

STAR TREK™

CAPTAIN'S CHAIR

TO BOLDLY GO

**“We are all explorers,
driven to know what’s over the horizon,
what’s beyond our own shores.”**

– Jonathan Archer

“KHAAAAAAAAAAN!”

– James T. Kirk

It’s the last decade of the 32nd century, and Starfleet Academy has reopened its doors. Aspiring young cadets from all over the recovering Federation are flocking to its halls to learn and become the future’s great explorers. Awaiting them is a new challenge: a simulation programmed with everything and everyone of note from the past millennium—every person and lifeform that has shaped the history of the Alpha Quadrant and the galaxy. The cadets can now learn from anyone’s past successes and failures, and once they’re ready, they are given a chance to take the place of their paragon and recruit their own crew against simulated opponents and other cadets. Do you think you can do better than the giants of history? Do you think you have what it takes to sit in the Captain’s Chair?

Star Trek: Captain’s Chair is an asymmetric, thematic deck-building game where you play as a famous captain and their crew, recruiting new friends and allies, analyzing strange lifeforms, surveying or conquering neutral planets, and managing your resources. At the end of the game, the player with the most VP (Victory Points) wins, usually...



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IF YOU HAVE PLAYED STAR TREK: CAPTAIN’S CHAIR

You can skip reading most of this rulebook, as the game itself is unchanged. Find the rules highlighted with red text like this paragraph as they will be new even for you, and read the description of the new Crew Decks on page 34! We have also made tiny tweaks and improvements to this rulebook, compared to the Core Box’s rulebook, but they are not meant to change the way you play the game. In case of any difference, this rulebook takes precedence.



WATCH THE TUTORIAL VIDEO!

COMPONENTS

■ GEORGIU

23 CARDS
1 CREW BOARD
2 SHIP TOKENS:
U.S.S. SHENZHOU
CLASS C SHUTTLE

■ ARCHER

23 CARDS
1 CREW BOARD
2 SHIP TOKENS:
NX-01 ENTERPRISE
SHUTTLEPOD ONE

■ REBNER

22 CARDS
1 CREW BOARD
4 SHIP TOKENS:
MONDOR
THE CLUMPSHIP PAKLED
JACKABOG'S CLUMPSHIP
HARPY

■ SOVAL

24 CARDS
1 CREW BOARD
2 SHIP TOKENS:
SELEYA
TI'MUR

■ KIRK

25 CARDS
1 CREW BOARD
4 SHIP TOKENS:
U.S.S. ENTERPRISE (REFIT)
U.S.S. ENTERPRISE-A
H.M.S. BOUNTY

■ KHAN

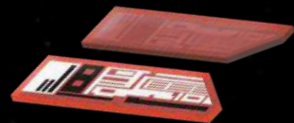
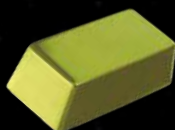
22 CARDS
1 CREW BOARD
12 TRAIT MARK TOKENS
2 SHIP TOKENS:
S.S. BOTANY BAY
HUJACKED U.S.S. RELIANT

6 CREW SPECIALTY MARKERS
(2 RED, 2 BLUE, 2 YELLOW)

25 LATINIUM TOKENS

30 DILITHIUM TOKENS

9 ACTION
TOKENS



6 MISSION COMPLETION TOKENS

12 AWAY TEAM TOKENS
(6 FOR EACH PLAYER)

51 GLORY TOKENS

10 "x5 RESOURCE" TOKENS

1 STARTING PLAYER TOKEN



ACTION TOKENS, DILITHIUM, LATINIUM, AND GLORY ARE NOT MEANT TO BE LIMITED.
IF YOU RUN OUT DURING PLAY, USE ANY PROXY AS NEEDED.

COMMON CARDS

73 COMMON MARKET CARDS:

16 ALLY18  CARGO

26 PERSON



13 SHIP



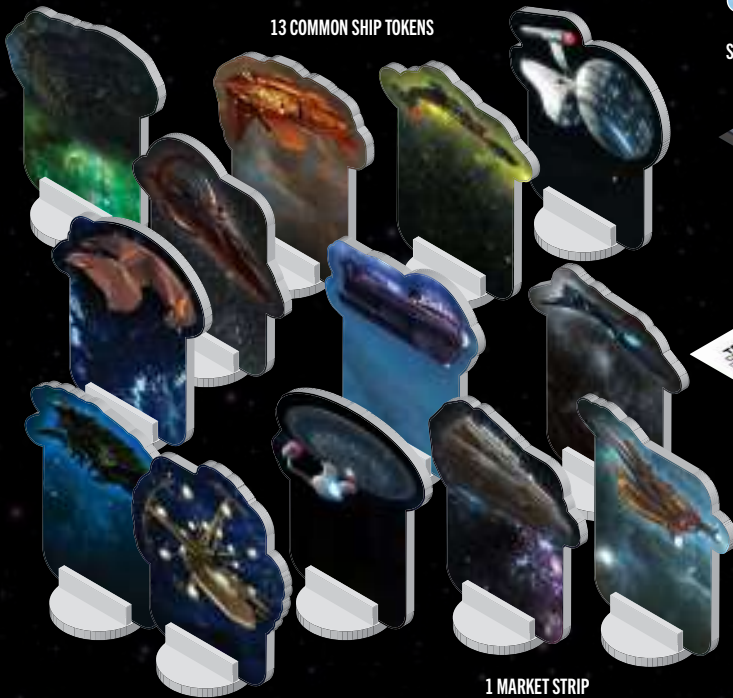
8 ENCOUNTER

20 LOCATION

6 INCIDENT



13 COMMON SHIP TOKENS



1 MARKET STRIP

■ SOLO COMPONENTS

13 AUTOMATED COMMAND CARDS

2 SOLO CARDS



32 STARDATE CARDS



2 PLAYER AIDS



SCORE PAD



COMMON CARD LIST

1 GOMTUU SHIP TOKEN



CENTRAL SETUP

1. Place the Market strip in the middle of the table and perpendicularly between the two players as shown.
2. Separate all common cards (cards without a deck icon, see examples in step 14 on this page) into the following seven decks based on their suits shown in the top-left corner of each card:

 PERSON

 ALLY

 LOCATION

 CARGO

 ENCOUNTER

 SHIP

 INCIDENT

3. Put the Location deck aside, and shuffle each of the other six decks. Place the four MARKET decks ( PERSON,  CARGO,  SHIP, and  ALLY) facedown on the four indicated spaces above the Market strip.
4. Place the Encounter deck facedown above them, rotated sideways.
5. Place the Incident deck facedown to the side of the Market strip on one side.
6. Leave space on the other side of the Market strip to be used as the Junk pile.
7. Reveal one card from each of the four Market decks, and place the cards faceup below their corresponding decks below the Market strip.
8. Separate the Location deck into **STARTING LOCATIONS** and **ADVANCED LOCATIONS** based on the position indicator at the bottom of each card. Shuffle all Advanced Locations and place them facedown below the Market, perpendicular to it.
9. Shuffle the Starting Locations. Without revealing it, place one card from the Starting Locations on top of the Advanced Locations; this will be referred to as the Location deck going forward.
10. Draw 3 more Starting Locations, and reveal them. Create a faceup row of them, going outwards from the Location deck (away from the Market); this will be referred to as the Neutral Zone. Return all remaining Starting Locations to the box, as they will not be used in this game.
11. Find all Stardate cards appropriate for the mode you are playing (for two-player games, look for the cards marked “2-PLAYER”), and sort them based on the sequence number (shown in the top-right), with the #1 card being on top and the highest-numbered card being on the bottom. Place this pile faceup near the Market. Return all

other Stardate cards to the box, as they will not be used in this game.

12. Create a supply of Dilithium, Latinum, and Glory tokens within both players' reach.
13. Place the indicated number of Glory tokens on the visible Stardate card.
14. Both players now choose a Crew deck to play with and take all cards and the Crew board of that Crew deck. (For your first game, we recommend choosing *Georgiou* and *Soval*.)
15. Create a supply of all Ship tokens belonging to common ships and ships of both Crew decks. Return all other Ship tokens belonging to unused captains to the box.
16. Give both players 3 Action tokens and 3 Mission Completion tokens. Place the remaining 3 Action tokens in the supply.
17. Randomly determine the starting player, and give them the Starting Player token.



DECK ICONS FOR
GEORGIOU AND SOVAL

■ COMBINING BOXES

Each Crew deck is balanced for its box's Market cards — so if you want to play decks from different boxes against each other, you need to combine common cards. Combining common cards increases unpredictability. We're commend playing against other Crew decks from the same box until you are familiar with all of the decks.

Here is how to combine common cards of *To Boldly Go* and the Core Box:

Duplicates: Remove the 45 cards marked . (This includes the duplicate of the Solo Directive *Reinforce*)



Replacements: Find the 9 cards marked  and remove the old versions.



Stardate: Use the Stardate cards from this box.

Market, Locations, Encounters: Shuffle the respective remaining cards together.

Incidents: Shuffle remaining cards, then return cards to the box until 6 cards remain in the Incident deck (before adding additional Incidents from Crew decks in play).

Junk: After creating the Market, flip the top card of each of the four Market decks into the Junk pile.

4

ENCOUNTER

12

15

16

2

PERSON

CARGO

3

SHIP

ALLY

6

JUNK SPACE

1

7

INCIDENT

5

5

13

11

8

LOCATION DECK

9

STARTING LOCATION

ADVANCED LOCATION

PLAYER 1

17

16

NEUTRAL ZONE 1

10

NEUTRAL ZONE 2

NEUTRAL ZONE 3

STARTING LOCATION

16

PLAYER 2

PLAYER SETUP

1. Place your Crew board to the left side of your player area. Select whether you'll be playing on the Basic or the Advanced side of your Crew board. (You do not have to play the same side as your opponent.) Place 3 Specialty markers on the zero space of all of your Specialty tracks.

- For your first few games (and for your first game with each new deck), we strongly recommend playing on the Basic side.
- If playing on the Basic side, return two of your three Mission Completion tokens to the box, as they will not be used in this game.

BASIC

2. Separate your Crew deck based on the position indicator (or lack thereof) at the bottom of each card:

- INCIDENT DECK
- DEVELOPMENT
- DISCARD
- DEPLOYED
- RESERVE
- CONTROLLED LOCATION
- AVAILABLE

Your Captain card (and possibly a Status card) does not have a position indicator.

3. Place your Captain card to the right of your Crew board. Leave an empty space above this card (for your Duty Officer).

CAPTAIN

4. If you have a Status card, place it above your Crew board.

STATUS

5. Shuffle all your **AVAILABLE** cards, and create a facedown deck of them; this is your Draw deck. Place the Draw deck below your Captain card.

AVAILABLE

YOUR DECK

"Your Deck" means "your Draw deck." Any other deck (like Reserve deck, or opponents' decks) will be explicitly named.

6. Place all of your **DEVELOPMENT** cards in a faceup pile, above your Crew board (and to the left of your Status card, if any). These cards form your Development pile.

DEVELOPMENT

7. Shuffle all your **RESERVE** cards, and place them in a facedown deck on top of your Development pile, rotated sideways to it. This is your Reserve deck.

RESERVE

8. If you have one or more **CONTROLLED LOCATION** cards, place them faceup to the right of your Duty Officer space.

CONTROLLED LOCATION

- This row of cards (i.e., the top row of your player area) is known as your Location Area.

9. If you have one or more **DEPLOYED** cards, place them faceup to the right of your Captain.

DEPLOYED

- This row of cards (i.e., the middle row of your player area) is known as your Fleet Area.
- For deployed **SHIP**, find the corresponding Ship token from the supply, and place it on the card itself.

STAGING AREA

Spaces to the right of your Draw deck (i.e., the bottom row of your player area) are together known as your Staging Area. You will be playing cards here during your turns.

10. If you have one or more cards marked **INCIDENT DECK** (none of the Crew decks in this box do), shuffle them into the Incident deck created during the Central setup.

11. If you have one or more cards marked **DISCARD**, place them in a pile faceup on the far side of your Staging Area.

DISCARD

- This is your Discard pile.

12. Take 1 Dilithium, 1 Latinum, and 1 Glory from the supply (not from the Stardate card), to form your personal resource pool. Place it near your Crew board (along with your action tokens).

13. Place the indicated number of Away Team tokens onto your Captain card. Return any remaining tokens to the box. Each player should use Away Team tokens of a different color.

5

- If the number shown has a "+" sign, see that Crew deck's special rules (page 34) on where else to put Away Team tokens.

14. Draw 5 cards from your Draw deck into your hand. This is your starting hand (and your default hand size).

- If an already in-play card modifies your hand size, it already applies, possibly causing you to start the game with fewer or more cards than 5.

The player with the Starting Player token takes the first turn.

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STATUS CARD
(IF ANY)

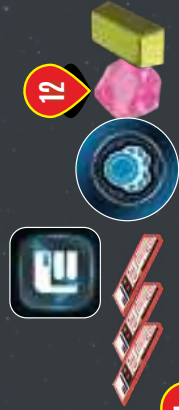
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6



12



1

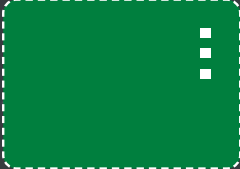


14

8



LOCATION
AREA
SPACES



9



FLEET
AREA
SPACES



3



13

5



DRAW DECK

10

DISCARD
PILE
SPACE

STAGING AREA

GAME OVERVIEW

This section will teach you the structure of the game, and the steps you take on each turn. For more detail on individual keywords and card interactions, refer to the “Keywords in Detail” section, from page 28 onwards. If during play you are unsure of any keyword’s exact meaning, it is best to head straight there. If “Keywords in Detail” appears to contradict one of the earlier sections, “Keywords in Detail” is correct.

■ GAME STRUCTURE

Play alternates between players, with each player completely resolving all four steps of their turn (see “Turn Structure” below), before passing play over to the other player. Players keep taking turns until the end of the game is triggered. The game can end in two ways:

- The last Stardate card empties, triggering a **Resolution**. Continue playing until the second player (i.e. not the one with the first player token) has finished their turn, then both players play one more turn each. Then, proceed to final scoring.
- If the Incident deck empties, the game ends immediately with the **Burn**. The player with fewer  **INCIDENT** cards (whether in their hand, in play, Discard pile, Draw deck, or Captain’s Log—but **not** their Reserve deck) wins. In the case of a tie, proceed to final scoring.

» It is possible for the Burn to trigger even during the final turns after a Resolution has been triggered. In this case, the Burn takes priority, immediately ending the game.

■ FINAL SCORING

If the game does not end in the Burn, the winner will be the player with the most Victory Points. You can earn them through completing missions, advancing on Specialty tracks, having **ENDGAME** operations on your cards, collecting Glory tokens, and more. (See final scoring on page 24)

■ TURN STRUCTURE

A player’s turn has four steps in the following order:

RESUPPLY » CONTROL » ACTION » CLEAN-UP

RESOURCES

There are three types of resources:

Dilithium , Latinum , and Glory .

When an effect instructs you to gain any number of these resources (or to place them on a card you have in play), take the indicated number of tokens of the specified type and move them to your resource pool (or to the card in question).

SUPPLY AND STARDATE CARD

In case of **Latinum** or **Dilithium** tokens, take them from the **supply**.

In the case of **Glory** tokens however, take them from the topmost **Stardate** card.

Once a Resolution has been triggered, take Glory from the supply instead.



SPENDING RESOURCES

When an effect requires you to *spend* a number of resources, return the indicated number of tokens of the specified type from your resource pool to the supply, regardless of the resource type. You **may** not spend resources from cards you have in play. If you are unable to spend the required resources, you cannot resolve that operation. Glory tokens in your resource pool allow you to pay for costs you otherwise would not be able to:

- When spending , you **may** instead spend any amount of  as if each were worth 1 .
- When spending , you **may** instead spend any amount of  as if each were worth 2 . No change is given when you do so.
- Outside of this, you cannot convert between or spend resources in lieu of one another unless explicitly permitted by an effect.

In most cases,  **LOCATION** cards are the usual source of resources, both directly and indirectly (most commonly with the card *Utilize*).

UNLIMITED RESOURCES

Resource tokens are not meant to be limited. Use proxies wherever necessary, or use the included ×5 tokens along with one of a token type to indicate 5 resources of that type.

RESUPPLY STEP

Some cards will have **RESUPPLY** operations. In the order of your choosing, trigger every **RESUPPLY** operation you have in play (excluding beamed cards, which are tucked behind other cards, see more about beaming on page 19). All effects are mandatory unless indicated otherwise.

It is most likely you will have no **RESUPPLY** operations to resolve on your first turn.

EXAMPLE: RESUPPLY

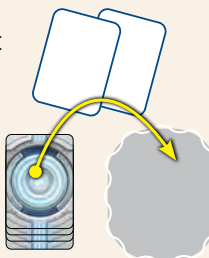
You have two **RESUPPLY** operations.

The *Xindi-Reptilian Battleship* causes you to draw a card because you have 2 **ANOMALY** in play (*Forced Singularity*, and the *Organians* beamed to the *U.S.S. Shenzhou*).



RESUPPLY: Draw a card for every 2 **ANOMALY** you have in play (max 4 cards).

Vice Admiral Pasalk allows you to up to twice, discard a card to draw a card. (The second is due to the aforementioned **ONGOING** *Forced Singularity* you have in play, even though it's not deployed). You can see the first draw's result before deciding what (if any) to discard for the second.



RESUPPLY: You may discard a card to draw a card. Repeat this for each **ONGOING** you have in play.

CONTROL STEP

A neutral **LOCATION** is secured by you if you have at least 3 tokens there, and at least 2 more than your opponent. These tokens can be Ship tokens and Away Teams in any combination; more on these tokens and how they get to a **LOCATION** later.

If, during this step, you have one or more secured neutral **LOCATION**, you **may** take control of **one** of them. The procedure to take control is as follows:

1. Your opponent gains 1 Glory for each token (Away Team or Ship) they have at that **LOCATION**.
2. All Away Teams at that **LOCATION** (yours and theirs) are removed (return them to their respective **CAPTAIN** cards), and all Ships (yours and theirs) are dismissed (move their cards to the Discard pile and return their standees to the supply).
3. Move the Location card from the Neutral Zone to your Location Area, then immediately resolve its **CONTROL** operation.
4. Refill the Neutral Zone to three by drawing and revealing the next card from the Location deck, if possible.

EXAMPLE: CONTROL

Since the Ship token for the *U.S.S. Shenzhou* and two **AWAY TEAM** tokens are on *Archer IV*, you choose to take control of it.

- (A) Dismiss the *U.S.S. Shenzhou* to the Discard pile.
- (B) Return the two **AWAY TEAM** to your **CAPTAIN** card.
- (C) Move the **LOCATION** to your Location Area, and trigger the **CONTROL** operation, which in this case has no effect. Note that this is after the Resupply step, so the **RESUPPLY** operation does not trigger until the Resupply Step of your next turn..



ACTION STEP

The bulk of gameplay revolves around resolving various card operations for their effects.

The two most common types of operations you will be using during this Step are **PLAY** operations and **ACTIVATION** operations.

You are not limited in the number of operations you can resolve, however you are limited to 3 actions you can take on a turn.

If a chosen operation starts with an  icon, then resolving the operation requires you to spend one of your 3 available actions for the turn. When you spend one of your available actions, place one of your action tokens (with its spent side up) on the card as a reminder. If you do not have an available action token, you cannot resolve such an operation.

OPTIONAL OR MANDATORY

All effects of a resolved operation are mandatory, unless preceded by “may.” If a cost cannot be paid, you cannot resolve that operation. If a non-cost effect cannot be resolved (i.e., it’s a useless benefit), skip it.

Costs consist of spending resources or any effect “A” in a “do A to do B” sentence.

ATTACKING OPERATIONS

Any operation preceded by the word **ATTACK** indicates that some part negatively affects your opponent. If an **ATTACK** operation forces your opponent to select an effect, they must choose one they can fully resolve.

Note that the presence of “**ATTACK**” does not change whether or not an operation requires you to spend an action.

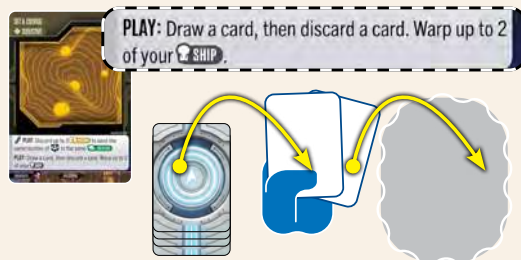
PLAY OPERATIONS

During your Action Step, you **may** play any number of cards from your hand. When you play a card, place it into your Staging Area, then resolve exactly one of its **PLAY** operations (shown on white background) entirely. If you cannot resolve any of its **PLAY** operations, you cannot play the card.

Once you finish resolving a **PLAY** operation, the card in question **stays** in your Staging Area unless one of the card’s effects explicitly instructs you to move it somewhere else (e.g., deploy it, Log it, or promote it). This means that for the rest of the turn, its traits and its suit might still be used, for example to complete missions—but more on traits, suits, and missions later.

EXAMPLE: PLAY OPERATION (WITHOUT ACTION)

First, you play *Set a Course*, and select its second operation. You draw a card, discard a card...



...then warp *Xindi-Reptilian Battleship's* Ship token to *Vulcan Science Academy*.

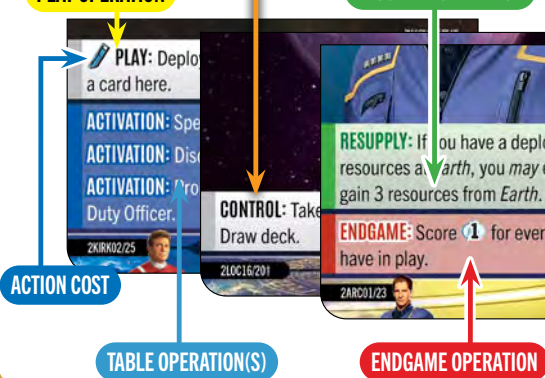
Set a Course stays in your Staging Area. Note that this did not cost an action !



CONTROL OPERATION

PLAY OPERATION

RESUPPLY OPERATION



CANNOT BE PLAYED

A small number of cards do not have **PLAY** operations, but instead show “THIS CARD CANNOT BE PLAYED.” That means you cannot put it from your hand to your Staging Area during your Action Step—you can still do everything else (beam, discard, promote, etc) you could do to a card of that suit.



THIS CARD CANNOT BE PLAYED.

EXAMPLE: PLAY OPERATION (WITH ACTION)

Then, you play the *Class C Shuttle*, and select its first **PLAY** operation, sending an  to *Vulcan Science Academy*.



PLAY: Send an  to a  where you have a . You may put this card on the top of your deck.

This operation costs an action , so you place one of your available action tokens on the card as a reminder of it being spent.



EXHAUSTING

To mark a card exhausted, rotate it sideways. To mark a card refreshed, rotate it back to the correct alignment.

TABLE OPERATIONS

You can use table operations on cards such as a deployed , a deployed , a controlled , or a  in the Duty Officer slot, **if they are in play, but not in your Staging Area or beamed** (more on beaming on page 19).

There are three types of table operations:

- **ACTIVATION** operations can be used **anytime during your turn's Action Step**—this includes before, after, or between card plays (but not interrupting the resolution of another operation). First, exhaust the card to indicate that the **ACTIVATION** is spent, and then resolve the **ACTIVATION** operation. You cannot use an **ACTIVATION** operation of an already exhausted card until the card is refreshed. If a card has multiple **ACTIVATION** operations, choose **one** of them to resolve.
- **PASSIVE** operations are **always in effect**. If they are triggered by a condition, they can be triggered any number of times, on either player's turn. This operation is in effect even if its card is exhausted due to a **REACTION/ACTIVATION**. **You must always resolve PASSIVE operations**, even if they are not beneficial to you.
- **REACTION** operations **may** be used when their stated triggering condition is met, even outside of your Action Step, and even on your opponent's turn. First, exhaust the card to indicate that the **REACTION** is spent, then resolve

the **REACTION** operation. You cannot use the **REACTION** operation of an already exhausted card until the card is refreshed. More on Reaction Operations on page 32.

PROMOTING

While almost every  **PERSON** has a table operation, you cannot use their table operations by simply playing them to your Staging Area. You will need a specific ability (usually found on your starting ) to promote a  **PERSON** to Duty Officer before their table operation can be used, and their table operation can **only** be used while they are in a Duty Officer slot.

NOT ON THE "TABLE"

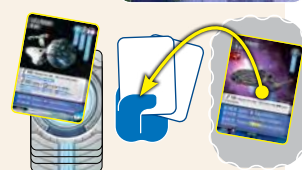
Remember, table operations of cards in your Staging Area—such as an unpromoted  **PERSON** or an undeployed  **SHIP**—or cards beamed to (tucked under another card since you cannot see their table operations) cannot be resolved. See Beaming on page 19.

EXAMPLE: ACTIVATION OPERATION

Afterwards, you activate *Denaxi Depot* and spend 1  to find a .

ACTIVATION: Spend 1  and discard a card to find a  **SHIP**, except in your Reserve deck.

You know the *U.S.S. Shenzhou* is in your Discard pile (it was dismissed in the Control Step), and another  **SHIP** you gained earlier, the *U.S.S. Pasteuris* is somewhere in your deck. You may choose to draw either, and you choose the *U.S.S. Shenzhou*.



COMPLETING GOALS

Also during your Action Step, you **may** complete one or more of your missions, as long as their **GOAL** is currently being met. When you do, immediately resolve their **REWARD** effects and mark the mission(s) complete with a Mission Completion token.

BEAMING AND GOALS

When a **beamed** card contributes to a mission being completed, it is dismissed. Other cards are not. For details, see page 1920.

UNUSED ACTIONS

Any actions not used are lost (i.e., they do not carry over to the next round); however, some **CLEAN-UP** operations might give you additional benefits for such unused actions.

CLEAN-UP STEP

The Clean-up Step is broken into a few substeps:

CLEAN-UP OPERATIONS » STARDATE RESOLUTION » GLORY PLACEMENT » DISCARD, DRAW & REFRESH

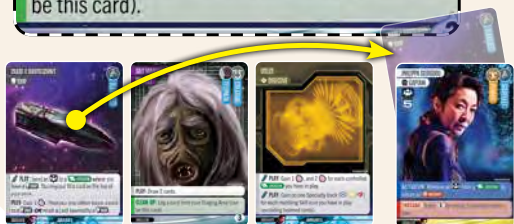
CLEAN-UP OPERATIONS

Some cards will have **CLEAN-UP** operations. In the order of your choosing, trigger every **CLEAN-UP** operation you have in play (excluding beamed cards, but including cards in your Staging Area). All effects are mandatory unless indicated otherwise.

EXAMPLE: CLEAN-UP OPERATION

You have played *Salt Vampires* this turn. You must log a card from your Staging Area, one of the cards you have played this turn (excluding ones that deployed, logged, etc. themselves). Since you obviously don't want to give up your *Utilize*, you either log the *Salt Vampires* themselves, or your *Class C Shuttle*. Confident in your other ways of sending , you log your *Class C Shuttle*.

CLEAN-UP: Log a card from your Staging Area (can be this card).



EMPTYING A STARDATE CARD

As mentioned earlier (on page 8), any Glory gained is taken from the topmost Stardate card.

If at any point during your turn, gaining a Glory causes a Stardate card to empty (not just during the Clean-up Step), immediately execute any "When emptied" effect on the Stardate card, which will usually instruct you to put the card in the inactive player's Staging Area. Then add the number of Glory tokens indicated to the new topmost Stardate card from the supply. Then, continue gaining Glory if necessary. The player who received the Stardate card places it in their Staging Area where it remains until the *Stardate Resolution* substep of their Clean-up Step.

Exception: If the final Stardate card empties (it is not given to the inactive player), do not refill it with Glory tokens. Remember, the final Stardate card being empty is a reminder that a Resolution has now been triggered. Continue gaining further Glory from the supply.

STARDATE RESOLUTION

If you have been given a Stardate card during the other player's previous turn, resolve its "**Stardate Resolution**" effect now.

Wiping the Market means returning all resource tokens from cards in the Market to the supply and then placing all 4 Market cards into the Junk pile. Reveal one replacement card for each wiped card, if possible.

If the Stardate card instructs you to wipe the Neutral Zone as well, remove any neutral **LOCATION** with no tokens (no Ships, no Away Teams) on it from the game, and draw replacements. Any neutral **LOCATION** with one or more Ship tokens or Away Teams remains untouched.

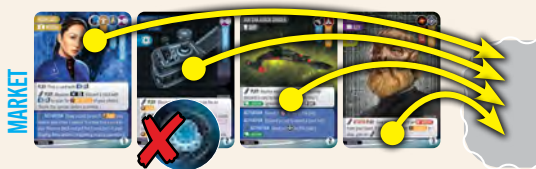
Return the resolved Stardate card to the box.

EXAMPLE: RESOLVE A STARDATE CARD

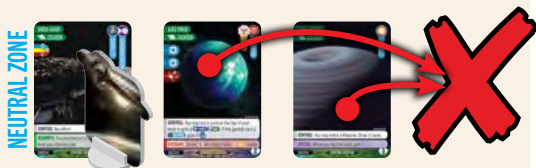
During their previous turn, your opponent emptied the third Stardate card. They refilled the fourth with 6 Glory tokens, and handed you the Stardate card (which you placed in your Staging Area, near your Discard pile, as a reminder).



Now, the card is triggered, instructing you to wipe the Market and the Neutral Zone. All four cards are moved from the Market to Junk pile (even the **CARGO** that your opponent had placed a token on recently).



Two **LOCATION** in the Neutral Zone are removed from the game (**LOCATION** cards are never junked). Note that *Argus Array* is not, since it has your opponent's Ship token on it.



Both the Market and the Neutral Zone are immediately refreshed, before proceeding to the next step.

GLORY PLACEMENT

Take a Glory token from the current Stardate card and place it on one of the four cards in the Market. Each card can have any number of tokens on it.

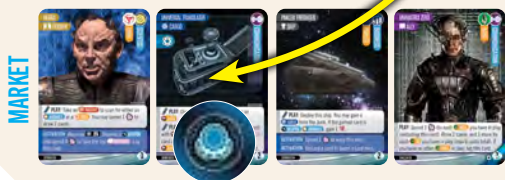
If this empties the current Stardate, give it to the other player, the same way as you would if you emptied it by gaining Glory during your turn (see boxed instructions on page 12).

If a Resolution has already been triggered, take the Glory token from the supply instead.

EXAMPLE: PLACE GLORY

After the Market refills, these cards are shown: *Degra*, *Universal Translator*, *Pakled Freighter*, *Unimatrix Zero*. You want *Degra*, but so does your opponent—putting one Glory on it would tempt them to take it first.

You notice your opponent's only card that can gain **CARGO** is in their Discard pile. You place it on *Universal Translator*. 5 Glory remains on the Stardate card.



DISCARD CARDS

Move all cards from your Staging Area to your Discard pile. You **may** discard any number of cards remaining in your hand. Cards in your Location and Fleet Areas remain in play, along with your Duty Officer(s).

EXAMPLE: DISCARDING

You have 3 cards in your hand: *Recruit* (which will be handy if *Degra* is still around for your next turn), a *Forced Singularity*, and an **INCIDENT** you didn't have a chance to deal with. Since you really want to get a **CARGO** next turn (see previous example), and there are 5 cards left in your deck, you decide to discard *Forced Singularity* and the **INCIDENT** to almost guarantee drawing your *Analyze* card, but you hold on to *Recruit*, intending to play it next turn.

The cards you played into your Staging Area are all moved to the Discard pile as well, while your Duty Officer *Vice Admiral Pasalk*, and your new **LOCATION** stay in play.



DRAW TO HAND SIZE

Then, draw cards from your Draw deck until you have reached your current hand size (which is typically five).

If you have equal or more cards in your hand than your hand size, you do **not** have to discard any of them, you simply don't draw any. Hand size is not a hand limit, you do not have a hand limit in this game.

See the next chapter ("Deck Cycling and Enlisting") about what happens if your Draw deck empties during this procedure (or any other time when you need to draw one more card).

REFRESH EXHAUSTED CARDS, RESET ACTION TOKENS



Finally, refresh all of your exhausted cards in play (your **CAPTAIN**, your Duty Officer(s), any deployed **SHIP**, controlled **LOCATION**, etc.).

Reset your action tokens so that you have 3 of them—on the available side—in your personal pool.

Return to the supply any excess tokens you might have gained during your turn.

SPECIAL OPERATIONS

A small number of cards have **SPECIAL** operations (usually for conditions that apply to situations where a **PASSIVE** operation wouldn't). These are meant to be self-explanatory and will always state when they must be resolved.



GAME CONCEPTS

DECK CYCLING AND ENLISTING

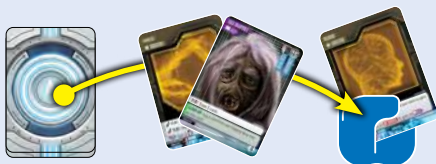
If you ever need to draw a card, or an operation tells you to interact with the top card of your draw deck (draw it, discard it, or even look at it) and your deck is empty, shuffle your Discard pile to make a new one. Each Crew deck has a set of Reserve cards. Whenever you shuffle your Discard pile to form a new deck, you **enlist a Reserve**: put the top card of your Reserve deck **on top of your newly created Draw deck**, effectively increasing your deck size by one each time you shuffle and also guaranteeing that the next card you draw after the reshuffle is the newly enlisted card.

If your deck cycled while you were drawing multiple cards (for example, during Clean-up Step), continue drawing after the new deck has been created with the newly enlisted card on the top of it.

If your deck cycles multiple times, you are allowed to enlist multiple cards this way, whether during the same Step or split across different Steps.

EXAMPLE: ENLIST RESERVE CARDS

What would happen if there were only 2 cards left in your deck? You would draw those two cards.



Then reshuffle your Discard pile (which already contains all the cards discarded in the previous step).



Then draw the top card of the Reserve deck (*Cmdr. Saru* coming to bring some **KELPIEN** aid) and place it on top of your Draw deck. Since at this point you only have 3 cards in your hand, you are allowed to continue drawing: the first card you draw is naturally *Cmdr. Saru*, while the second one is one of your reshuffled cards.



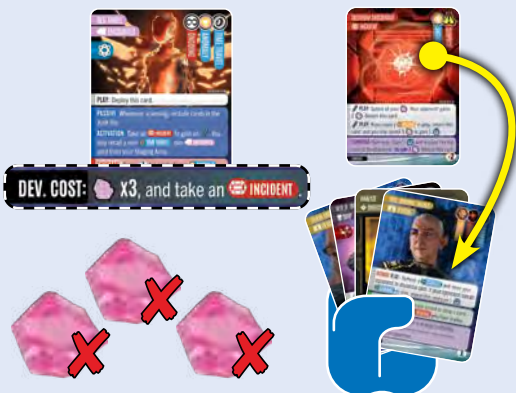
DEVELOPMENT CARDS

Besides your Reserve deck, you have a Development pile.

Whenever you shuffle your deck and your Reserve deck is empty, you have the opportunity to **enlist a Development**: you **may** pay the “development cost” on *any one* of your Development cards (your choice) to place it on top of your newly created Draw deck. These cards are often worth a lot of Victory Points or have major strategy-defining advantages, especially if you can gain access to them early enough.

EXAMPLE: ENLIST DEVELOPMENT CARDS

What would happen if your Draw deck **and** Reserve deck were empty? You get to choose which Development to put on the top of your deck. You choose the *Red Angel*, paying its 3 development cost, it also instructs you to take **INCIDENT**.



Since the **INCIDENT** is added to your hand, it immediately counts against your hand size, so you are already at 5 cards, so in this rare case you do not get to draw the newly enlisted card—it remains on the top of your deck.

If a card effect explicitly lets you enlist a Development, you can do so, even if your Reserve deck is not empty.

SUITS

Each card in your deck has one of eight suits in its top-left corner. **PERSON**, **ALLY**, **CARGO**, and **SHIP** cards are known collectively as **Market** cards. Suits are the primary categories cards belong to, and they usually matter when gaining new cards (see **page 16**).

- **PERSON** cards represent notable people, crewmen, and specialists.
- **CARGO** cards represent everything from technological gadgets to artifacts and weird creatures—anything you might thematically transport on or equip onto your starship.
- **SHIP** cards represent starships and shuttles (and occasionally a starbase), either under your Captain's command or friendly ships assisting you in your endeavors. They themselves can hold other cards (see “Beaming,” page 19).
- **ALLY** cards represent minor alien races, civilizations, or large organizations that you will either conquer or encounter and enlist for assistance, depending on your culture's attitude toward others.

ENCOUNTER cards represent major events, findings, and breakthroughs of epic proportions.

INCIDENT cards represent hurdles and distractions along your travels—problems to overcome. You need to get rid of these cards by either playing them (and fulfilling their requirements) or having another card that allows you to return them to the Incident deck.

LOCATION cards are never added to your deck. Once in play in your Location Area, **LOCATION** cards count as *controlled* (under your protection, being surveyed, or being occupied, depending on the temperament of your culture). Most Crew decks include a number of their own **LOCATION** cards that start in them. Once played, these behave like any other **LOCATION**.

DIRECTIVE cards are the “utility” cards of your deck (with *Recruit* and *Utilize* being the most common), your deck cannot gain more of them.

TRAITS

Most cards have one to five different **traits** in their top-right corner. These usually show the thematic properties of the represented subject. On their own, traits have no effects—their purpose and importance is when they are referred to by other cards. A trait is considered “in play” if it's on a card that's in play (including beamed cards, see page 19).

Traits with octagonal icons and orange text boxes are **species** traits, such as **HUMAN**, **FERengi**, **ALIEN**, etc. Some effects refer to these traits with phrases such as **ANY SPECIES** or **DIFFERENT SPECIES**.

Traits with red text boxes have gameplay relevance:

- Cards with **ATTACK** traits have at least one “**ATTACK** operation” that can affect other players negatively (and some other operations can react to or defend against them).
- Cards with **ONGOING** traits are deployed to the Fleet Area by their **PLAY** operation, even though they are not a **SHIP** themselves.
- The **SURPRISE** trait is only relevant in solo play against the Bot, and will be discussed in the solo rulebook.

The **WILDCARD** trait (with a light-red text box) can be considered to be any single trait (for the entirety of one operation or meeting one goal) if the owner of the card chooses so. This rule applies whether the card is in play or not. Note, since each trait can only appear on a card once, a **WILDCARD** trait is not counted as any other trait already appearing on the same card.

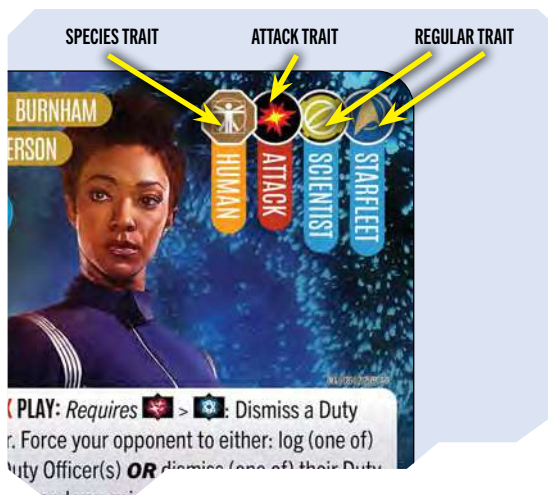
EXAMPLES: USING WILDCARD

Having 1 **BAJORAN**, 1 **KLINGON**, and 1 **WILDCARD** traits in play would satisfy a theoretical requirement of “Have 3 **DIFFERENT SPECIES** in play”.

You could discard a card with a **WILDCARD** trait when an effect requires you to discard an **ENGINEER**.

If an attack forces you to dismiss a **CARDASSIAN** from play, you are **not** forced to dismiss a card with a **WILDCARD**.

Every other regular trait (such as **WEAPON**, **STARFLEET**, **SCIENTIST**, **TIME TRAVEL**, etc.) represents a type, an occupation, or an organization the person/object is a part of.



■ GAINING NEW CARDS

You gain cards from the Market (of the four Market suits) via the *gain* and the *scan* keywords.

Gain [suit] (i.e., “gain  **PERSON**”) allows you to select either the faceup visible card of the indicated suit or the top card of the corresponding deck (without looking at it first). Look at the selected card, and place it on top of your Draw deck or in your Discard pile (your choice).

Gain [trait] (i.e., “gain an  **ALIEN**”) allows you to take a faceup card of any suit from the Market that has the indicated trait. Place the gained card on top of your Draw deck or in your Discard pile (your choice).

If a list of multiple suits is indicated, choose one.

Scan # of [suit] (i.e., “scan 2 of  **CARGO**”) allows you to look at the top # cards of the indicated deck and then gain either one of the scanned cards or the faceup visible card of the same suit. Then, place the selected card either on the top of your Draw deck or in your Discard pile (your choice). Return any remaining unselected (not faceup) card(s) you looked at to the *bottom* of the corresponding deck in any order.

If a list of multiple suits is indicated, choose one suit to scan. You **cannot** choose another suit once you have looked at cards of the chosen suit.

Scan for [trait/icon] (i.e., “scan for  **KLINGON**” or “scan for ”) guarantees you gaining a card with the indicated trait/icon (assuming any remains):

1. If any of the visible cards in the Market have the indicated trait/icon, gain one of them, and place it on top of your Draw deck or in your Discard pile (your choice).
2. Otherwise, specify a suit, and reveal cards from the top of that suit's deck until a card with the indicated trait/icon is found to be gained. If found, place it either on top of your Draw deck or in your Discard pile (your choice), and shuffle the other remaining cards you have revealed back into the corresponding deck.
3. If not found, specify one of the other three suits, and repeat this procedure.
4. If not found in any of the four suits (i.e., no card with this trait/icon remains anywhere in the Market decks), you gain no cards but gain 2  as **compensation** instead.

For details of gain and scan, see [page 30, 32](#).

In any case, if you select a faceup card from the Market, also gain any resource tokens that are

on the card (usually ), then reveal the next card of the corresponding deck to refill the Market. If the corresponding deck is empty, simply leave the spot empty.

SO WHERE DO I PUT IT?

Remember, when cards are gained (including via scanning), you may choose to place them either on top of your Draw deck or in your Discard pile.

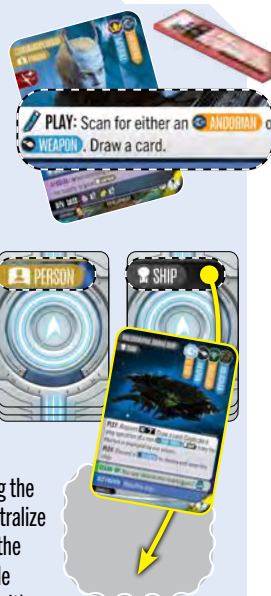
This is not the case for cards you've enlisted (see [page 14](#)), as those always go to the top of your deck; or for cards you've taken (see below), as those always go directly to your hand.

EXAMPLE: SCAN FOR A TRAIT

You play *Commander Shran*. His **PLAY** operation allows you to scan for an  **ANDORIAN** or  **WEAPON**.

You choose  **WEAPON** and look through the  **PERSON** deck. You don't find any  **WEAPON**, and though you find some  **ANDORIAN**, you cannot change your mind about what you are scanning for.

Next, you choose the  **SHIP** deck, where you find *Holographic Drone Ship*. (so basically you're reliving the episode where Shran helps Archer neutralize the Romulan drone attack). You place the newly gained card into your Discard pile (since you have no immediate plans for it).



■ TAKING NEW CARDS

Certain cards are *taken* from the supply, instead of gained. These cards go **directly into your hand** when taken.

 **ENCOUNTER** cards are taken from the top of the Encounter deck, usually by meeting the requirements of a specific card from your deck (*Strange New Worlds*).

 **INCIDENT** cards are taken either as a cost of some of your effects, or as a penalty of an  **ATTACK** played by your opponent. When instructed, take the top card of the Incident deck (without looking at it first), and add it to your hand. When you're returning an  **INCIDENT** (by playing it or via another card's effect), place it on the **bottom** of the Incident deck, facedown.

SPECIALTIES

(RESEARCH , INFLUENCE , MILITARY )

There are three **Specialties** corresponding to the three **tracks** shown on your Crew board: Research, Influence, and Military. When an effect instructs you to gain one of these, advance the corresponding marker one space to the right. Each track has a value from 0 to 15, beyond which you cannot advance.

Some cards have icons on them, corresponding in color to one or more of these specialties. These icons are of two types:

- **Skill** icons (upper-left corner, below the card's title bar) are counted most commonly by *Utilize* to allow you to advance on the Specialty tracks. A card can have up to three printed Skill icons. Some cards have "any" Skill icons, which can represent any one Specialty, or "variable" Skill icons, which change on certain conditions.
- A **Focus** icon (bottom-right, beside the Victory Point icon) indicates that the card's value during endgame scoring is dependent on the highest-reached Victory-Point multiplier on your corresponding Specialty track, as long as you have completed at least one mission (see "Missions," page 20). Some cards have a "best" Focus icon, which scores according to your best reached Victory-Point multiplier on any track.

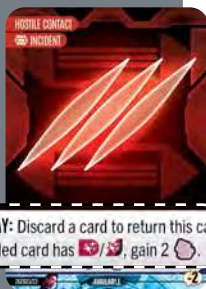
SPECIALTY RESTRICTIONS

Any **restrictions** (indicated by the operations themselves) will state that a certain operation is available only if your indicated Specialty track is of the shown level or higher. If you do not meet this requirement, you can neither play nor resolve the operation.

USING SPECIALTIES

Certain cards will reference you having or discarding a card exhibiting a certain Specialty.

This can be met by a card either with a Skill icon or a Focus icon of the correct color (or an "any" Skill , or a "best" Focus ). However a card with merely a correct colored restriction does not count for this.



SPECIALTY VICTORY POINT MULTIPLIERS

Next to certain steps of your Specialty tracks on your Crew board is a Victory-Point multiplier. At the end of the game, if you have completed at least one mission, each card with a Focus icon is worth as many Victory Points as the highest-reached multiplier on the corresponding Specialty track.



RESEARCH
SKILL



INFLUENCE
SKILL



MILITARY
SKILL



ANY
SKILL



VARIABLE
SKILL



RESEARCH
FOCUS



INFLUENCE
FOCUS



MILITARY
FOCUS



BEST
FOCUS



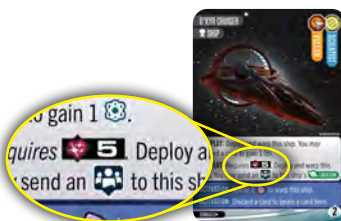
RESEARCH
RESTRICTION



INFLUENCE
RESTRICTION



MILITARY
RESTRICTION



LOCATIONS

LOCATION cards represent either planets and stations that are under your protection or places that you have surveyed, conquered, or otherwise connected to your spheres of influence.

Once you *take control* of a **LOCATION**, you can use its Skill icons, table operations, etc.

LOCATION cards in the Neutral Zone are not yet controlled by either player, and their operations and icons cannot be used.

DEPLOYED SHIPS

Most **SHIP** can be deployed.

To do so, move their card into your Fleet Area, and gain access to their **Ship token**.



WARPING SHIPS

Once deployed, you can *warp* a **SHIP**, allowing you to move the corresponding Ship token to either a **LOCATION** controlled by you or a **LOCATION** in the Neutral Zone.

A **SHIP** can warp from one **LOCATION** to another, and there is no limit to the number of ship tokens that can be present at one **LOCATION**.

Once a Ship token is placed to a **LOCATION**, the **SHIP** is said to be “at” the **LOCATION**.

DISMISSING SHIPS

Any **SHIP** that is deployed can also be *dismissed*. If a **SHIP** is dismissed, return the associated Ship token to the supply and dismiss (move to your Discard pile) its card, and all cards that had been beamed to it.

EXAMPLE: DEPLOYING

You play the *D'Kora Marauder* that you gained earlier from the Market. Since its **PLAY** operation instructs you to deploy it, you move the card to your Fleet Area, and place the matching Ship token on it, and steal 1 **Gold** from your opponent, while cackling like a Ferengi.



Later on your turn, you exhaust this card and spend 1 Dilithium to warp the *D'Kora Marauder*. Are you going to warp it to *Vulcan Science Academy*, a **LOCATION** you already control, trying to set up a later play of *Strange New Worlds*? Or are you going to warp it to an *Ancient Relay Station* in the Neutral Zone, so that you may play your *Class C Shuttle* you have in your hand?



You decide the latter, moving the *D'Kora Marauder*'s token to *Ancient Relay Station*, where the *The Clumpship Pakled*, your opponent's vessel, is already awaiting you...

AWAY TEAMS

Some effects allow you to place **Away Teams** . Each Crew deck's **CAPTAIN**  card indicates the number of Away Team tokens that are placed on it (your personal pool). Away Teams can be placed on a **LOCATION**  you control or a **LOCATION**  in the Neutral Zone, as long as your opponent **does not have more** Ship tokens than you at the same neutral **LOCATION** . **You are still able to place Away Teams on a LOCATION even if you do not have a Ship token present** (thematically, they are transported down by a small shuttle that is not represented in the game).

If you run out of Away Teams and wish to place more, you can freely remove them from other cards as needed to complete any placements. Away Teams removed from cards for any other reason are returned to your personal pool (on your **CAPTAIN**  card).

EXAMPLE: AWAY TEAMS

You play *Kamran Gant*, and spend an action selecting the **PLAY** operation. This allows you to send an Away Team.



PLAY: Send an  to a **LOCATION** . If it is a controlled **LOCATION** , gain 1 .

You can send your  either to *Argus Array* or *Dozaria*, despite only having a Ship token at the latter, but you cannot send one to *Tahal-Meeroj*, because the opponent's *Seleya (D'Kyr)* is in orbit.

NEUTRAL ZONE



If you had exhausted the *U.S.S. Shenzhou* to warp it to *Tahal-Meeroj* before playing *Kamran Gant*, tying your opponent in the number of Ship tokens, you would be able to target that **LOCATION**  as well.

BEAMING

Some cards (usually deployed **SHIP**  and some **LOCATION** ) allow you to *beam* cards to them. This allows you to temporarily remove a card from your deck. When beaming a card, simply tuck it under the card where it was beamed to so that only its traits are visible. Beamed cards are still considered in play; however, since only their suit and trait icons are visible, their operations are not available. Whenever a **SHIP**  leaves the Fleet Area, all cards beamed to it leave the same way (e.g., if the Ship is dismissed, the cards are dismissed too). **LOCATION**  cards (in your hand) cannot be beamed to other cards.

Cards beamed to a **SHIP**  (and their suits and traits) are said to be "on" that ship, and cards beamed to a **LOCATION**  (and their suits and traits) are said to be "at" that location (similarly as a **SHIP**  warped to a **LOCATION**  is said to be at that location).

EXAMPLE: BEAMED

Bolians and *Tellarites* have beamed to the *U.S.S. Shenzhou Lt.* *Detmer* has beamed to *Risa*. All of their operations are hidden so they cannot be used unless recalled to your hand (see Recalling cards on pg 32). However, all of their traits (, , , , ) are in play as they are still visible.



MISSIONS

Missions have a **GOAL**—usually a Specialty track value or a number of cards of certain suits and traits being in play.

Some missions might specify suits/traits being *on the same*  **SHIP**. This counts icons on one deployed  **SHIP** and on every card beamed to that particular  **SHIP**.

Some missions might specify suits/traits being *at the same*  **LOCATION**. This counts icons on one particular  **LOCATION**, on every  **SHIP** at that  **LOCATION**, and on every card beamed to any of those  **SHIP** or to the  **LOCATION** itself.

While your mission's **GOAL** is met, you **may** **complete it** anytime during your action step (without spending an action). When you do so:

1. Determine which cards have contributed to the completion of the mission.
2. Resolve the **REWARD** effect of the mission.
3. Dismiss all **beamed** cards that contributed to the completion of the mission (other in-play cards such as deployed  **SHIP**, any  **LOCATION**, cards in your Staging Area, etc. are not dismissed).

It is possible for a contributing, beamed card to cease being beamed during the **REWARD** effect (by getting dismissed, promoted, logged, etc.). In such a case, it **does not** need to be dismissed anymore. However, if a contributing card became beamed during the **REWARD** effect, it **does** need to be dismissed.

4. Mark the mission as completed by placing a Mission Completion token on it.

Each mission can be completed only once.

MISSION FAILED

If you don't complete any missions, any card with a Focus icon is worth 0 VP during final scoring (see "Final Scoring," page 24).

EXAMPLE: MISSIONS

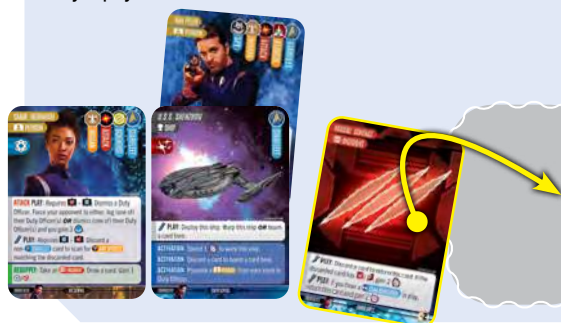
You have the *U.S.S. Shenzhou* deployed, and an  **INCIDENT** and *Cmdr. Burnham* in your hand. Once you manage to beam the former, and promote the latter you meet the requirement of the **CALL IN THE REINFORCEMENTS** mission. This is for example possible by playing *Class C Shuttle*'s second play operation, then activating the *U.S.S. Shenzhou* itself (Note that just playing *Burnham* would not be enough, as the mission specifies her to be on duty, not merely in play.)



Before resolving your next action, you choose to complete the mission, gaining 3 Dilithium and scanning 1 of  **SHIP** and free playing the *D'Kora Marauder* you just gained. The conditional effect of the reward does not trigger, since *Ash Tyler*, the only  **KLINGON** you have in play is beamed, which is explicitly excluded. Had you gained the *Vor'cha Attack Cruiser* from your scan, it would have fulfilled the requirement for you, but no such luck...



The *Hostile Contact* is moved to your Discard pile, but *Burnham* and the *Shenzhou* (and any other card beamed there, such as *Tyler*) stay in play.



CAPTAIN'S LOG

The Captain's Log is a permanent way to remove cards from your deck. When instructed to *log* a card, place the card underneath your Captain card. Some cards allow you to do this to thin your deck, while other, more-powerful cards log themselves, essentially limiting themselves to a single use. With very few exceptions, logged cards can never be used again, though they are **still counted** during final scoring.

SELF-LOGGING CARDS

Many cards end their **PLAY** operation with the effect "Log this card." That means, you put the card in the Staging Area, resolve its operation, and then move it to your Log.

The important thing to note is that outside of its own operation's resolution there is no point in which the card (and its suit/traits) are in play.

It cannot contribute to missions or effects counting traits since those would be evaluated either before the card in question was played, or after it has already been moved to the Log.

If you want them counted, you are better off beaming them instead of playing them.

SECRET VS. PUBLIC KNOWLEDGE

You and your opponent will have hands of cards and a number of decks to interact with throughout the game.

The following information is kept secret:

- Your hand is kept secret from your opponent.
- The order of cards in your and your opponent's facedown decks.
- The facedown common decks should be unknown to both of you.

The following information is public. You and your opponent are free to discuss and/or ask questions about this throughout the game:

- The Junk pile, Logs, Discard piles, Development piles, beamed cards.
- The total composition of the common decks is assumed to be available knowledge, but don't be afraid: you don't have to memorize all the cards, the game comes with a handy list of all common cards, their suit, traits, Skill and Focus icons.

EXAMPLE: SELF-LOGGING

You play *Bynars*. The first **PLAY** operation costs you an action and gains you a **CARGO**.



After this is done, you log *Bynars*. You tuck the card under your **CAPTAIN** *Soval*.



If you have *V'Laron* duty, her **REACTION** operation triggers, since you have put an **ALLY** into play (even if it then immediately left play). You draw a card, gain 1 Glory, and 1 Latinum.

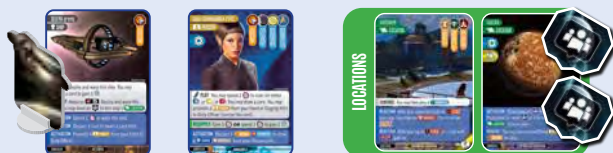


However if you play *Energy Drain* later on this turn, the **ENGINEER** trait on the *Bynars* cannot be counted for it, since it's no longer in play at that time.



EXAMPLE OF AN ENTIRE ACTION STEP

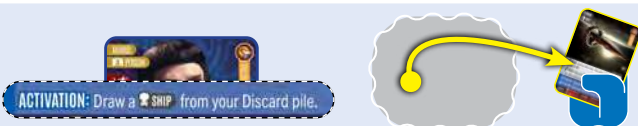
At the start of your Action Step: *Seleya* is deployed. *Subcommander T'Pol* is on duty. *Khitomer* and *Vulcan* are in your Location Area, the latter with two Away Teams.



You activate the *Seleya* to promote *Muroc* from your hand to Duty Officer. Normally you'd have to dismiss either him or *T'Pol*, because of your limit of 1 Duty Officer—but the **PASSIVE** operation on *Vulcan* allows you to have one more, as long as at least one of them is a **VULCAN**.



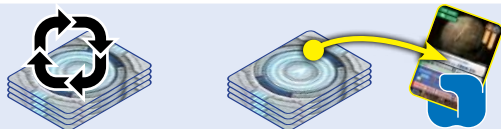
Now, *Muroc*'s table operations are available. You activate him to draw **SHIP** *Ti'Mur* from your Discard pile.



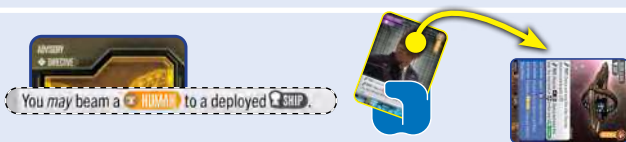
Then, you play *Advisory* from your hand (this does not cost an action): which for 1 **INFLUENCE** gains you 1 **INFLUENCE** and draws you a card.



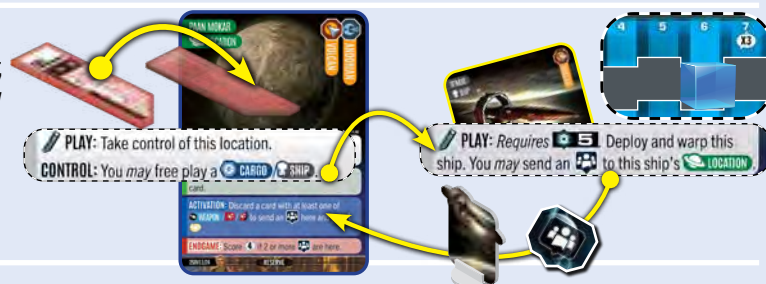
This causes your deck to reshuffle, enlisting a card from your Reserve, which — since it's placed on the top of your deck — becomes the next card you draw: *Paan Mokar*.



Also *Advisory* lets you beam a **HUMAN** to a deployed **SHIP**, so you place *United Earth* under the (currently exhausted) *Seleya*.



Now it's finally time to spend your first action, playing *Paan Mokar*, which in turn allows you to free play the *Ti'Mur*. Since your Research is at least 5, you can choose *Ti'Mur*'s second **PLAY** operation, warping it to *Paan Mokar*, placing an Away Team there.



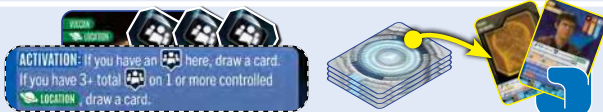
In the spirit appropriate for founding the Federation, you get some help from the Tellarite *Ambassador Grai*, who allows you to find a card with **INFLUENCE**. Now, you could go looking for the Tellarites **ALLY** you gained last turn, somewhere in your Draw deck—but you can also find a card in your Reserve deck, and you happen to remember that you haven't seen *V'Laryet*!



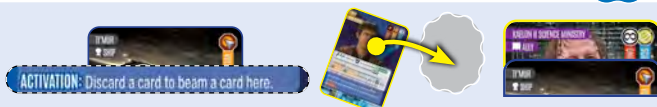
As your second action , you play *V'Lar*, spending your only latinum  to gain *Kaelon II Science Ministry* from the Market, and drawing it.



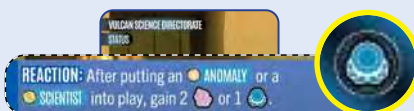
You activate *Vulcan*, drawing 2 cards (*Stel* and *Recruit*), since you have a total of 3  on controlled .



You activate the *Ti'Mur* and discard *Stel* to beam the *Kaelon II Science Ministry* to the ship.

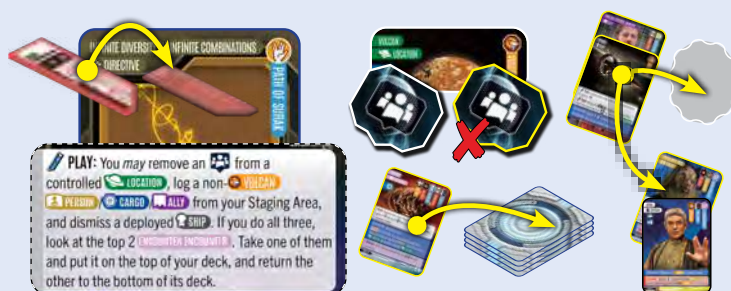


This counts as putting a  **SCIENTIST** into play, so the *Vulcan Science Directorate*'s **REACTION** gives you a choice of 2  or 1 , you choose the latter.

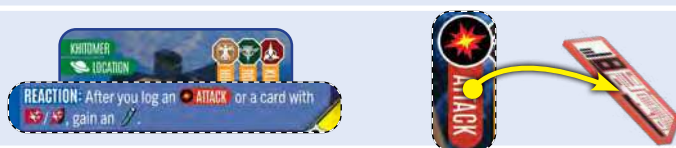


As your third action , you play *Infinite Diversity*, in *Infinite Combinations*.

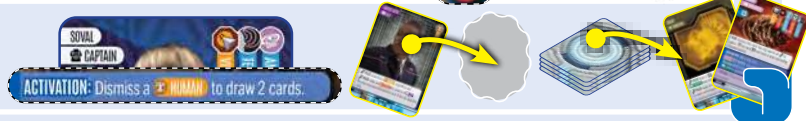
1. Removing an  from *Vulcan* (you do not want to leave *Paan Mokar* unguarded)
2. Dismissing the *Ti'Mur* (along with its beamed card)
3. Logging *Ambassador Gral* from your Staging Area. You choose to take *Gomtuu*, placing it on the top of your deck.



Additionally, *Khitomer*'s **REACTION** triggers (since the Tellarite Ambassador had an  **ATTACK** trait), gaining you one additional action .



You activate your  **CAPTAIN** card, dismissing *United Earth* to draw 2 cards, one of which will be *Gomtuu*.



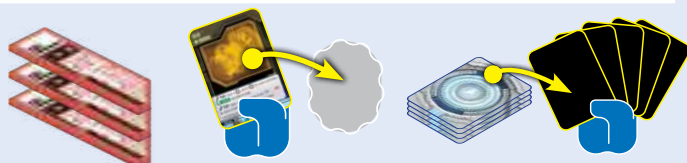
You play and deploy *Gomtuu*. (It even comes with a ship token, despite being an  **ENCOUNTER** !)



You choose to spend your fourth action  on *Gomtuu*'s ability to gain you 1 military  for each research skill  you have in play: You have one on *Gomtuu*, one on *Vulcan*, and one on *Subcommander T'Pol*, gaining you 3 military . This inches you ever closer to being able to unleash your mighty *Vulcan Hello*, which becomes available when you reach 9 .



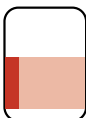
Your turn is now over, so you reset to your normal 3 actions  and you choose to discard the last card remaining in your hand before you draw back up to 5 cards.



FINAL SCORING

Final scoring occurs if **a)** the game end was triggered by a Resolution or **b)** if there was a tie during the Burn. In either case, remove all cards remaining in your Reserve deck and Development pile before scoring. They will not be counted.

All other cards you own count (including ones in the Captain's Log and ones beamed to another card). Your score is the sum of the following elements:

- 1 VP for each Glory token you have, **not including any tokens on cards you have in play.** 
- 1 VP for each token (Away Team or Ship token) you have on **neutral** Locations. 
- **ENDGAME** operations on your in-play cards (usually your **CAPTAIN**, and controlled **LOCATION**). 

ENDGAME conditions caring about unique traits count any number of **WILDCARD** traits as one unique trait.



ENDGAME: Score 1 for every 3 unique traits you have in play.

COLLECTING YOUR CARDS

Once you have scored your **ENDGAME** conditions, you can pick up and collect all your cards for easier counting, as nothing else will care about where your cards were at the end of the game.

UNUSED ENDGAME OPERATIONS

If a card with a scoring condition is **not** in play (logged or not yet played from your deck), its printed Victory Point value still scores, but its **ENDGAME** operation is **not** evaluated.

WILDCARD TRAITS

WILDCARD traits do **not** count as any other trait during final scoring.

- Sum of the printed Victory Point values shown on all your cards.



ASTERISK VP

If a card has an asterisk in its Victory Point icon, the card's **SPECIAL** operation explains how it affects final scoring (even if the card is not in play).



- For each Specialty track, the highest reached **multiplier value** (not step!), multiplied by the number of cards with the matching Focus icon.



Cards with a "best" Focus icon each score equal to your highest reached multiplier value on **any** Specialty track.



BEST FOCUS

Important: If you have **not completed** any of your missions, **skip this step entirely** (i.e., score 0 VP for Focus icons).



- If playing on the **Advanced** side of your captain's board, score the printed VP for each mission you have marked with a Mission completion token.

The player with the higher total Victory Points is the winner. In the case of a tie, both players win.

RESOURCES ON CARDS

Resources still on your cards during scoring are not yours, Glory there does not score, and none of it count towards **ENDGAME** conditions.

EXAMPLE: SCORING CARDS

You have a total of 5 **PERSON** cards, ignoring the ones from your Available and Reserve deck (since they don't score , and they are **VULCAN**), but both developments you have enlisted and *Vice Admiral Pasalk* are also **VULCAN** so *Soval's* **ENDGAME** operation scores you **2**.



ENDGAME: Score **1** for each of your **PERSON** cards, excluding cards with **VULCAN**.



These three cards have a total printed value of **6**.



Your Influence  Specialty track is past the **x4**  multiplier.



Riva, *Minister Kuvak*, *Holographic Drone Ship*, and *Khitomer* have a yellow Focus icon, so are worth **4** each.

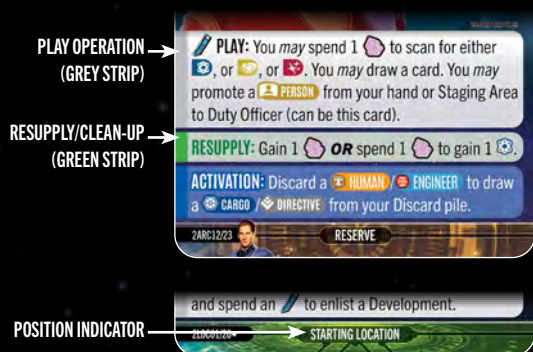
From the cards in this example, you score a total of **24** :

4 from *T'Polu* and **1** each from *Phlox* and *Vice Admiral Pasalk*

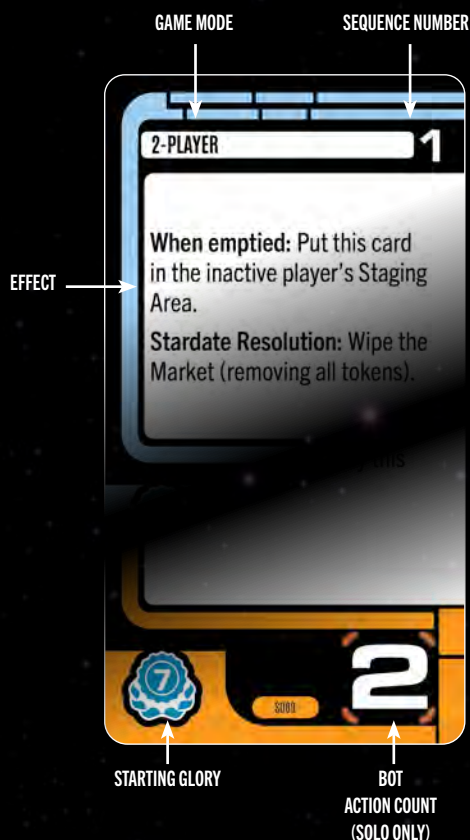
2 from *Soval's* **ENDGAME**

16 from Influence Focus icons

COMPONENT ANATOMY



STARDATE CARDS



SHIP TOKENS



CREW BOARDS

MISSION

BASIC
SIDE

ADVANCED
SIDE

NAME

RESEARCH

INFLUENCE

MILITARY

MY MIND TO YOUR MIND
GOAL: Have 5 cards with in play (excluding beamed cards).
REWARD: For each you have in play, either: draw a card **OR** gain 1 and you may return an **INCIDENT**.

1. RESUPPLY
 2. CONTROL (MAX: 1)
 3. ACTIONS (3)
 4. CLEAN-UP
 A. RESOLVE STARDATE
 B. PLACE GLORY
 C. DISCARD & DRAW

SOVAL

10 X4
 SPECIALTY VP MULTIPLIER

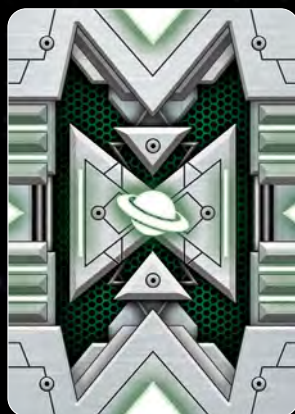
3
 and 2
 at 5+.

You may
 cards. You
 to enlist a

ADVANCED



STANDARD CARD BACK



COMMON LOCATION CARD BACK



CAPTAIN CARD BACK



STARDATE CARD BACKS



STATUS CARD BACK

THE CADET TRAINING MODE

To play the game alone without an opponent (because, for example, you'd like to practice how to play a deck or to come to terms with the rules of the game without having to worry about learning the rules of the solo opponent), use the following changes to the regular game.

SETUP

Instead of the regular Stardate cards, use the two Stardate cards marked "Cadet Training" (showing 5  each).

RULE CHANGES

- Every  **you gain** comes from the supply, **not** the Stardate cards.
- If an effect explicitly instructs you to remove a  from a Stardate card outside of your Clean-up Step, **ignore it**.
- You have a virtual opponent, who permanently has "one of everything"—except Ship tokens at any neutral  **LOCATION**.

E.g. if a card effect requires you to remove up to 2 opponent  to gain 1  each, it will gain you only 1 ; if you can steal 3 , your opponent has only 1 available to be stolen, etc. Note, you still only need 3 tokens to secure a neutral  **LOCATION** (your virtual

opponent only has 1  there).

- Every time your opponent would be forced to take an  **INCIDENT**, skip it and gain 1  instead. If you are giving an  **INCIDENT** to your opponent, gain 1  and return it instead.
- If at any point the Burn is triggered, you lose.

CLEAN-UP AND STARDATES

During Clean-up, wipe **one** card of your choice from the Market (i.e., return any tokens on it to the supply and junk it), **then** place 1  from the Stardate card on a card in the Market.

NOTE: If you are playing with Burnham (from the *Core Box*), remove 1  from the Stardate and place 1  instead. (Her Status card says place 2 , but in Cadet mode place only one.)

The first Stardate card will be emptied during your 5th turn's Clean-up Step. As noted on the card, place it in your Staging

KHAAAN!

If you are playing with Khan, see [page 35](#) for the special rules concerning Cadet mode.

Area before refilling the second Stardate card with 5  from the supply. In the Stardate Resolution substep of your next (6th) turn, wipe the Market, and all  **LOCATION** from the Neutral Zone that you have no token(s) (Ship or Away Team) on. Then, proceed with the normal Clean-up (wipe one card, and place 1  from the Stardate card).

The second Stardate card will be emptied during your 10th turn's Clean-up Step. As noted on the card, this triggers the end of the game, so after your 11th turn proceed to Final Scoring.

FINAL SCORING

Score as usual.

If you've scored at least **70** , you understand how to play *Captain's Chair*.

If you've scored at least **100** , you're getting quite proficient with this deck.

If you've scored more than **120** , you have done an outstanding job.

KEYWORDS IN DETAIL

AREAS (LOCATION, FLEET, STAGING, ETC)

See the entry for "In Play" ([page 31](#)) for areas of your table.

ANOTHER, ALL OTHER

When an operation uses the expression "**another** (suit identical to the card's own)" or "another (a trait the card itself has)", it means "one of the specified thing, excluding that card".

The expression "all other" similarly means "everything matching the specification, except that card". Alternatively, the expression "each [something] (excluding this card)" is used when using one of the short forms could lead to confusion. The two expressions are equivalent.

Exclusions are always explicitly mentioned, but inclusions are only occasionally highlighted for clarity. Therefore if a card does not specify either way, **itself is always included** in any condition it matches.

ATTACKED / NEGATIVE EFFECT

You are considered attacked, if your opponent resolves an operation preceded by **ATTACK**. All parts of the operation that target you (your hand, your cards, your play area, your resources, giving you incidents, forcing you to do anything, etc) are the **negative effect** of the operation. If one of your cards allows you to ignore the negative effect of an attack, you **ignore** all of these parts of the operation. The attack has still happened (for the purpose of other effects) and your opponent gets to resolve any other part of their operation.

BEAM

Take a card from your hand (unless specified otherwise), and place it faceup underneath a card (usually a ) where it is being beamed to so that only its suit/trait icons remain visible. The card underneath is now considered beamed. Each card can have multiple cards beamed to it; there is no limit to the number of beamed cards a single card can have. Some effects might specify the card's suit that can be beamed.

Under no circumstances can a

 **LOCATION** be beamed to other cards. (A  **SHIP** however, can be beamed, even to another  **SHIP**—you can think of this as one ship "tractor-beaming" the other.)

A beamed card is still considered in play, but its operations and Skill Icons are not.

Cards beamed to a  **SHIP** (and their suits and traits) are said to be "on" that ship, and cards beamed to a  **LOCATION** (and their suits and traits) are said to be "at" that location (and that  **LOCATION** is said to be those cards' location).

If a card is beamed to a card that is then dismissed/recalled/logged, the same effect happens to the beamed card(s).

Beamed cards are public information.

CONSIDERED (ANOTHER SUIT)

Some cards have a **SPECIAL** operation declaring "This card is considered (another suit) for all purposes." This is *always* in effect (for non-bot players), essentially making the card *dual suited*. Any effect limited to its original printed suit or its

additionally specified suit can target this card. If a card is considered a **SHIP**, then it has a Ship token which is used just as regular **SHIP** cards' tokens are used.

DEPLOY

Only a **SHIP** or a card with **ONGOING** (a **CARGO** / **ALLY** / **DIRECTIVE** / **ENCOUNTER**) can be deployed. Move an already in-play card from your Staging Area to your Fleet Area. If the card in question is a **SHIP**, also take the matching Ship token from the supply and place it on the card itself. The card's table operations are now (i.e., immediately) available.

If due to a Duplicate effect (see "Duplicate") a non-**SHIP**, non-**ONGOING** card would be deployed, this keyword has no effect.

DESTROY

Destroyed cards—like logged cards—are permanently removed from the game. However, unlike logged cards, when you are instructed to destroy a card, **return it to the box**; it is completely unavailable for the rest of the game, and you are no longer considered to own that card. Cards beamed to the destroyed card are also destroyed, ships present are dismissed from a destroyed **LOCATION** and **AI** are returned to their owner's **CAPTAIN** card.

Any resource tokens still on the destroyed card are lost and returned to the supply.

DISCARD

Select a card (matching the effect's restrictions, if any) from your hand, and place it in your Discard pile. Note: The *discard* keyword never interacts with cards in play, unlike the *dismiss* keyword.

DISMISS

Move the indicated card from being in play to your Discard pile. If the card had other cards beamed to it, place those in the Discard pile as well. If the dismissed card had been beamed to another card, the other card remains unaffected.

Any resource tokens still on the dismissed card are lost and returned to the supply.

Cards in your Staging Area cannot be dismissed. A **LOCATION** cannot be dismissed (since most of them cannot enter your deck), unless explicitly instructed by the **LOCATION** itself.

If the dismissed card had an Action token on it, place the Action token near the Discard pile; the action itself does not become available again—it merely acts as a reminder of what you spent your previous action on.

If a **SHIP** is dismissed, return the associated Ship token to the supply and dismiss the Ship card and all cards that have had been beamed to the **SHIP**.

If an **ATTACK** allows you to dismiss one of the opponent's in-play cards, it is placed in their Discard pile.

DRAW, DRAW FROM DISCARD

Drawing from your deck is always done by taking the top card and adding it to your hand. You do not have a hand limit.

If your deck is empty when you need to draw a card, reshuffle your Discard pile, then enlist either a Reserve—if you can—or, optionally, a Development—if your Reserve is already empty and you pay the cost of the Development. Then, continue drawing (drawing the newly enlisted card next).

Drawing from your Discard pile allows you to look through your entire Discard pile (since it's faceup and order doesn't matter) and then draw a card matching the effect's restrictions. Note: The *draw* keyword never allows you to interact with cards in play, unlike the *recall* keyword.

DRONE, ASSIMILATE

These keywords currently have no known meanings or effects. But we dread the day when we find out what they mean.

Duplicate

Select a card of the specified suits from one of the specified positions (Market, Discard pile, or your Log), and resolve one of its indicated operations (usually a **PLAY** operation). Regardless of whether the resolved operation shows an  cost or not, you do not have to spend an (additional) action token (beyond what you may have spent to trigger the duplicating effect). You are still required to meet any Specialty requirement of the target effect. If the duplicated operation in any way refers to its own card by name or by "this card" (the most common example being "Log this card"), the effect is applied to the card with the duplicating effect instead, if possible.

NO DUPLICATE DUPLICATES

The *duplicate* keyword itself cannot be duplicated. Instead of a chain of duplications, this results in no effect. (For example, using *Laas* to duplicate *Orb of Time* would only allow you to recall a card.)

EXAMPLE: DUPLICATING

Using the *Orb of Time* to duplicate either of *Denobulans* operations would result in *Orb of Time* being logged.

PLAY: You may take an  **INCIDENT** to duplicate a play operation of a  **PERSON**  **CARGO**  **ALLY** from your Log. You may recall a non- **TIME TRAVEL** card from your Staging Area.

 **PLAY:** Gain a  **PERSON**. Log this card.

 **PLAY:** Requires  **3** Scan 3 of  **PERSON**. Log this card.

However, using *Vadic's Splinter Group* to duplicate *Cloaking Device* would refresh up to 3 **SHIP**, allow for 2 cards to be drawn and 1 card junked, and—since *Vadic's Splinter Group* is not **ONGOING** nor a **SHIP**, it cannot be deployed.

PLAY: You may duplicate a play operation of a  **PERSON** or  **CARGO** you or your opponent has play (excluding beamed cards). Then either: put a  **PERSON** into your Staging Area (without triggering their play operation) **OR** take an  **INCIDENT**.

 **PLAY:** Refresh up to 3 of your  **SHIP**. Draw 2 cards. Junk a card from the Market. Deploy this card.

ENLIST A DEVELOPMENT

Pay the development cost shown on a chosen Development card in your Development pile, and place it on **top** of your Draw deck. There is no order to the cards in your Development pile; you may look through these cards and select any of them. If an effect explicitly allows you to enlist a Development, you may do so even if your Reserve deck is not empty; otherwise, you will normally do so when reshuffling your deck after the Reserve deck has been emptied. You cannot enlist a Development card if you cannot fully pay/perform its development cost.

If an effect allows you to **enlist for free**, ignore every part (resource cost, side effect, or pre-condition) of the selected card's development cost.

Other than the enlist keyword, cards in your Development pile cannot be interacted with, unless an effect explicitly says otherwise. Cards still in your Development pile do **not** score during final scoring.

ENLIST A RESERVE

Move the top card of your Reserve deck to the **top** of your Draw deck, without looking at the contents of your Reserve deck. If your Reserve deck is empty, this keyword has no effect (i.e. you cannot enlist a Development instead). Cards remaining in your Reserve pile do **not** score during final scoring.

EXHAUST

Rotate a card in play (in your Fleet Area, in your Location Area, your Duty Officer, or your **CAPTAIN**, as specified) sideways, as if an **ACTIVATION** or **REACTION** operation has been resolved. Thus, the card's **ACTIVATION** or **REACTION** cannot be used until the end of your Clean-up Step, unless another effect explicitly refreshes it. This effect is considered a cost; if you don't have a card to exhaust, you cannot resolve the operation in question.

FIND [NAME/SUIT/TRAIT/ICON]

Look through your hand, Discard pile, and Draw and Reserve decks until you find a card you want with the indicated name/suit/trait/icon, and add that card to your hand (if it isn't there already). You don't have to choose the first card you find; you can keep looking for the card you want until you have run out of places to look. Some cases may restrict you to one or more of these positions to look through (with the most common case being "excluding Reserve," thus restricting you to your hand, Discard pile, and Draw deck). If multiple names/suits/traits/icons are specified, you may look at all cards meeting these conditions and choose one of them to add to your hand.

Any effect allowing you to find a card with a particular trait also allows finding a card with the **WILDCARD** trait.

Any effect allowing you to find a card with a particular Skill/Focus icon also allows finding a card with respectively.

Afterward, shuffle any facedown deck (Draw deck, Reserve) you looked through.

FORCE

When an effect tells you to force your opponent to do something, it means your opponent must resolve the indicated effect, but any choice within the effect is theirs. For example: "Dismiss an opponent **SHIP**" means you choose which of their Ships gets dismissed, while "Force your opponent to dismiss a **SHIP**" means they must resolve a "Dismiss a **SHIP**" effect (if able), but it is their choice which one.

Regardless, ownership of any affected card is not changed (unless explicitly instructed to give/place elsewhere), so "Log an opponent controlled **LOCATION**" means you get to choose which of their **LOCATION** is moved to their Captain's Log—nothing is moved to your Log.

If the forced effect involves a choice ("either A **OR** B"), if able, they must choose one they can fully resolve. If they cannot resolve a forced effect at all, they ignore it.

FREE PLAY (A SUIT/TRAIT/INCIDENT /NAMED CARD)

Select a card matching the indicated suit/trait/name from your hand (unless indicated otherwise), and play it as you normally would. However, if your selected **PLAY** operation is preceded by , you do not have to spend an (other) action. Note: Free playing does not make any other cost of the operation's effect free, nor does it grant you an additional action if you use it to play an operation that does not require the spending of one.

GAIN [A CARD]

Gain [suit] (for example: "gain **PERSON**") allows you to select either the faceup visible card of the indicated suit or the top card of the corresponding deck (without looking at it first). Look at the selected card, and place it on top of your Draw deck or in your Discard pile (your choice, unless indicated otherwise).

If a list of multiple suits is indicated, choose one. If no cards of the indicated suit remain in the Market, this keyword has no effect.

Gain [trait] (For example, "gain an **ALIEN**") allows you to take a faceup card of any suit from the Market that has the indicated trait. Place the gained card on top of your Draw deck or in your Discard pile (your choice, unless indicated otherwise). If no cards of the indicated trait are present in the Market, this keyword has no effect.

If you have selected a faceup card from the Market, also receive any resource tokens that are on the card, then reveal the next card of the corresponding deck to refill the Market. If the corresponding deck is empty, simply leave the spot empty.

If an effect allows you to "gain from the Junk," look through the cards in the Junk pile and select any card of the indicated suit(s).

GAIN RESOURCES

When an effect instructs you to **gain** any number of resources, take the indicated number of tokens of the specified type and move them to your resource pool. In the case of **Latinum** or **Dilithium** tokens, take them from the **supply**; in the case of **Glory** tokens, take them from the **topmost Stardate card** (or the supply, if a Resolution has already been triggered).

If the topmost Stardate card empties, give it to the inactive player (i.e., whoever is not currently taking their turn), then add the number of Glory tokens indicated to the new topmost Stardate card from the supply. If you must gain more Glory than there are tokens on the topmost card, gain as many as you can (thereby emptying the Stardate card), give the Stardate card to the inactive player, and either fill the new Stardate card with the indicated amount of Glory tokens and continue gaining Glory or, if this was the last Stardate card, leave the Stardate card where it is and continue gaining Glory from the supply instead.

If instructed to gain [a resource] from [a particular card], take the resource from the specified card, not the supply. If the specified card does not have any of the specified resource's tokens on it, you gain nothing.

Resource tokens are not meant to be limited. Use proxies wherever necessary, or use the included ×5 tokens along with one of a token type to indicate 5 resources of that type.

GAIN/SPEND AN (ACTION)

When an effect instructs you to gain an , take an additional (4th, 5th, etc.) action token from the supply, and place it with its available side up in your personal pool.

Gained actions are only for the current turn, during your Clean-Up step your personal pool always **resets to 3** .

Action tokens are not meant to be limited. In the unlikely case of you gaining a 7th action, use any suitable proxy.

When an operation is preceded by , or an effect explicitly requires you to spend an , take an available action token from your personal pool and place it on the card in question, with the spent side up. If you do not have an available action token left, you cannot use that operation.

GIVE (A CARD)

Place the card—usually an **INCIDENT**—in question from your hand (unless specified otherwise) into your opponent's hand. If you do not have such a card to give, this keyword has no effect (i.e. your opponent does not take an **INCIDENT** from the Incident deck if you cannot give one).

Giving an **INCIDENT** does not count as returning one for you, it however does count as taking one for your opponent—these distinctions are relevant for some **PASSIVE REACTION** operations.

HELMET, WEARING A HELMET

This keyword is *mostly* relevant when dealing with the **PAKLED** and their fascination with hats—see Rebner's deck (page 34) for details.

Some effects allow you to beam a card with the **HELMET** trait to your Duty Officer. In this case, the **PERSON** on duty is said to be wearing the **HELMET** in question. This usually unlocks a stronger part of that card's effect.

The Duty Officer is limited to wearing one **HELMET**; you cannot beam another to a **PERSON** already wearing one. If the Duty Officer wearing a **HELMET** is dismissed/recalled/logged, the same thing happens to the worn headgear.

IN PLAY / FROM PLAY

The following cards are considered “in play” for you:

- Cards in your **Location Area**: every **LOCATION** you control
- Cards in your **Fleet Area**: every **SHIP** and card with **ONGOING** you have deployed
- Your Duty Officer(s)
- Your **CAPTAIN** (and possibly your Status cards)
- Cards in your **Staging Area** (these will be moved to your Discard pile during your Clean-up Step, and their table operations are not available)
- Cards beamed to other cards, usually to a **SHIP** or a **LOCATION** (their table operations are not available as they are covered, and they are dismissed if their suit/trait icons are used to contribute to a mission).

Cards in the following places are not in play:

- your hand
- your Draw deck
- your Discard pile
- your Reserve deck
- your Development pile
- your Captain's Log (underneath your **CAPTAIN** card)

Your opponent's cards are in play for your opponent's effects, but not for yours, unless explicitly indicated otherwise.

JUNK A CARD (FROM THE MARKET)

Choose a faceup card from the Market and place it in the Junk pile. Then reveal the next card of the corresponding deck to refill the Market. If the corresponding deck is empty, simply leave the spot empty.

You may never junk a card with one or more

resource tokens on it but such a card may still be wiped by Stardate cards (see page 12).

Note: Junking always targets the Market, unless explicitly instructed otherwise. Cards from the Neutral Zone are never placed in the Junk. Cards in the Junk pile are out of play, and they cannot be interacted with unless a card effect specifies otherwise.

LOG

All cards underneath your **CAPTAIN** card are considered to be in your Captain's Log. When an effect instructs you to log a card, place the card in question underneath your **CAPTAIN** card. If the logged card had card(s) beamed to it, the beamed card(s) are also logged.

If unspecified, the logged card must be selected from your hand.

Any resource tokens still on the logged card are lost and returned to the supply.

Ships present are dismissed from a logged **LOCATION** and are returned to the **CAPTAIN** card.

Cards in your Log are out of play, and they cannot be interacted with unless a card effect specifies otherwise. However, they still score Victory Points during final scoring. You may always look at the cards in your Log, but other players may not. If a card's **PLAY** operation includes the effect “log this card,” move this card into your Captain's Log after playing it (instead of keeping it in your Staging Area). If the card had an Action token on it, move the token near your **CAPTAIN** card as a reminder of what you spent your action on.

If an **ATTACK** allows you to log one of the opponent's cards, it is placed in their log.

MARKET

When card text refers to the Market, it always means the offer of four (or rarely, fewer) faceup Market cards.

MOVE RESOURCES

When an effect requires you to move a number of resources to a specified card (in the Market, or in play), take the indicated number of tokens of the indicated type from your resource pool and put them on the specified card. This is not spending them, therefore cannot be used to substitute for .

PLACE RESOURCES

When instructed to place a number of resources on a specified card (in the Market, or in play), take the indicated number of tokens of the indicated type from the

supply—or in the case of , from the Stardate card, if able—and put them on the specified card.

Resources still on your cards during scoring are not yours (unless explicitly indicated otherwise).

PROMOTE (A PERSON TO DUTY OFFICER)

Select a **PERSON** from the indicated position (hand, Staging Area, or Discard pile) and place the card in your Duty Officer slot. Any listed table operations on the card are now (i.e., immediately) available. Some **PLAY** operations may instruct you to promote the resolving card itself to Duty Officer—in which case they are moved immediately and do not stay in the Staging Area.

If a promoted card has an action token on it, move the token with the card to remind you what you spent your previous action on; the presence of an action token does not prevent you from using any **REACTION** or **ACTIVATION** (not even one requiring an additional action).

If at any point during your turn you have more Duty Officers than your limit, you must dismiss one of them until you meet the limit. **Your limit is normally 1**, though some effects may increase it.

Sometimes an effect may only allow additional Duty Officers of a particular trait, or based on some *other* condition. If this effect is itself on a Duty Officer card, the other Duty Officer(s) must be meeting the condition: the Duty Officer with the effect cannot itself count as ‘additional’ for the purposes of the effect.

If you have more than one Duty Officer in play, shift cards in your Location Area so that there is enough space for all Duty Officers in the top row of your player area.

You cannot willingly dismiss your only Duty Officer. It can **only** be dismissed when explicitly instructed to or when promoting another.

If due to a Duplicate effect a non- **PERSON** card would be promoted, this keyword has no effect—a non- **PERSON** card can never be promoted.

PUT A CARD (SOMEWHERE)

Select a card (matching the effect's restrictions, if any) from your hand (unless specified otherwise) and place it in the specified place (top of your deck, Staging Area, etc.).

PUT INTO PLAY

A card is being put into play if:

- it is being played, immediately after one of its **PLAY** operations is resolved,
- it is a neutral  **LOCATION** being taken control of, immediately before its **CONTROL** operation is resolved,
- it is a  **PERSON** being promoted to Duty Officer from your hand or Discard pile,
- it is being beamed to another card from your hand or Discard pile,
- it is explicitly being put into your Staging Area by another card's effect.

A trait or a suit is being put into play if a card with such a trait or suit is being put into play.

REACTION OPERATIONS

It is not mandatory to trigger a **REACTION** operation when able; however, once you have started resolving one, all effects of the text are mandatory (unless indicated otherwise), as usual.

Resolving a **REACTION** operation can interrupt another operation at the point where the condition was met and then return to it once the **REACTION** has resolved.

If the **PLAY** or **CONTROL** operation of a card meets an “after [doing something]” condition of a **REACTION** on the same card (and the card is deployed/taken control of as the result of said operation), the **REACTION** can immediately be used.

If you have multiple cards with a **REACTION** triggering on the same condition, you may resolve any number of them, in the order of your choosing.

RECALL

Move the indicated card from being in play back into your hand. It is possible to play a recalled card, potentially playing it a second time on the same turn. If the recalled card had other cards beamed to it, those are also recalled. If the recalled card had been beamed to another card, the other card remains unaffected.

Any resource tokens still on the recalled card are lost and returned to the supply.

A  **LOCATION** cannot be recalled (since most of them cannot enter your deck), unless explicitly instructed by the  **LOCATION** itself.

If the recalled card had an action token on it, the action token is placed aside (the action itself does not become available again, it merely acts as a reminder what you spent your previous action on). However,

if you play the same card again after being recalled, spending an action again, you may wish to place both action tokens on it as a reminder that you spent two actions on playing this card twice this turn.

RECRYSTALLIZE

See *Burnham's* deck in Core Box rules (page 35).

REFRESH

Refresh allows you to “un-exhaust” an exhausted card in play, effectively letting you use its **ACTIVATION REACTION** operations again this turn—simply rotate the card the right way up to indicate it is available again. If the card has an action token on it, keep the token on it. The presence of an action token does not preclude you from using the card again; it merely acts as a reminder for you to know what you have spent your actions on.

RETURN AN INCIDENT

Place the  **INCIDENT** in question from your hand (unless specified otherwise) facedown on the **bottom** of the Incident deck. If the  **INCIDENT** had an action token on it, place the action token near the Incident deck as a reminder of what you spent your action on.

Individual cards in the Incident deck are out of play, and they cannot be interacted with unless a card effect specifies otherwise.

REQUIRES

Some operations begin with “Requires...”, denoting a precondition to resolving that operation. Most commonly, this precondition is a number of steps progressed on a specific Specialty track, but some operations have more complex, explicit requirements. If you do not meet a precondition you may not resolve any part of the operation in question. You cannot use a **PLAY** operation you thus cannot resolve to play a card into your Staging Area, nor can you use an **ACTIVATION** operation you thus cannot resolve to exhaust a card.

SCAN

Scan # of [suit] (for example: “scan 2 of  **CARGO**”) allows you to look at the top # cards of the indicated deck and then gain either one of the scanned cards or the faceup visible card of the same suit. Then, place the selected card either on the top of your Draw deck or in your Discard pile (your choice, unless indicated otherwise). Return any remaining unselected (not faceup) card(s) you looked at to the **bottom** of the corresponding deck in any order.

- If there are fewer than # cards remaining in the deck, look at as many cards as you can. If no cards of the indicated suit remain in the Market (and its deck), this keyword has no effect.
- If a list of multiple suits is indicated, choose one suit of cards to look at. You **cannot** choose another suit once you have looked at cards of the chosen suit, and you cannot gain the faceup cards of the other suits either.
- If an effect allows you to “scan including the Junk,” then after looking at # cards, you may also look through the entirety of the Junk pile for cards of the indicated suit, choosing one of the cards you have looked at (from the Junk pile, the Market, or the original # cards).

Scan for [trait/icon] (for example: “i.e. “scan for  **KLINGON**” or “scan for ”) guarantees you to gain a card with the indicated trait/icon (assuming any remains):

- If any of the visible cards in the Market have the indicated trait/icon, gain one of them, and place it on top of your Draw deck or in your Discard pile (your choice, unless indicated otherwise).
- Otherwise, specify a suit, and reveal cards from the top of that suit's deck until a card with the indicated trait/icon is found to be gained. If found, place it on the top of your Draw deck or in your Discard pile (your choice), and shuffle the other remaining cards you have revealed back into the corresponding deck.
- If not found, specify one of the other three suits, and repeat this procedure.
- If not found in any of the four suits (i.e. no card with this trait/icon remains anywhere in the Market), you gain no cards, but receive 2  as **compensation** instead.
- If a list of multiple trait/icons is indicated, choose one to scan for. You **cannot** choose another trait/icon once you started looking through a Market deck.
- If an effect allows you to “scan including the Junk,” then after checking the Market but **before** looking through the decks, look through the Junk pile too. If any card(s) there has the indicated trait/icon, you **may** choose (one of) that card(s) to gain. If you choose not to, proceed to flip through the decks as normal.

If you have selected a faceup card from the Market, also receive any resource tokens that are on the card, then reveal the next card of the corresponding deck to refill the Market.

If the corresponding deck is empty, leave the spot empty.

Any **REACTION** specifying a condition of “when you gain a [particular card]” can also be triggered if the card was gained via a scan effect.

SECURED

A neutral **LOCATION** is secured as long as you have at least 3 tokens (Away Teams and Ship tokens combined) total **and** at least 2 more tokens than your opponent at the Location. This is relevant for your Control Step and for a small number of card effects that allow you to take control of a secured **LOCATION** immediately.

SEND/REMOVE (AWAY TEAM)

Place/remove the indicated number of tokens on/from the target **LOCATION** (neutral or controlled). You do **not** need to have a Ship token there (unless the presence of a **SHIP** is explicitly required by the effect); however, you cannot place on a **LOCATION** where your opponent has **more** Ship tokens than you. If you run out of tokens and wish to place more, you can freely remove them from other cards. Any removed from cards for any reason (e.g., due to the **LOCATION** being logged, an opponent's attack, etc.) are returned to your personal pool on your **CAPTAIN** card. The total number of you have available is never reduced during play.

SPEND RESOURCES

When an effect requires you to **spend** a number of resources, return the indicated number of tokens of the specified type from your resource pool to the supply, regardless of the resource type. If you are unable to spend the required resources, you cannot resolve that operation. Glory tokens in your resource pool allow you to pay for costs, including ones you otherwise would not be able to:

- When spending, you may instead spend any amount of as if each Glory were worth 1.
- When spending, you may instead spend any amount of as if each were 2. No change is given when you do so.
- Outside of this, you cannot convert between or spend resources in lieu of one another unless explicitly permitted by an effect.

If instructed to spend all of your, spending all of zero is a valid option, and

you are never forced to spend for such an effect.

If instructed to **spend [resources] from** (a particular card), consider only the resources on the specified card, and not the resources in your resource pool. Otherwise all of the above rules still apply. Important: you are **not** allowed to spend resources from cards *unless explicitly instructed to do so*.

STEAL (DILITHIUM/LATINUM/GLORY)

Stealing allows you to take the indicated type and number of resources from your opponent. If your opponent possesses fewer of the indicated resource, steal only as much as you are able (possibly none)—you cannot steal other types instead. Stealing is **not** gaining; therefore, any **REACTION** triggered by gaining a resource does not get triggered by stealing.

TAKE (A CARD)

Common uses include: **Take an INCIDENT**, and **Take the top ENCOUNTER** (or look at 2, and take one of them). Place the indicated card directly into your hand (unlike gain/scan, which places it on top of your Draw deck or into your Discard pile).

Any **REACTION** specifying “when you gain a [particular card]” **cannot** be triggered in the event of a matching card being **taken** into your hand (particularly by the *Reinforce* card used during a solo campaign).

If an **ATTACK** states that your opponent takes an **INCIDENT**, they place the top card of the Incident deck directly into their hand.

TAKE CONTROL

Take control always refers to a **LOCATION**. If it is a neutral **LOCATION**, dismiss all Ships present there, and remove all from it. Your opponent (the player who is **not** taking control of it) gains 1 for each token removed/dismissed.

Move the card into your Location Area.

Resolve its **CONTROL** operation. This counts as putting this card into play, for the purposes of a **REACTION**.

Neutral **LOCATION** are usually taken control of during the Control Step of your turn. Locations from your own deck are played from your hand (with the **PLAY** operation specifying to execute the above procedure), while some other effects might give you control of a Location directly from the **LOCATION** deck.

TOKEN

Collective term for (Away Team) and Ship tokens. See: the Send/Remove and Warp entries for details.

TREATED AS

When a card is treated as (a specified trait), it virtually gains that trait as long as the relevant operation is in effect. “(Particular cards) are *additionally treated as [a trait]*” means all relevant cards keep all their printed traits and gain the indicated trait.

For the ones that already had a trait this operation has no effect, as each card can only have each trait once.

TRIGGER (A LOCATION'S CONTROL OPERATION)

Resolve the selected (usually controlled) **LOCATION**'s **CONTROL** operation, as if you have just taken control of it. This does not count as taking control of a **LOCATION** for purposes of a **REACTION**. Tokens (Ships, Away Teams, etc.) and beamed cards at the **LOCATION** are unaffected by this effect. If the **LOCATION** has a **PLAY** operation (i.e., it is not from the Location deck), then still only resolve the **CONTROL** operation. Either way, triggering the **CONTROL** operation does not (automatically) require you to spend an unless the text explicitly says so.

WARP

Once deployed, you can warp a **SHIP**: this allows you to place or move the corresponding Ship token to either a **LOCATION** controlled by you or a **LOCATION** in the Neutral Zone. A **SHIP** may warp from one **LOCATION** to another, and there is no limit to the number of **SHIP** tokens that can be present at one **LOCATION**. Staying in place is **not** warping. Once a Ship token is moved off the **SHIP** card, it cannot return to the **SHIP** card (except by dismissing/recalling the **SHIP**, then playing and deploying it again). Once a Ship token is placed to a **LOCATION**, the **SHIP** (along with all cards beamed to it) is said to be “at” the **LOCATION**, and the **LOCATION** is said to be “[that ship]’s **LOCATION**.” Some cards might refer to one particular **LOCATION** called the *Badlands*—this location does not appear in this box, as it has yet to be charted by brave pioneers...

MEET THE CREW DECKS

GEORGIOU (STARFLEET)

Complexity: 2 of 10

Captain Philippa Georgiou prefers to be an explorer of alien life—like the mysteriously peaceful *Kaminar*, home of her science officer *Lieutenant Saru*. She'd rather collect trusted colleagues—like *Ambassador Sarek*, and his ward, *Commander Burnham*. But with the Klingons marching for war, Georgiou won't have the luxury of ignoring the military build-up. She and her crew must hold the line at the *Binary Stars*. Will *Detmer's* piloting and *Connor's* sacrifice be enough? Can the war ever be won without Starfleet's secret technological marvels, such as the *Red Angel* suit?

Referenced episodes to watch (DIS, unless noted): Vulcan Hello; Battle of the Binary Stars; The Butcher's Knife Cries not for the Lamb's Cry; Lethe; Perpetual Infinity; Brightest Star (ST)

SOVAL (VULCAN)

Complexity: 3 of 10

Ambassador Soval is a veteran of many engagements, political and military alike. He commands respect of **SCIENTIST** at the *Vulcan Science Directorate* (who have determined **TIME TRAVEL** to be impossible). As Ambassador to Earth, he's grown dismissive of **HUMAN** contacts, but maybe *Subcommander T'Pol* can bring new methods from her time with Starfleet and remind him of *Infinite Diversity in Infinite Combinations*. The Vulcan Expeditionary Force explores the quadrant at a respectable pace, but as conflict for *Paan Mokar* heats up, Soval faces a choice: Let *High Command* secure territorial interests via Military **Specialty** (using the infamous *Vulcan Hello*), or navigate *T'Pol's* revolution to safeguard Vulcan's Influence. Meanwhile, logic dictates skillful **Research** as a way to the **PATH OF SURAK**.

Referenced episodes to watch (ENT, unless noted): Broken Bow; Breaking the Ice; Shadows of P'Jem; Fallen Hero; Cease Fire; Impulse; Home; The Forge/Awakening/Kir'Shara; Vulcan Hello (DIS); Amok Time (TOS); The Search for Spock (Movie)

KIRK (STARFLEET)

Complexity: 4 of 10

Kirk embodies Starfleet versatility. Instead of choosing either research, influence, or military—you must pursue all three! Surrounded by legendary crew, you will be able to overcome any challenge, just not all at once. Kirk's crew has more wild Skill icons than any other crew in the game. Call reinforcements of *Sulu* and *U.S.S. Excelsior* if you're looking for a show of force. *Sarek* will guide you to *Vulcan* if you're up for politics. Like any Starfleet captain, Kirk is eager to visit *Strange New Worlds* recommended by *Starfleet Headquarters*. If you go where *No Man has Gone Before* on Kirk's first mission, you will be able to experience more **ENCOUNTER** than anyone else. Who will you lose when you have to consider *The Needs of the Many* or deal with *"What Have I Done?"*

Referenced episodes to watch (Movies): The Wrath of Khan; The Search for Spock; The Voyage Home; The Final Frontier; The Undiscovered Country

ARCHER (STARFLEET)

Complexity: 6 of 10

Led by the first Starfleet captain, pioneering from *Earth*, the crew of the **NX-01 Enterprise** have to write their own book, and invent new solutions to make up for the lack of experienced. While Archer's leadership is *inspiring*, it comes with limited resources. Rely on *Faith of your Heart* and *Strength of your Soul* to assemble your crew from the **PERSON** deck. Research is the safest path, guided by *T'Pol*, but will you *Reach any Star* in a dangerous galaxy? Will you look for new friends, building a Federation? Will you wage war against the **KINDI** or convince their *Council* to become your allies?

Referenced episodes to watch (ENT): Broken Bow; Shuttlepod One; Cold Front; Dead Stop; A Night in Sickbay; The Expanse; The Council/Countdown/Zero Hour; The Forge/Awakening/Kir'Shara; Babel One/United/The Aenar

ARCHER'S RESERVE

Some cards in Archer's deck instruct you to put a card on top of your Reserve deck. This is possible even if your Reserve deck has been emptied before, recreating it, causing you to possibly enlist from Reserve after enlisting a Development during a previous reshuffle.

ARCHER'S AWAY TEAMS

Besides setting up 2 tokens to your **CAPTAIN** card, leave the other 4 nearby, out of play, some of your developments will refer to them.

REBNER (PAKLED)

Complexity: 8 of 10

You may think the Pakleds are dumb, that they only care about big weapons, that they wouldn't know research or influence if it fell in their lap. You would be absolutely right. Pakleds give the authority to whoever is wearing the biggest **HELMET**. Playing Rebner is an experience unlike any other. Your **DIRECTIVE** cards *Pakled Decree* and *Samaritan Snare* are **ONGOING** and they can only be used if you have the helmet for it. Your hand size is only 3 (instead of 5). You can draw more, but it costs you dearly if you don't play all your cards. To offset these issues, you can junk cards and dig cards out of the Junk pile. Any enemy fleet trembles at the sight of your Clumpships. You could stumble into a historic **ENCOUNTER**, but let's face it, nobody has heard of a Pakled scientific breakthrough yet, for good reason.

Referenced episodes to watch (LDS, unless noted): Samaritan Snare (TNG); No Small Parts; Kayshon, His Eyes Open; The Spy Humongous; wej Duj; Grounded

RULES FOR REBNER

Your hand size is decreased to only 3 cards. Draw 3 cards in step 14 of player setup, and refill your hand to 3 in each Clean-up Step.

Your **SCIENCE** and **WEAPONRY** multipliers are always **1**, even playing on the BASIC side of your Crew board. Essentially, it is pointless to advance those tracks, except in the rare case of meeting a requirement on a common card. (This rule also applies to the bot, when playing against Rebner in solo.)

Rebner's deck makes extensive use of cards with **HELMET** and the related wearing keyword (see page 31), as every **PAKLED PERSON** gets stronger with a big hat!

Once a **HELMET** is beamed to a **LOCATION** or a **DIRECTIVE**, the only way to return it to your deck's circulation is the card named *Rebellion*. Time its use wisely.

KHAN (AUGMENT)

Complexity: 9 of 10



Khan and his **AUGMENT** followers are exiled to the harsh planet of *Ceti Alpha V*. With no warp-capable ship to speak of, securing a new land is slow and tedious. Worse, once *Ceti Alpha V* explodes, their home's orbit will shift, completely desolating it. A *wrathful* Khan seeks payback against whoever he blames for his exile, and he'll have a list of scores to settle. If his beloved *Marla McGivers* dies in the harsh conditions, he stops at nothing to taste sweet *Revenge*, a dish best served cold. With the terrifying *Ceti Eel*, he gains **MIND CONTROL**, hijacking *Commander Chekov* and the *U.S.S. Reliant*, all for the *Genesis Device*—the ultimate power, making a new livable planet or destroying an existing one. Thanks to Khan's wrath (and his *Moby Dick* quotes), playing with or against this deck will give a whole new meaning to **INCIDENT** management...

Referenced episodes to watch: Space Seed (TOS); The Wrath of Khan (Movie)

RULES FOR KHAN IN CADET MODE

When using Khan in Cadet mode, select a random different **CAPTAIN** to determine which traits you need to mark for your last two entries. *Revenge Is A Dish Best Served Cold*'s first operation lets you mark a trait from a card in the Junk instead. When its second operation instructs you to log it and an **INCIDENT** in your opponent's Log, destroy both cards and gain 4 **SCIENTIST** instead.

RULES FOR KHAN BOT

When playing against Khan in solo, apply the following changes compared to the usual bot rules:

Return *Ceti Alpha V* and *Ceti Alpha VI* to the box. The bot does not use these cards. The bot does not flip its **CAPTAIN** card.

The bot uses the crew board for marking traits the same way you would when playing Khan, except the bot marks one trait whether the card was gained, taken control of, or taken. If a card contains multiple unmarked traits, it marks the first applicable one on its crew board (top to bottom, left to right).

If the bot is instructed to mark a trait, simply use the same tie-breaker to select any unmarked trait, and mark it.

Some instructions on Khan's Automated Command Cards use unmarked to restrict preferences, as if it was a trait: it is shorthand for "any unmarked trait". Amongst applicable cards containing unmarked traits, it prefers highest value card (independent of the order of unmarked traits).

To set up the Supplement deck, shuffle all developments except *Genesis Device* together, and then place *Genesis Device* on the bottom. (If a Solo Challenge instructs you to include a card in the bot's Reserve, simply place it on the top of the Supplement deck.)

Put aside the two (regular) Automated Command Cards, and use only the card marked "KHAN IN EXILE". It will instruct you when to return itself to the box and start using the regular Automated Command Cards (setting them up on the "TRAITS" and "SUITS WITH NO DUTY OFFICER" side, as usual).

Follow the special rules indicated on the top of the "KHAN IN EXILE" and "TRAITS" cards. Only the special rules on the currently in-play command card are in effect.

RULES FOR KHAN

Your **CAPTAIN** card and *Ceti Alpha V* are double-sided cards.

Make sure you place them the right side up during setup: the *Wrathful* side of your **CAPTAIN** and the *Devastated* side of your home should not be visible when gameplay begins. Your hand size is increased by *Ceti Alpha V*. Draw 6 cards in step 13 of player setup, and refill your hand to 6 cards during each Clean-up Step until it flips to *Devastated Ceti Alpha V*.

You have no Reserve deck. "Enlist a Reserve" has no effect for you. Also, as noted on your **CAPTAIN** card you do not enlist when cycling your deck. The primary way for you to enlist your Developments is found on *Devastated Ceti Alpha V*, and is built around managing your **AUGMENT** cards (so try to get more such followers, if possible).

Your Crew board is completely unique: you do not have Specialty tracks, instead you are marking traits you have collected. Effects that gain **SCIENTIST**, **PILOT**, or **AMBASSADOR** have no effect for you. Initially you cannot meet Specialty restrictions, but once your **CAPTAIN** card is flipped to its *Wrathful* side, you automatically meet any. Focus icons initially score nothing for you, once *Wrathful*, they score 1 or 3 each, depending on the number of traits marked. When you flip your **CAPTAIN**, transfer any **SCIENTIST** on the card to the other side.

You have twelve markers initially placed on your board on the "unmarked" side. As indicated on your board, after you gain a card or take control of a **LOCATION** that has one or more traits shown on your board you have not yet marked, you may mark one of them as collected by flipping the corresponding token to the other side. **WILDCARD** counts as any one trait for this purpose, although there are currently no Market cards or common **LOCATION** with such a trait.)

Important: taking a card (**ENCOUNTER**, **INCIDENT**, or being given something by your opponent) with such a trait does not allow you to mark the trait.

Each trait can only be marked once, and you have to make the decision immediately upon gaining (or before resolving the **CONTROL** operation) on which trait to mark if a card has multiple options, and you cannot change this later. Traits can be marked in any order.

Two of the entries of your board depend on your opponent's

CAPTAIN card. The two entries have to be marked as two different, non-**HUMAN**, if possible traits. The trait used to mark one of these two entries can be a duplicate of a trait already listed on your Crew board, however you cannot mark the two entries with the same card.

EXAMPLE: If playing against *Captain Archer*, you can use any two of **NX-01**, **PILOT**, and **STARFLEET**, while if you play against *Kirk*, they have to be **STARFLEET** and **HUMAN** (since *Kirk* has no other traits). If playing against *Sova*, you need a card with **AMBASSADOR** and a card with **TELEPATH** to mark their respective entries, one more of either to mark one of the **CAPTAIN** specific ones, and a **VULCAN** to mark the other.



UNMARKED

SCIENTIST

MARKED

SCIENTIST

A trait matching your opponent's **CAPTAIN** (excluding **WILDCARD**, if possible)

A different trait matching your opponent's **CAPTAIN** (excluding **WILDCARD**, if possible)

OVERVIEW OF PLAY

A turn has four Steps in order: **1) Resupply, 2) Control, 3) Action, 4) Clean-up**

THE GAME ENDS WHEN EITHER...

Emptying the last Stardate card triggers a **Resolution**. Continue until both players have taken an equal number of turns, then both players play one more turn each. Then, proceed to final scoring.

The Incident deck empties and triggers the **Burn**. Player with fewer **INCIDENT** cards in hand, in play, Discard pile, Draw deck, or Captain's Log (**not** Reserve) wins.

If tied, proceed to final scoring.

FINAL SCORING

- **1** for each of your Glory tokens. (excl. on cards)
- **1** for each of your Away Teams or Ship tokens on neutral Locations.
- Your **ENDGAME** operations in play.
- Sum of the printed **1** on your cards.
- If at least one mission completed: **2** for Research **1**, Influence **1**, Military **1**, multiplied by corresponding Specialty track multiplier value.
- Completed Missions (Advanced mode only).

SUBSTITUTING RESOURCES: 1  = 2  / 1 

ICON REFERENCE

SPECIES TRAITS

- ?** ANY SPECIES
- ≠** DIFFERENT SPECIES
- ALIEN**
- AENAR**
- ANDORIAN**
- ANDROID**
- BAJORAN**
- BETAZOID** *
- BORG**
- BREEN**
- CARDASSIAN**
- CHANGELING**
- FERengi**
- HUMAN**
- HIROGEN** *
- JEM'HADAR** *
- KAZON**
- KELPIEN**
- KLINGON**
- ORION**
- PAKLED**
- REMAN** *
- ROMULAN**
- SYNTHETIC**
- TALAXIAN** *
- TELLARITE**
- TRANSCENDENT**
- TRILL** *
- VAU N'AKAT**
- VORTA** *
- VULCAN**
- XB** *
- XINDI**

REGULAR TRAITS

- AMBASSADOR**
- ANCIENT**
- ANOMALY**
- AUGMENT**
- BEVERAGE**
- BUSINESS**
- CLOAK**
- COMMUNICATION**
- CREATURE**
- DOCTOR**
- DOMINION**
- ENGINEER**
- HELMET**
- HOLOGRAM**
- IMPERIAL**
- MIND CONTROL**
- OPS**
- PATH OF SURAK**
- PILOT**
- MAQUIS** *
- NX-01**
- SCIENTIST**
- SECURITY**
- SHADY**
- SPY**
- STARBASE**
- STARFLEET**
- TELEPATH**
- TIME TRAVEL**
- WEAPON**

OTHER TRAITS

- ATTACK**
- LOWER DECKER** *
- ONGOING**
- SURPRISE**
- WILDCARD**

CARD SUITS

- ALLY** †
- CAPTAIN**
- CARGO** †
- DIRECTIVE**
- ENCOUNTER**
- INCIDENT**
- MISSION** *
- LOCATION**
- PERSON** †
- SHIP** †

OTHER ICONS

- RESEARCH**
- RESEARCH FOCUS**
- RESEARCH RESTRICTION**
- RESEARCH SKILL**



INFLUENCE



INFLUENCE FOCUS



INFLUENCE RESTRICTION



INFLUENCE SKILL



MILITARY



MILITARY FOCUS



MILITARY RESTRICTION



MILITARY SKILL



BEST FOCUS



ANY SKILL



VICTORY POINTS



ACTION TOKEN



AWAY TEAM



BORG COLLECTIVE *



BORG DRONE *



DILITHIUM



LATINIUM



GLORY



TREACHERY *

COMMON TERMS

Gain, Scan: New card from Market, to the top of your Draw deck or to the Discard pile.

Take: Directly to hand (from Incident deck, Encounter deck, etc).

Enlist: New card from Reserve deck or Development pile to the top of your deck.

Find: Choose matching card from your hand, Draw deck, Discard pile, or Reserve deck, and add it to your hand.

Deploy: From Staging Area to Fleet Area.

Recall: From being in-play, to hand.

Dismiss: From being in-play, to Discard pile.

Discard: From hand (or top of a specified deck) to Discard pile.

Promote: Move Person to Duty Officer slot. Limit: 1

Log: Move to Captain's Log.

Junk: Move to the Junk pile.

Destroy: Return to the box.

CREDITS

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*These icons are not used in this box. †These suits are known as Market cards.