

# STAR TREK MISSIONS™

BASED ON  
**Fantasy Realms**  
A 2021 KENNERSPIEL DES JAHRES NOMINEE!



20 Minutes



Ages 14+



2-6 Players

## INTRODUCTION

In *STAR TREK: MISSIONS*, you'll discover all the potential the galaxy has to offer, uniting familiar characters, locations, and gear in strange and thrilling new configurations! Assemble a crew with anyone from *Commander William Riker* to *DaiMon Bok*, grab a *Bat'leth*, and take on challenges like organizing a *Diplomatic Conference* or getting trapped in the *Holodeck*! With thousands of possibilities, you'll never play the same hand twice.

## COMPONENTS

1 Rulebook

24 Mission  
Cards

1 Score Pad

50 Galaxy  
Cards






WIZKIDS™

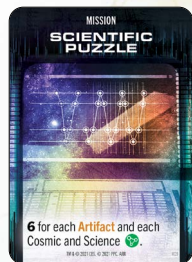
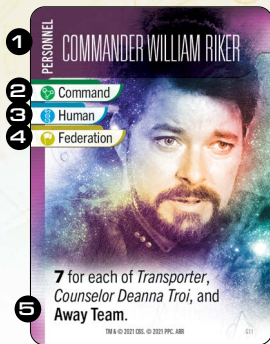
# OVERVIEW

In *Star Trek: Missions*, your goal is to assemble the highest-scoring combos possible by drawing cards from the Galaxy deck, the Mission deck, or the discard area. Victory goes to the player with the most points.

Every Galaxy card contains five pieces of information.

- 1. Type** — Types include Characters (Captains, Personnel, and Civilians), Locations, Systems located on the *Enterprise*, Equipment that Characters may carry with them, and Artifacts that Characters may seek.
- 2. Specialty**  — Some Types have one or more Specialties. These include Command, Combat, Science, Medical, Security, Archaeologist, Ambassador, Engineer, Counselor, Weapon, and Cosmic.
- 3. Lifeform**  — There are many Lifeforms in the *Star Trek* universe, including Humans, Vulcans, Klingons, Romulans, Ferengi, Betazoids, Androids, Holograms, and others.
- 4. Affiliation**  — This represents the faction that the card aligns with. Affiliations include Federation, Klingon Empire, Ferengi Alliance, Romulan Star Empire, and Hostile. There are also 7 cards without an Affiliation. Some Lifeforms, such as the Ferengi and Romulans, will always be Affiliated with their Lifeform; others like the Klingons may be Affiliated with either the Federation or the Klingon Empire.
- 5. Text** — Finally, every card has a bonus that specifies what other cards provide it with points. Cards gain or lose points based on other cards in your hand at the end of the game. The bonuses are color-coded to match the fields on the cards.

Mission cards work similarly to Galaxy cards, but do not have an Affiliation, Lifeform, Type or Specialty — only text.





# URNS

During each player's turn, they must choose **one** of three options:

Take a card from the discard area, then discard a different card to the discard area.



Draw the top card from the Galaxy deck, then discard any card to the discard area.



Draw two cards from the top of the Mission deck, then discard any two cards to the discard area.



All cards in the discard area should be faceup and spread out so that they are visible to all.

At the end of your turn after discarding, **you must have 1 or 2 Mission cards**. You may never have zero or more than two.



# COMMON GAME TERMS

These are terms that are used in the text sections of cards:

**WITH:** If a card receives a bonus **WITH** a certain other card or type of card, then it may only receive that bonus once. **EXAMPLE:** You have the *Hand Phaser* (9 with at least one Federation Security or Command) and both *Lieutenant Commander Data* and *Commander William Riker* with Federation Command. You only get the 9 point bonus once.

**FOR EACH:** A card that receives a bonus **FOR EACH** of a particular kind of card may receive that bonus once for each card you hold of the variety named. (**EXAMPLE:** *Commander Bruce Maddox*.)

**BLANKS:** Certain cards can **BLANK** other cards. A card which has been **BLANKED** no longer receives any points, gives points to other cards, or affects a hand in any way, but still counts as one of the seven cards in hand. (**EXAMPLE:** *Borg Cube*.)

**BLANKED UNLESS WITH:** This card is **BLANKED**, according to the rules above, unless one of the named cards is in your hand. (**EXAMPLE:** *James Moriarty*.)



# MULTIPLE BONUSES

A card can give bonuses to more than one other card in the same hand.

However, a card cannot receive bonuses more than once from a single card.

**Example:** *Away Team* gains a bonus for each Personnel with a different . Despite *Lieutenant Commander Data* having four different , *Away Team* only gets one bonus from him. *Lieutenant Commander Data* could still give a bonus to another card in the same hand.



## END OF GAME

The game ends when there are either **eight Galaxy cards** or **twelve Mission cards** in the discard area.

## SCORING HANDS

At the end of the game, each card in your hand scores points based on the other cards in your hand.

It is important to note that each Galaxy card can give a bonus to another card only once, no matter how many criteria it meets that the other card is looking for.



**Example:** The "*Scientific Puzzle*" Mission gives a bonus for Artifacts (Type), Cosmic (🧬), and Science (🧬); however, although *Tox Uthath* is both an Artifact and has a Cosmic Specialty, it can only give a bonus once for the Mission. Therefore, *Scientific Puzzle* only scores 6 for *Tox Uthath*, not 12.

Add the total value of all cards in your hand, including any bonuses.

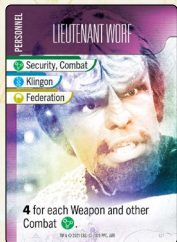
Cards only care about what is in your hand. **Your cards never affect the hand of your opponents.**

Ignore any cards that are blanked.

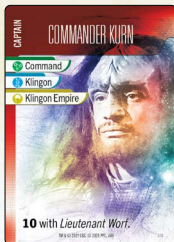
The player holding the highest scoring hand wins.

6 In case of a tie, the tied players share victory.

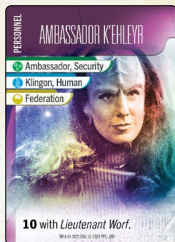
# SCORING EXAMPLE



8 because *Bridge* and *Photon Torpedoes* have the Combat.



10 because you have *Lieutenant Worf*.



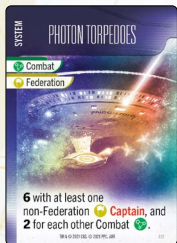
10 because you have *Lieutenant Worf*.



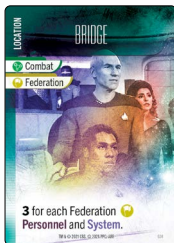
4 because you have *Commander Kurn*, the only Klingon Empire card.



15 because you have *Commander Kurn* (Klingon Empire Captain), *Commander Sela* (Romulan Star Empire Captain) and *Ambassador K'Ehleyr* (Ambassador).



10 because you have *Commander Kurn* (Klingon Empire Captain), *Lieutenant Worf*, and *Bridge* (both with the Combat).



9 because you have *Lieutenant Worf* and *Ambassador K'Ehleyr* (both Federation Personnel) and *Photon Torpedoes* (Federation System).

Player Name:		
Card 1	WORF	8
Card 2	KURN	10
Card 3	K'EHLEYR	10
Card 4	SELA	4
Card 5	CONFERENCE	15
Card 6	TORPEDOES	10
Card 7	BRIDGE	9
Card 8 if needed	N/A	
Total:		66

## FAQ

Do *Lursa and B'Etor* count as one Klingon, or two? They count as a single character for all purposes.

*Away Team*, *Ethical Dilemma*, *Commander Tomalak*: These cards ask for different specialties. It does not matter if these cards share some specialties, as long as they also have different specialties as well.

For example, *Commander Tomalak* says “13 with three or more Federation cards having at least three different Specialties among them.”

You could fulfill this condition with *Captain Jean-Luc Picard* (🧠: Command, Archaeology), *Commander William Riker* (🧠: Command) and *Lieutenant Commander Data* (🧠: Command, Engineer, Security, Science). Between them, these characters have the Specialties Archaeology, Command, and one of Data's Specialties.

You could not fulfill this condition with *Lieutenant Commander Data*, *Ensign Wesley Crusher* (🧠: Engineer) and *Engine Room* (🧠: Engineer) since Wesley and *Engine Room* only have one Specialty between them.



## CREDITS

**Game Design:** Bruce Glassco  
**Graphic Design:** Daniel Solis, Renee Lasater, Richard Dadisman  
**Additional Art:** Shutterstock  
**Proofing:** Jessa Blackthorne

**Playtesters:** Lisa Glassco, Amory Fischer, Elinor Glassco, David Polsdorfer, Meg Glassco, Ben Cole, Sarah Glassco, Jacob Gibson, Dave Platnick, Andrew Dzikiewicz, and especially Rick Glassco for countless edits.



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