

COMPONENTS



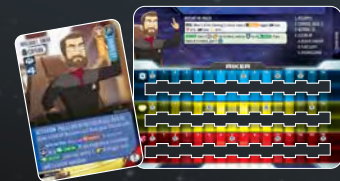
FREEMAN

25 CARDS
1 CREW BOARD
4 SHIP TOKENS:
U.S.S. CARLSBAD
U.S.S. CERRITOS
TYPE 6A SHUTTLECRAFT
A FLEET OF 30 CALIFORNIA-CLASS SHIPS



PIKE

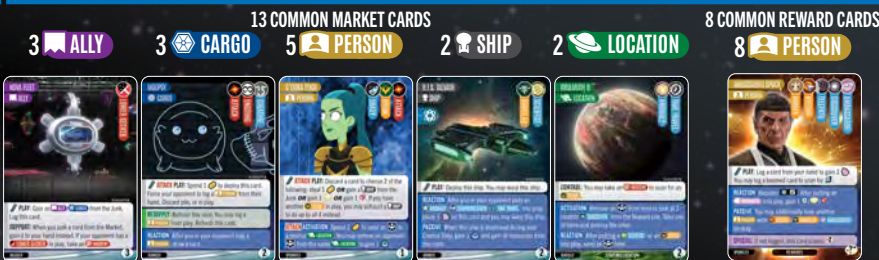
26 CARDS
1 CREW BOARD
1 SHIP TOKEN:
U.S.S. ENTERPRISE



RIKER

25 CARDS
1 CREW BOARD
2 SHIP TOKENS:
U.S.S. TITAN
U.S.S. ZHENG HE

COMMON CARDS



2 COMMON
SHIP
TOKENS

COMMON CARD LIST



MEET THE CREW DECKS

PIKE (STARFLEET)

Complexity: 5 of 10



Few embody the ideals of Starfleet as much as Captain Pike and the crew of the U.S.S. Enterprise. He inspires loyalty and initiative in his people—represented by the unusually high number of **PERSON** cards present in his deck. Such an *Improbable, Unstoppable, Sensational* crew can contribute their skills like no other. While Captain Pike's deck lacks the traditional ways of climbing the Specialty tracks, merely playing a skilled card lets him advance on one of the tracks. Besides managing this large group of people, your other challenge when going with Pike is his *Knowledge of a Terrible Fate*, which casts the shadow of **TIME TRAVEL** over the rest of his life. With the *Time Crystal* in hand, you can peek into your own future and have early access to your Development cards. This foreknowledge will give you additional flexibility when it comes to managing any **INCIDENT**—something you'll already be quite good at, thanks to your diverse access to medical expertise.

PIKE'S AWAY TEAMS

Besides setting up 4 **PERSON** tokens to your **CAPTAIN** card, place 1 **LOCATION** . If this **PERSON** is removed from here, it returns to your **CAPTAIN** as normal.

Referenced episodes to watch (SNW, unless otherwise noted): *Strange New Worlds*; *Ghosts of Illyria*; *All those who Wander*; *Ad Astra per Aspera*; *Tomorrow and Tomorrow and Tomorrow*; *Among the Lotus Eaters*; *Charades*; *Under the*

Cloak of War; *Subspace Rhapsody*; *Hegemony*; *The Cage* (TOS); *If Memory Serves* (DIS); *Through the Valley of Shadows* (DIS)

RIKER (STARFLEET)

Complexity: 6 of 10



Sometimes, badass problems require badass solutions—and for that, nothing beats Captain William T. Riker, and the crew of the U.S.S. Titan. His only issue is that he is so good at Swooping In, performing the Riker Maneuver, and kicking **butt**, that it takes extra effort to use *Utilize* to *Solve Scientific Mysteries*—the true spirit of Starfleet. Whether it's asking Deanna for her great advice on how to handle any **INCIDENT**, sipping a (frankly, terrible) bottle of *Chateau Picard*, or just hanging out on the *Holodeck* watching historical recreations of the NX-01 crew, Riker lets you do everything with great gusto. With *two Boimler*s ready to hang on your every word, you can be prepared for anything. Whether your plans involve retiring on peaceful *Nepenthe* to make pizza, calling in the cavalry with the U.S.S. *Zheng He*, or diving head first into an insane *Gluonic Distortion*, you will need to take a good look at all of the cards in this deck!

Referenced Episodes to Watch (LDS, unless noted otherwise): *No Small Parts*; *Strange Energies*; *Kayshon, his Eyes Open*; *Nepenthe* (PIC); *Et in Arcadia Ego* (PIC)

FREEMAN (STARFLEET)

Complexity: 7 of 10



Captain Freeman and the bridge crew of the U.S.S. *Cerritos* can sometimes feel like they

are not the main characters of their own story—and with some extremely talented **LOWER DECKER** personnel around, it's not too hard to see why. Life aboard a *California-Class* starship can feel quite hectic, whether it's *Anomaly Consolation Day* or a visit from *Dooplers*—sometimes the only way of getting rid of problems is to first create a lot of problems yourself. Freeman is eager to follow in the footsteps of a legend like Picard's "beats", but you'll have to think differently if all the **ALLY** you meet along the way are due for *Second Contact*. With this deck, mastery of the **SUPPORT** operation is key. Chaining cards together will also give you increasingly crazy ways to face **ENCOUNTER**, proving that the Cerritos and a fleet of her friends are more than enough for the challenges at hand.

Referenced episodes to watch (LDS): *Second Contact*; *Cupid's Errant Arrow*; *Much Ado about Boimler*; *Strange Energies*; *Kayshon, his Eyes Open*; *An Embarrassment of Dooplers*; *The Spy Humongous*; *wej Duj*; *Minding the Mind's Mines*; *The Stars At Night*

FLEET OF 30 CALIFORNIA-CLASS SHIPS

Note the special operation on this card, making it count as two ships for securing a neutral **LOCATION** . To remind you, its ship token has two bases! This is in effect whether it's you or the Bot playing with Freeman's deck.

EXPANSION RULEBOOK

THIS IS NOT A STANDALONE PRODUCT.

Star Trek: Captain's Chair (Core Box) or *Star Trek: Captain's Chair - To Boldly Go* is necessary to play.



"Hey, what's the future like? Do you have jet packs, or what?" - Erica Ortega

"Give me warp in the factor of five, six, seven, eight!" - William T. Riker

The first expansion to *Star Trek: Captain's Chair* gives you three new decks, the new **SUPPORT** mechanism, and a handful of common cards that you can add to your game.

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Special Thanks to Star Trek Online

for ship illustrations.

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CENTRAL SETUP

Perform the Central Setup as described in the main rulebook, with the following additions:

1. When creating the Market decks, shuffle the 12 new common Market cards into their respective decks.
2. When separating the Starting and Advanced Locations, include the new Locations in their respective piles.
3. After the Market has been created, flip the top card of the four Market decks into the Junk pile. (The Junk pile will start with 4 cards if this expansion is added to the regular setup, or 8 cards if two sets are mixed together, etc.)
4. Add the new common Ship tokens to the supply.
5. Put all cards marked “REWARDS” aside. (If you’re playing with any other expansion that created a central Reward pile, then simply add these cards to the Reward pile.) All such cards will have **CROSSOVER** trait.
6. Player Setup is unchanged from the main rules.



ADDITIONAL RULES

This expansion introduces a new red-box trait, with gameplay relevance: **LOWER DECKER**. This expansion also has a handful of special cards, all marked with the **CROSSOVER** trait.

LOWER DECKERS AND THE SUPPORT OPERATION

Lower Deckers are the “less important” people of any crew—the ones expected to support the operations as ordered by the Captain. Every card with such a trait has a **SUPPORT** operation, which is an alternative way to getting such a card into your Staging Area (as opposed to using a **PLAY** operation).

SUPPORT operations start with a triggering condition (similar to how **REACTION** operations do). You can play a **LOWER DECKER** card from your hand into your Staging Area reacting to that trigger during your Action Step. When you do, resolve the effect of the **SUPPORT** operation in its entirety (but not any of the card’s **PLAY** operations). Afterwards the card stays in your Staging Area (unless specifically instructed otherwise, similarly to how **PLAY** operations are resolved).

You cannot use **SUPPORT** operations from anywhere other than your hand.

CROSSOVER AND THE REWARD PILE

One of the new **LOCATION** cards, *Krulumth-B*, has a rather unusual **ACTIVATION** operation.

It instructs you to look at 2 random **CROSSOVER** cards from the Reward pile.

The Reward pile is a “virtual supply” of cards that any player could gain from via specific effects explicitly referring to it. However, cards in the Reward pile are never part of the Market, cannot be scanned for, junked, etc. Cards that are meant to be included in the Reward pile instead of the Market show **REWARDS** on their position indicator.

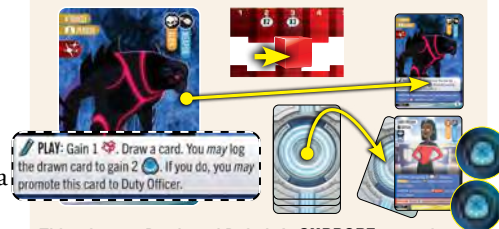
REWARDS

Make sure to separate them out before/after play, and do not shuffle them together with the Market cards.

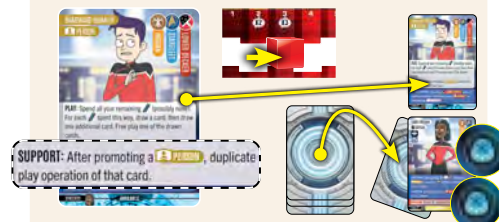
Currently, *Krulumth-B* is the only card with such an effect in the game, so you will only need to interact with the Reward pile if/when that **LOCATION** enters play. (Yes, future expansions could have a lot more cards for the Reward pile, and could introduce new mechanisms that allow players to get them.)

EXAMPLE: SUPPORT

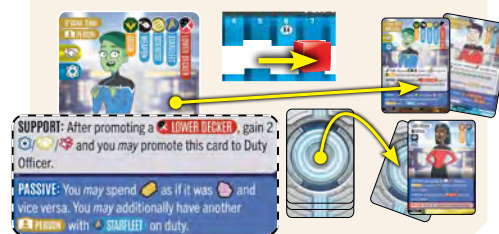
You play *K'ranch* for his **PLAY** operation: Gain 1 . Draw a card. Log it to gain 2 . Promote *K'ranch*.



This triggers *Bradward Boimler's* **SUPPORT** operation: Duplicate *K'ranch's* **PLAY** operation. Gain another . Log another card to gain 2 . Promote *Bradward* since “promote this card” now refers to the duplicating card. This exceeds your Duty Officer limit, so you have to dismiss one of them.



Promoting *Bradward* triggers *D'Vana Tendi's* **SUPPORT** operation: You gain 2 . You promote *Tendi*. Her **PASSIVE** permits her to coexist with *Bradward*.



PLACE RESOURCES

When instructed to place a number of resources to a specified card (in the Market, or in play), first gain the specified resources, then move them to the specified card (see below).

Any resources still on a card when the card is removed from play in any way (log, dismiss, recall, etc), or wiped from the Market are returned to the supply—not gained by the card’s owner. Resources still on your cards during scoring are **not** yours (unless explicitly indicated otherwise).

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 indicated card. This is not spending them, therefore cannot be used to substitute for / .

SPEND RESOURCES

The core rules of spending resources is unchanged.

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 usual rules still apply (glory can be used to substitute, resources return to supply, etc).

Important: you are **not** allowed to spend resources from cards **unless** instructed in such an explicit way.

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 the indicated Trait this operation has no effect, as each card can only have each trait once.

Similarly, certain cards allow you to treat Skill icons of a specific color as if they were a different color - if it matters whether the original color is still available, the card will explicitly mention it.

PASSIVE: If you have a **WEAPON** in play, all on your cards are treated as instead.

PASSIVE: All of your are treated as instead. (They cannot be used as any more, can still be either!)