non-Damage cards sideways as Attack 1 or Shields 1. Play cards for each phase of combat in a separate column.

There are also some advanced types of Attacks like "Long Range Attack X," "Photon Pulse Attack X," "Photon Torpedo Attack X," and so on. Long Range Attacks are the only attacks that may be used in the Long Range Attacks phase. Photon Pulse and Photon Torpedo Attacks are useful if you encounter an enemy resistant to normal phasers. Until then, treat them as any other Attack.

When a card provides "Attack X," it always means a normal phaser attack at standard range. A card played sideways to an attack provides Attack 1 (normal phasers at standard range).

There are also Photon Pulse and Photon Torpedo Shields. Until we encounter enemies with special attacks, treat them as normal Shields.

COMBAT PHASES

Combat has four phases:

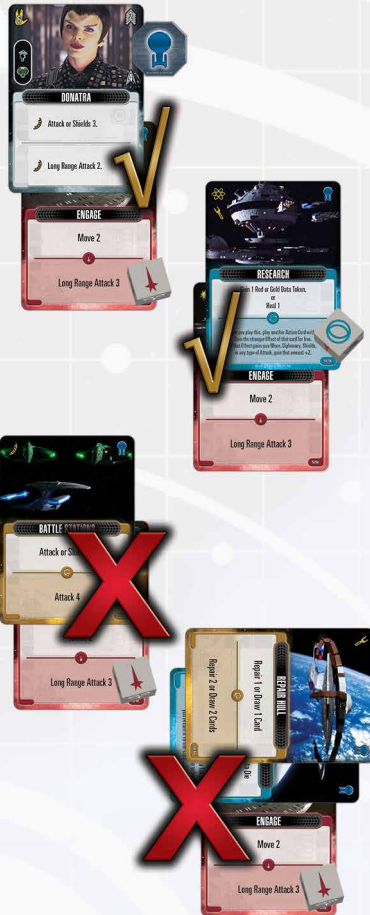
- **Long Range Attack Phase** - In the first phase of combat, you have a chance to eliminate enemies before they get to you, but only if you have Long Range Attacks. If you eliminate all enemies in this phase, the combat is over.
- **Shields Phase** - If any enemies survived the first phase, they will 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 in the first phase). Whether you defeat all the enemies or not, the combat is over after this phase.

So, if you can defeat the enemy with Long Range Attacks, there are no other phases. If not, you either deflect some or all of the enemy's attack with Shields, and then suffer any damage that you did not deflect. Finally, you have a chance to eliminate the enemy with your remaining attacks.

LONG RANGE ATTACK PHASE

During this phase, only Long Range Attacks can be played.

The following diagram shows two correct ways to generate Long Range Attack 5, along with two illegal combination attempts.



In the 1st example, we have combined two Long Range Attack effects (from an Action Card and from a Crew Member).

In the 2nd example, we used the strong effect of the Research card. Note that the card says that it strengthens ANY type of Attack by 2, so it can be used to strengthen our Long Range Attack.

The 3rd example is not valid since you can't play regular attacks during the Long Range Attack Phase. The same applies to the 4th example, as cards placed sideways provide regular Attack 1, not Long Range Attack.

If you manage to play Long Range Attacks of value equal to or higher than the Defense of an Enemy Token, it is defeated. Discard the Enemy Token and move your Faction Token along the Experience Track by as many spaces as the number at the bottom of the Enemy Token. If you crossed the end of the row, you gain a Level at the end of your turn (see "Level Ups" on page 18). If you defeat all the enemies you are facing during this phase, the combat is over.

If you can't play Long Range Attacks of value equal to or higher than an enemy's Defense, you should not play them at all, as they have no effect. Damage to enemies between phases is not tracked; you either defeat them in one go or nothing happens. However, Long Range Attacks can be played in the regular Attack Phase, where you can combine them with regular Attacks to defeat your enemies.

SHIELDS PHASE

Any enemies you have not defeated during the Long Range Attack Phase are now attacking you! You can deflect the damage (either partially or fully) with Shields.

You can play Shields (including Photon Pulse and Photon Torpedo Shields) the same way as any other cards. Note that you can also play any non-Damage card sideways as Shields 1.

If the total value of the Shields played is equal to or higher than the Attack Value of the enemy you are attempting to block, then you take no damage from that enemy during the Assign Damage Phase (see below). If you partially block the damage with Shields, then only the remaining damage will carry through during the next phase.

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.

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 Captain's Defense Value is located on its Level Token (which is "2" at the start of the game).

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.

Example: Let's say you are fighting an enemy with Attack Value 5. You have not played any Shields, so you have to assign 5 damage points to your ship. Let's assume your Captain still has a Defense Value of 2. Take 1 Damage Card to your hand, and the damage points are reduced to 3. Take another Damage Card, and the total damage points are reduced to 1. Take a third Damage Card, and the damage points are reduced below zero - the phase is over. If your Captain were Level 3, its Defense would be 3, so you would only need to take two Damage Cards to absorb all 5 damage points.

Wounded Captain

It is possible that your Captain may have become Wounded during an Away Mission (see "Away Missions" on page 15). If this is the case, 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 do this if your Captain is Wounded. You cannot choose to use a Crew Member's Defense Value during a space battle under any other circumstances.

ATTACK PHASE

Now, it is time to finish the enemy. You can play any Attacks of total value equal to or greater than the enemy's Defense to defeat the enemy and gain the Experience.

Note: In this phase, you can also play Long Range Attacks and combine them with normal Attacks, and you can also play any non-Damage Card sideways as Attack 1.

SPECIAL ABILITIES OF ENEMIES

The following abilities do not need to be looked at in detail to continue with the game, but can be referred to when the relevant Enemy Tokens are revealed.

Defensive Abilities

Resistance to Normal Phasers:

These enemies are resistant to normal phasers. When attacking them, the total value of your Attacks is halved (round down), except for Photon Pulse and Photon Torpedo attacks. Take a look at this Dominion Starbase: it has Defense 3, but it also has resistance to normal phasers. To destroy it with normal phasers, you need an Attack of 6, as the total value of your Attacks is halved. However, a Photon Pulse Attack of 3 or Photon Torpedo Attack of 3 would work, as the resistance applies only to normal phasers. You can also combine Attacks - for example, a Photon Torpedo Attack of 2 and a normal Attack 2 (which may be two cards played sideways), would suffice; the normal Attack is halved, but the Photon Torpedo Attack counts in full.



Attack Abilities

Disruptor: If an enemy has Disruptors, it is harder to block. When playing Shields against such an enemy, the total value of your Shields is halved (round down). This means that a Disruptor Attack of 3 would require Shields 6 to be blocked fully. Alternatively, a player could spend Shields 4 to block 2 of the 3 damage OR Shields 2 to block 1 of the 3 damage OR let it through and receive 3 damage.



Antimatter Weapon:

If an enemy has an Antimatter Weapon, it is very dangerous. Each point of Attack that you do not block inflicts double damage during the next phase. This means that an Antimatter Weapon Attack of 3 can be completely deflected by Shields 3, but if none of the damage is deflected, your ship receives 6 damage during the next phase.



Biogenic Weapon:

If an enemy has a Biogenic Weapon Attack, the damage taken from it has side effects. For each Damage Card that goes to your hand, another Damage Card is placed in your discard pile. This represents the long term effects of an enemy's Biogenic Weapon.



Energy Dissipator:

It is extremely dangerous to not deflect the attack of an enemy with an Energy Dissipator Attack. If a ship receives one or more Damage Cards from such an enemy, 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 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 number on your Level Token), the ship is immediately crippled and you discard all non-Damage cards from your hand (like when hit by an Energy Dissipator).

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.

COMBAT EXAMPLE

The following diagram shows three ways to deal with the Romulan Warbird Enemy Token with the Disruptor ability. You should be able to understand this example without a detailed explanation.



REPAIRS AND HEALING

Ships that have become damaged need to be repaired. Captains and Crew Members with Wound Tokens need to be healed. Repair and Heal are two separate effects. Repair points **cannot** be used to remove Wound Tokens from the Captain and Crew. Heal points **cannot** be used to remove Damage Cards from your hand.

DAMAGE CARDS



As described earlier, Damage Cards in your hand are completely useless and cannot be discarded under normal circumstances. They clog up your hand, counting against your Hand Limit.

Even if you manage to discard them into your discard pile (see "Emergency Repairs" below), they still remain in your deck, so you will eventually draw them again during the next Round.

There are other ways for Damage Cards to get into your deck, such as through Biogenic Weapon Attacks. Also, if you have any Damage Cards in your hand at the end of the Round, they get shuffled together with your other cards. A deck stuffed with Damage Cards is slow and ineffective. That's a good reason to get rid of any Damage Cards in your hand as soon as possible - through Repair.

WOUND TOKENS



A Wounded Crew Member cannot be activated or assigned Wound Tokens again. It is completely useless until it is healed (or replaced by a fresh, healthy Crew Member).

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).

A Wounded Captain's ship is considered to have a Defense Value of 1. While your Captain is Wounded, you cannot use your Skill Tokens (see "Skill Tokens" on page 5) or the Action Card that features the name and image of your Captain (although you may play this card sideways if you wish).

GAINING REPAIR POINTS AND HEAL POINTS

Fortunately, some cards and Crew Member abilities provide Repair or Heal points (Repair X means you get X Repair points; Heal X means you get X Heal points).

You can play these effects at any point during your turn, except during combat (it is not possible to heal a Crew Member injured during the Assign Damage Phase of an Away Mission in order to use it during the Attack Phase of the same Mission).

You can play Repair and Heal cards as you would any other cards - they may be stacked together or powered by data to provide stronger effects.

Other cards **cannot** be played sideways for extra Repair or Heal points.

Repair or Heal points may also be combined with Repair or Heal effects bought at an Outpost (see "Interaction at an Outpost" on page 9).

As a result, you will have an amount of Repair or Heal points. For example, you play a card that provides Repair 1, activate a Crew Member that provides Repair 2, and buy 3 Repairs for 9 Diplomacy points at an Outpost - you have 6 total Repair points. Now, you can spend them.

Remember that 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 an Outpost. 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 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.

EMERGENCY REPAIRS

You can decide to perform Emergency Repairs instead of taking a Regular Turn, especially if you have Damage Cards in your hand and no way to repair them.

While performing Emergency Repairs, you can't move, and you can't perform any Actions (such as Interactions or Combat). You are allowed to play Special, Repair, and Heal cards and effects and may also use a location space that provides a benefit at the end of the turn (such as a **Drydock** or **Research Station**).

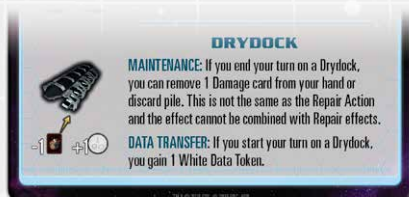
In addition, you must discard 1 non-Damage card, and any number of Damage Cards. Note that this is not the same thing as normal repairs; the cards go to your discard pile and will show up again later.

CRIPPLED SHIP

A ship is Crippled when the player has nothing but Damage Cards in their hand at the start of their turn. In this case, the player reveals their hand, and all they can do with the cards this turn is discard 1 Damage Card into their discard pile.

The player does not lose their turn, however, and may use Special, Repair, and Heal abilities on their Crew Members, but as with all Emergency Repairs, the player cannot move or perform an Action. If a player is on a location space that provides a benefit at the end of the turn, the player can still use it.

DRYDOCK



The Drydock has two effects:

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 a normal repair - 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.

RESEARCH STATION



Research Stations are easy to use. If you end your turn on a Research Station, you gain 1 Data Crystal of the corresponding color. 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.

Also note that if you announce the End of the Round, you do not play your turn and therefore gain nothing from the Research Station, nor can you remove a Damage Card at the Drydock.

REVERTING

The game offers many options for how to play your turn. Players should be allowed to change their minds and take back cards or Actions. If you insist on holding a player to their moves, and not allowing any take-backs, the game can be much slower as players will have to devote much more time to planning out their turns. It is much easier for a player to try and combine the cards and data on the table in front of them, play their turn, change their mind, and then do it again a different way.

However, there are some things you cannot take

back. Whenever you reveal any new information (for example, exploring the Space Map, drawing a card, or revealing a hidden Enemy Token), you cannot undo that activity, or go back and change any activities prior to that event. The same applies for any activity that involves a random element (such as a die roll).

Example: You play a Move card powered by a Data Die from the Core to reveal a Space Tile. You see there is an Outpost on the new tile right next to you and you would like to take back the spent data and instead play more Move cards from

your hand, so that you can use a different Data Die to help you recruit a Crew Member from the Outpost. However, you cannot undo that previous activity now, since you revealed new information.

On the other hand, imagine you use data to move toward a Romulan Warbird, challenge it to a fight, and then realize you need that data for combat. You can change the combination of cards and abilities you used to move to the space, or even decide to do something entirely different, since you have not revealed any new information.

6. START THE GAME NOW

Players should now know enough to start the game. They understand how to play their turns and know how to deal with the locations on the revealed part of the Space Map. They can choose Tactics and start to play the first turn. They do not need to know more rules right now.

TACTICS

Players choose their Tactics in the order determined by the Round Order tokens, which were randomly sorted during Setup. The player whose token is last has the first pick. In subsequent Rounds, the player with lowest Experience picks first, and the Round Order Tokens are only used to break ties.

Players pick Tactics after Setup, when all relevant information has been revealed: available Crew Members have been revealed, the Enemy Tokens on the map are shown, the Data Dice in the Core have been rolled, and each player knows the contents of their starting hand.

Players should take the time to read the Tactics cards now - most of them have an effect or ability,

and each player will want to pick one that is suitable for their situation.

Generally, the higher the number on the card, the bigger the advantage it gives (but the later that player will get to take their turn during the Round).

- Some of these effects apply immediately when taking the card: do what is stated on the card. Once the player order is determined, you can flip the card face down so the text does not distract you.
- Some can be used once per Round - keep cards like this face up in front of you. Once you use the card's ability, flip it face down to mark it as used.
- Some of them give a permanent advantage each turn. Keep these cards face up in front of you for the entire Round.

Once all players have chosen their Tactic cards, rearrange the Round Order Tokens according to the Tactic numbers, with the lowest number on top. That's the play order for this entire Round.

PLAYING THE GAME

The player with the topmost Round Order token can start their turn. During the first few turns, all players should watch carefully what the current player is doing to ensure they understand the rules.

Whenever you reveal a new Space Tile, consult the "Revealing New Tiles" chapter on page 14. There is a detailed description of the new locations that are on that tile, and also new rules that might relate to those locations.

When something extraordinary happens, consult the "Other Important Events" chapter on page 18. These situations include:

- When a Captain advances to a new Level.
- When the Round ends.

When the Borg Cube is revealed, each player plays their last turn, and the game is over. Proceed with the instructions in the "End of the Game" chapter on page 19.

NOW BOLDLY GO WHERE NO ONE HAS GONE BEFORE!

7. REVEALING NEW TILES

REVEALING A ROMULAN STARBASE (TILE 3)



Find and read the “Romulan Starbase” Tile Reference Card.

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 gain Reputation -1 at the start of the combat.

You then fight a combat using the same rules described earlier. 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 gain another Reputation -1).

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:

First, you can recruit Crew Members with the Romulan Starbase image while you are on that space. This is done through Interaction, like at an Outpost. 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.

Second, your Romulan Starbases provides 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 you own. This allows you to draw more cards at the end of your turn.

For example, if you own 3 Romulan Starbases anywhere on the map, your Hand Limit is 3 higher than what is printed on your Level Token if you end your turn on or adjacent to one of your Romulan Starbases.

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 (see below).

ASSAULTING ANOTHER PLAYER'S ROMULAN STARBASE

You can assault a Romulan Starbase that has already been conquered by another player. Doing so gains you Reputation -1 **unless** the owner of the Starbase has a negative Reputation (i.e. a

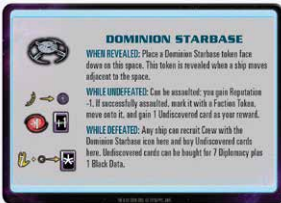
Reputation of -1 or less), in which case there is no penalty for assaulting the Starbase. Players with a negative Reputation are considered to have gone rogue and must be brought to justice.

If the owner of the Romulan Starbase is on the Starbase space, assaulting it would be treated as a Player vs. Player attack (PvP is not allowed during the “First Reconnaissance” scenario, so you cannot attack another player's Romulan Starbase while that player's ship is still there). When using PvP rules, the attacking player would need to force the owner to retreat to gain control of the Romulan Starbase; the attacker would then immediately move 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; this happens regardless of whether or not you are playing with PvP rules. 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 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.

REVEALING A DOMINION STARBASE (TILE 4)



Find and read the “Dominion Starbase” Tile Reference Card.

For the most part, Dominion Starbases behave the same way as Romulan Starbases. As with the Romulan Starbase, the Dominion Starbase will be revealed when someone moves adjacent to it. Ships cannot move onto or interact with a Dominion Starbase until it has been conquered.

The rules for assaulting a Dominion Starbase are the same as for assaulting a Romulan Starbase, including the fact that you gain Reputation -1 at the start of the combat.

UNDISCOVERED OFFER

When you reveal the first Dominion Starbase, you should also prepare the Undiscovered Offer – flip over the top 3 cards of the Undiscovered Deck and place them in a column below the deck.

NOTE: In subsequent games, the Undiscovered Offer is revealed at the start of the game, but during the first game, it is better to do it this way so that players will have fewer cards to examine during Setup and you will avoid answering unnecessary questions such as “what are these and how do I get them?”



CONQUERED DOMINION STARBASES

When you conquer a Dominion Starbase, you must immediately move onto the space (for free) and place your Faction Token on it (this free movement does not provoke nearby Enemy Ship Tokens). 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. As a reward for conquering the Dominion Starbase, you gain one Undiscovered Card from the Undiscovered Offer at the end of your turn.

Once a Dominion Starbase is conquered, any ship on that space can interact with it, regardless of who conquered it. Of course, only one ship can occupy that space at a time, so players may have to wait their turn to interact there.

RECRUITING

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

BUY UNDISCOVERED CARDS

In addition, you can buy Undiscovered Cards here. You can buy any Undiscovered Card in the Undiscovered Offer for 7 Diplomacy points plus 1 Black Data. Remember, you can only use 1 Data Die from the Core, so you either have to generate 7 Diplomacy points without using data, or you have to find a way of using more data on your turn. Take the purchased Undiscovered Card and place it on top of your Ship Deck. This means the Undiscovered Card will come to your hand soon (probably at the end of your turn) and you can use it later this Round.

Next, reveal another card from the top of the Undiscovered Deck, so there are three Undiscovered Cards in the Undiscovered Offer. The newly revealed Undiscovered Card always

goes to the topmost position of the offer column - before adding it, you should shift the other cards down to fill the gap of the one you took.

GAINING AN UNDISCOVERED CARD AS A REWARD

As with any other reward for combat, you pick your Undiscovered Card at the end of your turn. This is to speed up the play of the game - you can take your time to read the cards in the offer and make your decision while other players take their turns.

An Undiscovered Card gained as a reward goes to the top of your Ship Deck, the same as if you bought it through Interaction (except you pay no Diplomacy or data for it).

Once you choose, replenish the offer, and shift the remaining cards down as needed. You claim your rewards before drawing new cards, so the new Undiscovered Card will likely be drawn right away.

PLAYING UNDISCOVERED CARDS

Undiscovered Cards represent the unknown mysteries of space, and these powers are difficult to wield. Even their basic effect requires data to use. To use an Undiscovered Card's stronger effect, you need two data - one of the Undiscovered Card's basic color, and one Black Data.

Even the most powerful Undiscovered Cards, however, can be played sideways as Move 1, Diplomacy 1, Attack 1, or Shields 1.

PHOTON PULSE AND PHOTON TORPEDO ATTACKS

All enemies you have encountered so far have used **normal phasers**. When you attack Dominion Starbases, you will encounter Photon Torpedo Attacks and Photon Pulse Attacks.



This icon means you are facing a **Photon Torpedo Attack**. It works like a regular attack, except that the only type of Shields that are fully efficient against a Photon Torpedo Attack are Photon Torpedo Shields. If you use normal Shields (including cards played sideways) or Photon Pulse Shields, they are inefficient and their total value is halved (round down).



Photon Pulse Attacks work in the same way, except that only Photon Pulse Shields are fully efficient against them (the others are halved).

REMEMBER: The best way to counter special Attack types is to play Shields of the same type.

Example: Imagine we are facing a Photon Torpedo Attack of 5. To fully deflect the attack, we can play Photon Torpedo Shields 5, or any combination of Shields 10 (normal or Photon Pulse). We can also

combine Photon Torpedo and non-Photon Torpedo Shields. For example, we could play Photon Torpedo Shields 3, and then Shields 4 (including cards played sideways). The non-Photon Torpedo Shields get halved to 2, but this is still just enough.

Sometimes you will face powerful enemies that have Disruptors in addition to special Attack types. In this case, any inefficient Shields used against that enemy are divided by 4 (round down).

Example: Imagine we are facing a Photon Pulse Attack of 3 from an enemy that also uses Disruptors. If we do not have Photon Pulse Shields, we would need Shields 12 to fully block this attack.

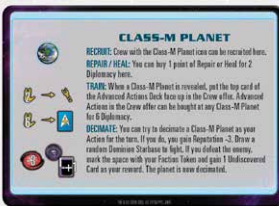


All resistances work the same way - the total value of all Attacks the enemy is resistant to get halved (round down).

Example: To defeat the Borg Sphere shown below, a Photon Pulse Attack of 7 would be enough by itself. But if you only have normal Attacks and/or Photon Torpedo Attacks, you would need an Attack total of at least 14 to defeat it.



REVEALING A CLASS-M PLANET (TILE 5)



Find and read the "Class-M Planet" Tile Reference Card.

Any ship that is adjacent to a Class-M Planet can recruit Crew Members with the Class-M Planet image here, and can also purchase Repair and Heal points here. In this respect, a Class-M Planet is kind of like an improved Outpost.

NOTE: Outposts, Drydocks, Research Stations, and conquered Starbases require a ship to be on their space to interact with them, but a ship interacting with a Class-M Planet does so from an adjacent space. That is because ships can never end their movement on a Planet space.

TRAINING

When a Class-M Planet is revealed, you 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 will probably draw it at the end of your turn). 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) and if you can generate enough Diplomacy to pay for them.

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

If any Advanced Actions are left in the Crew offer at the end of the Round, they are discarded to the bottom of the Advanced Action Deck, and a new Advanced Action is added to the Crew offer for each Class-M Planet on the Space Map (excluding any that have been decimated, see below).

DECIMATING A CLASS-M PLANET

While your ship is adjacent to a Class-M Planet, you may decide to decimate the planet as your Action for the turn (if you haven't already taken your Action for the turn - and especially not after interacting with the planet!).

To do so, announce your attempt. You immediately gain Reputation -3.

To represent the local forces defending the planet, draw a random Dominion Starbase Token and fight it. Your Crew Members will not help you in 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. Only the position of your Faction Token on the Reputation Track (and perhaps a few Damage Cards in your hand) remind you of what you attempted to do.

REVEALING A CLASS-L PLANET (TILE 6)



Find and read the "Class-L Planet" Tile Reference Card. No Encounter Tokens are placed here (for now).

As your Action for the turn, you may beam an Away

Team down to explore this planet from an *adjacent* space (see "Away Missions" below). Remember that you cannot ever end your ship's movement on a Planet space.

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 (as with any reward, you claim it 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.

NOTE: Ships may always choose to move through a Class-L, Class-K, or Class-H Planet space, regardless of whether or not there is a Planet Token there.

IMPORTANT! You neither gain nor lose Reputation for undertaking an Away Mission.

AWAY MISSIONS

A ship adjacent to a Class-L Planet or a Class-K Planet (see "Revealing a Class-K Planet" on page 16) 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 this turn.

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 (see "Basic Security Team" on page 16).



The Captain and Crew Members can only participate if they are Ready and not Wounded

(see "Assign Damage Phase" on page 16). 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 Cards will be joining the Away Team.

Planet Tokens always have 4 pieces of information: a Diplomacy Icon, 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 during later scenarios).



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.

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 that 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 their Defense Value. If the Captain is damaged,

they reduce the remaining amount of damage by their 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 gains Reputation -2 (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 PHASE

If the Captain and Crew Members absorb all of the damage with no leftover, then the Away Team survives the attack and can try to defeat the Planet Token. 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 gain Reputation -2 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 gain Reputation -2.

AWAY MISSION REWARDS

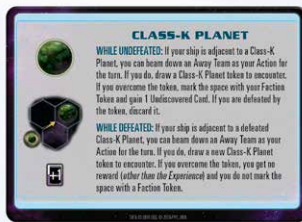
If the Away Mission ends successfully (either through Diplomacy, Long Range Attack, or normal Attack), the ship receives the Experience indicated on the Planet Token, discards the Planet Token, and then places one of its Faction Tokens on the planet space. The ship receives the rewards indicated on the corresponding Tile Reference Card at the end of the turn.

Regardless of the Away Mission's success or failure, remove the Transporter Tokens from all of your participating Away Team members, and remove your Away Team Token from the corresponding planet space.

WOUNDED CAPTAINS

Regardless of the Away Mission's success or failure, a Wounded Captain is a dangerous situation for any ship. A ship with a Wounded Captain cannot use Skill Tokens and cannot use the Action Card with the Captain's name until the Captain is Healed. 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.

REVEALING A CLASS-K PLANET (TILE 7)



Find and read the "Class-K Planet" Tile Reference Card. No Encounter Tokens are placed here (for now).

As your Action for the turn, you may beam an Away Team down to explore this planet from an **adjacent** space (see "Away Missions" on page 15).

Remember that you cannot ever end your ship's movement on a Planet space.

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. Place it on top of your Ship Deck, and then replenish the Undiscovered offer as normal.

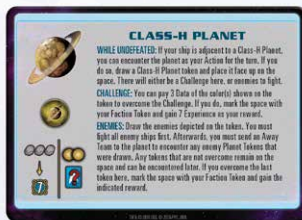
If the Away Mission fails, discard the Class-K Planet Token. The next time someone beams an

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.

REVEALING A CLASS-H PLANET (TILE 8)



Find and read the "Class-H Planet" Tile Reference Card. No Encounter Tokens are placed here (for now).

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. You cannot end your movement on a Planet 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 a player chooses to encounter a Class-H Planet, they draw a Class-H Planet Token and place it face up on the Planet space. There are two different kinds of encounters 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 Move points), even if there are Enemy Tokens present.





For details on fighting multiple Enemy Tokens during a space battle, see "Fighting Multiple Enemies" on page 17.


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 15).

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, that player claims the depicted reward (see "Rewards" below). That Class-H Planet can no longer be explored by any player.

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.

Pulse Torpedo Attack

At a Class-H Planet, you may encounter Borg Sphere and Borg Cube Enemy Tokens. These represent the most dangerous enemies you will face during the game. Some of these enemies feature Pulse Torpedo Attacks , which combine the power of Photon Pulses with Photon Torpedoes. Only Pulse Torpedo Shields  are efficient against these attacks; Pulse Torpedo Shields are also efficient against Photon Torpedo  and Photon Pulse  attacks.

Similarly, you may acquire Pulse Torpedo Attacks  through Advanced Action Cards, Undiscovered Cards, or Crew Member abilities. Such an attack is considered efficient against all enemies except for those that are resistant to both Photon Pulse Attacks **and** Photon Torpedo Attacks.

For an overview of all combat abilities, consult the last page of the Full Rulebook.

REWARDS

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

- **Undiscovered Card:** An ancient power is discovered here. You gain an Undiscovered Card the same way you would when conquering a Dominion Starbase (see

"Revealing a Dominion Starbase" on page 14).

- **Advanced Action:** The defeated enemies guarded some secret knowledge here. Take one Advanced Action from the Advanced Action offer and replenish the offer (shifting the cards down and adding a new one to the top).
- **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.

FIGHTING MULTIPLE ENEMIES

Class-H Planets are most likely your first opportunity to fight two enemies at once. In later scenarios, you can even fight three or more enemies at once.



will be halved, even if the other enemies in the group you are attacking do not have that resistance.

- 2) You can play multiple Attacks in 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 especially 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.

Attacking

During the Long Range Attack Phase and normal Attack Phase, you have more options:

- 1) 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. This may be advantageous, especially if you have powerful cards that generate more Attack than is required to eliminate any one enemy (since any extra attack spent against an enemy is lost). Essentially you are treating multiple enemies as if they were one enemy with much more Defense.

IMPORTANT: If any of the chosen enemies has resistance to normal, Photon Pulse, or Photon Torpedo Attacks, all your Attacks of the corresponding type

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 your ship using the normal rules for assigning damage on page 11.

Combined Space/Planet Encounters

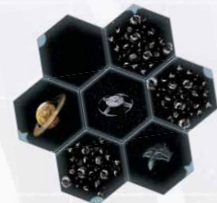
It is possible to encounter a combination of Enemy Tokens in space as well as one or more Planet Tokens at the same time. This might occur, for example, when exploring a Class-H Planet or (during later scenarios) when engaging the assimilated defenders of a Borg Cube. In this case, you must fight all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

If your Away Team ever faces 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 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.

REVEALING TILES 9 - 11

On these tiles you should encounter nothing new, just combinations of things you have already seen. These tiles contain lots of opportunities to gain some extra Experience as the game is coming to an end!



REVEALING CORE TILES

If you reveal the tile with the Borg Cube, each player (including you) will play one more turn, and then the game ends (unless the "End of the Round" has already been declared, in which case the game ends at the end of the current Round). You may place the corresponding Borg Cube figure on its space to mark it, but ignore its dial for now. Treat the Borg Cube space as inaccessible.

If you revealed a Core Tile without a Borg Cube, the game continues. Core Tiles include the same elements as Frontier ones, with a few exceptions. However, these are very similar to those you have already seen, except that they have stronger enemy combinations and greater rewards - there are more dangerous versions of Class-L and Class-K Planets surrounded by a red glow that indicates that there is a distress signal

transmitting from those planets. Borg Spheres are enemies that can be provoked by nearby ships, similar to Romulan Warbirds. Descriptions of these encounters can be found on their corresponding Tile Reference Cards.

8. OTHER IMPORTANT EVENTS

LEVEL UPS

If a player's Faction Token on the Experience Track crosses the end of a row, the ship's Captain advances to the next Level. A Captain cannot Level Up past Level 10. If a player's Experience increases past the end of the last row on the Experience Track, continue tracking the Experience by moving the Faction Token back to the first spot on the Experience Track, but the Captain gains no more Level Up bonuses.

Level Ups are not handled immediately; you do so after you announce the end of your turn, but before you draw new cards. This way another player can play while you are resolving your Level Up. If you gain multiple Levels during a single turn, you resolve them all, one at a time.

There are two types of Level Ups - check the symbol on the left side of the row to which your Faction Token advanced to see which type of Level Up you should resolve.

ADVANCED ACTION CARDS OFFER

When the first Captain gains a Level, reveal three cards from the Advanced Action Deck and display them in a column as the Advanced Action offer.



NOTE: In subsequent games, this offer is revealed at the start of the game, but during the first game, it is better to do it this way, so players do not need to examine three more cards that they do not know how to gain yet.

SKILL LEVEL UPS

The second row on the Experience Track includes this symbol. It means that you gain one Skill Token and one Advanced Action Card when advancing to Level 2.



The first player to advance to Level 2 reveals two Skill Tokens from the top of their Skill pile. They

choose one of these Skill Tokens and place it face up in front of themselves. The other one goes face up to the Common Skill offer. Starting their next turn, the player may use this newly acquired Skill.

Additionally, the player chooses one of the three cards in the Advanced Action offer. They place this card on top of their Ship Deck, and then replenish the offer with a new card. The cards in the offer are shifted down and the new one is always added to the top.

When another player reaches Level 2, they resolve their Level Up in exactly the same way. However, they now have the option to choose a Skill Token from the Common Skill offer (the first player to Level Up did not have this option because the Common Skill offer was empty).

LEARNING FROM OTHER CAPTAINS

After a player reveals their two Skill Tokens, they may refuse them both and instead take one Skill Token from the Common Skills offer (i.e. one that another player did not choose and placed there when Leveling Up). If the player takes a Skill Token from the Common Skills offer, they place the chosen Skill Token in front of themselves and place both of the refused tokens face up into the Common Skill offer. They cannot choose a Skill of their own that they previously chose not to take.

Additionally, the player takes one Advanced Action card. However, they cannot choose freely from the offer this time; a player who chooses a Skill Token from the Common Skills offer can only take the Advanced Action card that is in the lowest position in the Advanced Action offer.

COMMAND LEVEL UPS

If you advance to a Level marked with this symbol, you have no choices to make - you simply remove the top tile from your Level Token pile, flip it over, and place it as a new Command Token in your Crew area. This way, your Command Limit increases (you have a new Command Token at your disposal) and either your



Defense Value or Hand Limit increases (there are new values showing on your visible Level Token).

USING SKILLS

Skills are very powerful, as they increase your options each turn, and you don't have to draw them into your hand to use. Choose the Skills that complement your cards, Crew Members, and overall strategy well.

Since Skills represent your Captain's abilities as it grows in experience, you cannot use your Skill Tokens while your Captain is Wounded (see "Wounded Captains" on page 16).

SKILL TYPES

See the Skill Token Reference Cards for information about each Captain's Skill Tokens.

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 can 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 other 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.

IMPORTANT: No Skill Token can be used more than once during the same turn.

END OF THE ROUND

If you run out of cards in your Ship Deck and you do not want to play anything in your hand, you can announce the "End of the Round" at the beginning of your turn. If you do, you do not play your turn. Each other player then takes one last turn for the Round, and then the Round is over.

NOTE: If you have no cards in your Ship Deck and no cards in your hand at the start of your turn, then you must declare the End of the Round.

PREPARING A NEW ROUND

To prepare a new Round, do the following:

- Re-roll all Data Dice to form the new Data Core. As before, at least half of the dice should be of basic colors (red, blue, gold). Re-roll all white, purple, and black dice together as needed until this condition is met.
- Take all Crew Cards from the Crew offer that were not recruited and place them on the bottom of the Regular Crew Deck. If there are also any Advanced Action Cards in the Crew offer (see "Revealing a Class-M Planet" on page 15), place them at the bottom of the Advanced Action Deck.
- Reveal new cards for the Crew offer. The number of Crew Members is equal to the number of players plus 2. If there are any Class-M Planets on the board (that were not decimated), reveal that many Advanced Action Cards and add them to the Crew offer (see "Revealing a Class-M Planet" on page 15).

- For the Advanced Action offer, remove the card that is in the lowest position of the offer and return it to the bottom of the Advanced Action Deck. Shift the other cards down, and place a new card from the top of the deck in the topmost position of the offer.
- The Undiscovered offer is refreshed in the same way as the Advanced Action offer above.
- Shuffle all of your Ship Deck cards (the ones in your hand, discard pile and Ship Deck when the previous Round ended), and form a new Ship Deck. Then draw cards from that deck up to your Hand Limit (as indicated on your Level Token), and possibly more if you are close to a Romulan Starbase you own (see "Revealing a Romulan Starbase" on page 14).
- Every Crew Member in your Crew area that was spent (i.e. has its Command Token on it) becomes Ready. Place its Command Token above the card again. Note that even Wounded Crew Members get Readied if they were spent, but they do not get healed.
- Any Skill Tokens that were flipped face down are flipped up again.
- All players return their Tactic Cards.

CHOOSING TACTICS



At this point, players have to choose their Tactics for the next Round.

The player whose Faction Token is last on the Experience Track gets first choice of Tactics. Then the one who is second to last gets to pick, and so on. The player with the highest Experience chooses last.

In case of a tie, the player who was playing later in the previous Round (i.e. their Round Order Token was lower in the order) gets priority for picking.

After all players have chosen a Tactic, rearrange the Round Order Tokens next to the Data Core board to reflect the new turn order.

PLAYING THE NEXT ROUND

The player at the top of the turn order (with the lowest Tactic number) starts the new Round. Turns are played according to the same rules as the previous Round.

9. END OF THE GAME

The first scenario is almost over when the Borg Cube Tile is revealed. Each player (including the one who revealed the Borg Cube) plays one more turn, and then the game is finished. If the current Round ends during this, the game ends immediately.

At the very latest, the game ends after the third

Round, even if the Borg Cube has not yet been found.

Once the game is concluded, it is time to assign some extra rewards. Players will score extra Experience for different achievements - continue to move their Faction Tokens on the Experience Track, but ignore any Level Ups from this point forward.

Each category also awards special titles for even more Experience.

Before determining achievements, each player should take all of their cards (from their hand, discard pile, and Ship Deck) and sort them by type, to see which cards they ended the game with.

FINAL SCORING



Final scoring is summarized on the "Achievement Bonuses" Scoring Card, which is available for any player to examine during the course of the game. The "Conquest Scenarios" Scoring Card is not used during the "First Reconnaissance" scenario.

THE GREATEST KNOWLEDGE

For this category, each player scores 2 Experience for each Undiscovered Card in their deck, and 1

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

THE GREATEST LEADERSHIP

Each player scores Experience equal to the total Ranks of all of their Crew Members. Wounded Crew Members are counted only as half, rounded down (therefore a Wounded Rank 1 Crew Member is worth no Experience). The player who scores the most Experience Points in this category gains 3 bonus Experience for exhibiting the Greatest Leadership (1 if tied).

THE GREATEST CONQUEROR

Each player scores 2 Experience 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 for being the Greatest Conqueror (1 if tied).

THE GREATEST ADVENTURER

Each player scores 2 Experience 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 for being the Greatest Adventurer (1 if tied).

THE GREATEST DISASTER

Each player loses 2 Experience for each Damage Card in their deck, and also loses 2 Experience Points if their Captain is Wounded (i.e. there is a Wound Token beside their stack of Level Tokens). The player who loses the most Experience Points in this category loses an additional 3 Experience for having the Greatest Disaster (-1 Experience if tied, except if the tie is among players who have lost no points in this category).

VICTORY

Whoever has the most Experience after scoring all of the achievement bonuses is the winner of the first scenario. Congratulations!

10. FUTURE GAMES

After finishing your first scenario, you probably noticed that the game has much more to offer than what you have experienced so far. Next time, you should try a new scenario, using the full rules of the game.

FULL RULEBOOK

We have only explained the rules that are necessary for the first scenario up until now. The remaining rules are described in the Full Rulebook. You should read it - it is much easier to read once you have one game under your belt, and you know how the game is played.

For your convenience, we point out the most important rules that have not been explained yet, with references to the Full Rulebook.

ELITE CREW MEMBERS

During your first game, you used only Regular Crew Members (with silver backs). Elite Crew Members (the ones with gold backs) are available in the other scenarios, but not from the start of the game.

SCENARIOS

The scenarios are described in the Scenario section of the Full Rulebook. If you have enough time, you might try the Full Conquest or Full Cooperation scenario, to see the game in its full epic scale. These scenarios (or their shorter Blitz variants) can be played repeatedly, as the random map ensures that they will be completely different each time.

Moreover, you may adjust their difficulty and use any number of variant rules described later to provide extra replayability.

There are also many thematic scenarios. All scenarios belong to one of three groups: competitive, very competitive, or cooperative.

COMPETITIVE SCENARIOS

Competitive scenarios are the standard ones, similar to "The First Reconnaissance" (except they

CHALLENGING EXTRA ENEMIES

If you dare, you can challenge more enemy ships at the start of a combat if there are more next to your space.

PLAYER VS. PLAYER COMBAT

Player ships may battle one another in space! You lose 2 Reputation when you attack another player's ship if that player has a 0 or higher Reputation. You are allowed to attack another player's ship freely if that player has a negative Reputation.

BORG CUBES

Conquering Borg Cubes is the ultimate goal in many scenarios. To understand how Borg Cubes work, you should examine the main "Borg Cube"

Tile Reference Card, as well as the four color-specific Borg Cube Reference Cards and their corresponding Borg Cube figures. Afterwards, read the Full Rulebook to understand the complete details for encountering these powerful enemies.

CO-OP BORG CUBE ASSAULT

Unless you say otherwise, more players can agree to assault a Borg Cube at the same time. Read the "Cooperative Borg Cube Assaults" section of the Full Rulebook to see how it works.

will probably get more difficult if you include the Player vs. Player combat rules).

Each scenario has a goal and a limited number of Rounds in which to achieve it. Regardless of whether the goal is achieved or not, the winner will be the player who has earned the most Experience after the Final Scoring.

VERY COMPETITIVE SCENARIOS

If you do not care about Experience, and if you want to prove who is the best on the battlefield, then you may use one of the scenarios marked as "very competitive."

There is no scoring in these scenarios: instead, the winner is decided by specific criteria described in the scenario description. PvP rules are a must for these scenarios. Be prepared, as these scenarios can be quite brutal!

COOPERATIVE SCENARIOS

In these scenarios, players cooperate to achieve a common goal (to conquer the Borg Cubes). They either share the victory as a group, or they all fail. You can adjust the Borg Cube Levels for an easier or tougher challenge.

Cooperative scenarios still give you a way to calculate your score at the end so that you may replay the scenario to try and score more points. All players share one score.

A special type of Cooperative scenario is the Solo scenario that is played by one player alone.

VARIANTS

The scenarios and the overall gameplay can be further altered by variants you can find in the Scenario section of the Full Rulebook. Some of these variants may adapt the game more to your liking, or you can use them just to add more variety to your games.

CAPTAINS



JEAN-LUC PICARD, CAPTAIN OF THE ENTERPRISE-D

One of the most respected Captains of the Federation, Picard wields tremendous influence and is capable of pushing his crew to their absolute limits. He is resourceful and able to find solutions to problems that other Captains would never even consider.



MARTOK, CAPTAIN OF THE NEGH'VAR

A legendary general of the Klingon Empire, Martok is the embodiment of Klingon honor. He will fight to prove the strength of his cause and of his people, as well as his own personal reputation. Tensions between the Federation and the Klingon Empire continue to exist, and Martok will not allow anyone to diminish his goals.



BENJAMIN SISKI, CAPTAIN OF THE DEFIANT

A brilliant strategist and tactician, Sisko is more direct and forceful in his methods than Picard. Although loyal to the Federation, Sisko bears no love for Picard and will often take a different path to meet his objectives.



DURAS SISTERS (LURSA & B'ETOR), CAPTAINS OF THE D12 BIRD OF PREY

Self-serving and full of treachery, the Duras Sisters seek to gain much for themselves and for the House of Duras. Anyone who stands in their way is an enemy to be destroyed at all costs.

ENCOUNTER TOKENS

ROMULAN WARBIRDS	ROMULAN STARBASES	DOMINION STARBASES	BORG SPHERES	BORG CUBES	CLASS-L PLANET TOKENS	CLASS-K PLANET TOKENS	CLASS-H PLANET TOKENS: CHALLENGES	CLASS-H PLANET TOKENS: ENEMIES
x2	x3	x2	x2	x3	x1	x1	x1	x1
x2	x3	x2	x2	x2	x1	x1	x1	x1
x2	x2	x1	x2	x3	x1	x1	x1	x1
x2	x2	x2	x2	x2	x1	x1	x1	x1
x2		x2			x1	x1		x1
x2		x1			x1	x1		x1
x2								x1
x2								x1

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