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**STAR TREK**  
THE NEXT GENERATION  
EDITION

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THE DECK BUILDING GAME  
TECHNICAL MANUAL

*“...to boldly go where no one has gone before.”*





## BOX CONTENT

►300 CARDS

- \*25 Starter Cards [Grey Border]
  - 5 Evasive Maneuvers
  - 5 Tricorder
  - 5 Phasers
  - 5 Diagnostic Check
  - 5 Starfleet Academy
- \*50 Basic Characters [Yellow Border]
  - 20 Ensign
  - 16 Lieutenant
  - 14 Commander
- \*90 Starbase cards [Blue Border]
  - 37 Maneuvers
  - 10 Setups
  - 41 Unique Characters
  - 2 Special Wormhole Cards [Blue Border]
- \*15 Space Deck Starships [Purple Border]
- \*5 Exploration Starter Starships [Gold Border]
- \*25 Exploration Space Deck Cards [Gold Border]
  - 10 Missions
  - 15 Events
- \*5 Klingon Civil War Starter Starships [Red Border]
- \*25 Klingon Civil War Space Deck Cards [Red Border]
  - 9 Events
  - 4 Influences
  - 12 Klingon Ally Starships
- \*5 Borg Invasion Starter Starships [Green Border]
- \*25 Borg Invasion Space Deck Cards [Green Border]
  - 13 Events
  - 12 Borg Cube Starships
- \*30 Borg Cards [Green Border]
- 5 Twenty Sided Dice [Damage Counters]



<b>SECTION 001</b>	<b>Pg. 02</b>
Card Layout	
<b>SECTION 002</b>	<b>Pg. 03</b>
Player Area Layout	
<b>SECTION 003</b>	<b>Pg. 04</b>
Board Layout	
<b>SECTION 004</b>	<b>Pg. 06</b>
Space Deck Setup	
<b>SECTION 005</b>	<b>Pg. 08</b>
Starbase Setup	
<b>SECTION 006</b>	<b>Pg. 12</b>
Standard Game Play (Exploration Scenario)	
<b>SECTION 007</b>	<b>Pg. 15</b>
Exploring the Space Deck	
<b>SECTION 008</b>	<b>Pg. 16</b>
Battle Explanation	
<b>SECTION 009</b>	<b>Pg. 18</b>
Borg Invasion Scenario	
<b>SECTION 010</b>	<b>Pg. 22</b>
Klingon Civil War Scenario	
<b>SECTION 011</b>	<b>Pg. 24</b>
Glossary	
<b>SECTION 012</b>	<b>Pg. 25</b>
Q&A	



- A** XP Cost
- B** Card Type
- C** Card Name
- D** Affiliation
- E** Flavor Text
- F** Classification
- G** Effects
- H** Statistics (Stat Bar)
- I** Flip Effect
- J** Mission Points



Characters, Maneuvres, and Setups are the different card types that you can find and gain throughout the game. You will start with simple versions of each of these cards and gain more powerful cards as you play. They will help you improve your deck, battle opponents, and complete the goals needed to win the game. Characters and Maneuvres can be played in and out of battle while Setups can only be played out of battle.



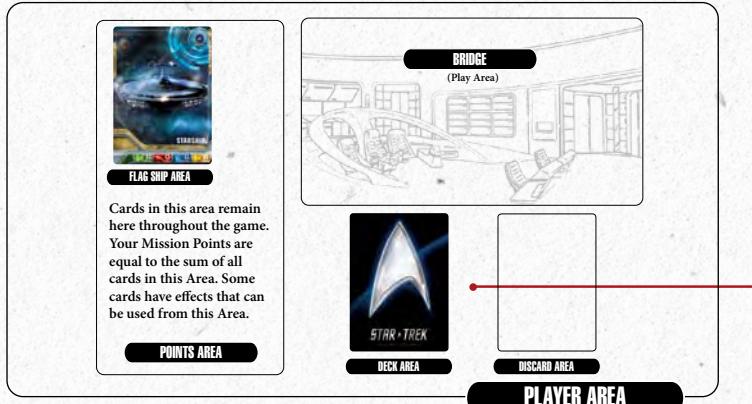
Starships, Events, and Missions, are the different card types found in the Space Deck that you will encounter when you explore. Each player begins the game with a simple Starship as their flagship that they may later upgrade to a stronger Starship.



## PLAYER AREA

Form each player's starting deck by combining the following cards, shuffling them, and placing them face down on your Deck Area:

These cards will be used to form the starting deck in every scenario





## STARBASE GAME BOARD

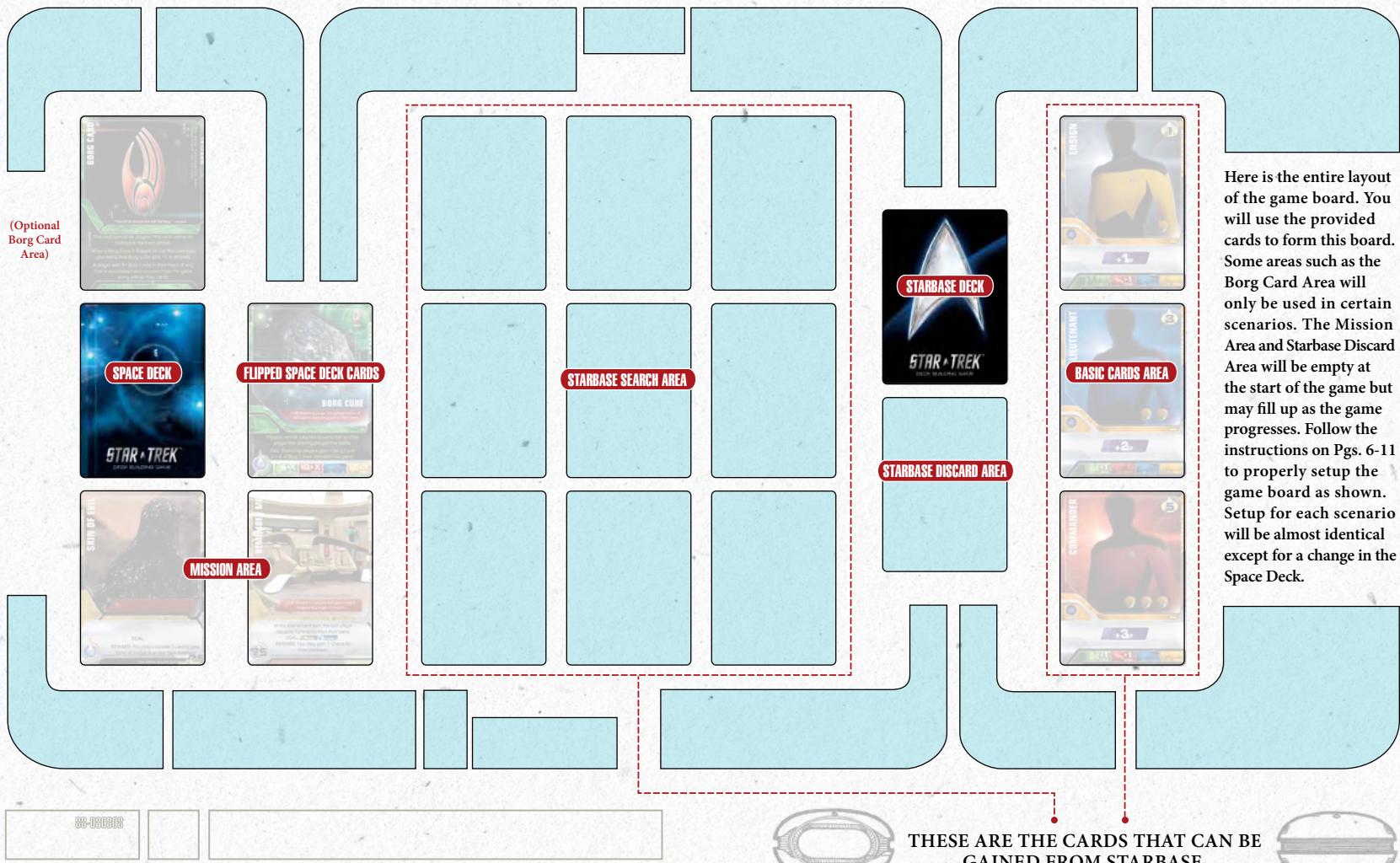


FIG 1 WARP FIELD NACELLE



Here is the entire layout of the game board. You will use the provided cards to form this board. Some areas such as the Borg Card Area will only be used in certain scenarios. The Mission Area and Starbase Discard Area will be empty at the start of the game but may fill up as the game progresses. Follow the instructions on Pgs. 6-11 to properly setup the game board as shown. Setup for each scenario will be almost identical except for a change in the Space Deck.

THESE ARE THE CARDS THAT CAN BE GAINED FROM STARBASE.

FIG 2  
WARP FIELD  
NACELLE



FIG 3  
WARP FIELD  
NACELLE

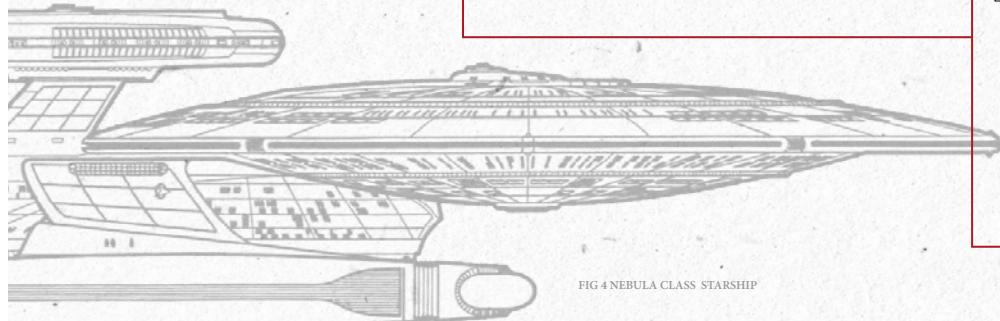
**SECTION  
004**

## SPACE DECK SETUP

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Form the Space Deck by combining the following cards, shuffling them, and placing them face down in the Space Deck Area:

THE 15 STARSHIPS WILL BE USED IN EVERY SCENARIO.



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The Space Deck will consist of 40 cards, 15 of them will always be Starships that players can Diplomacy or Combat to get them for their Mission Points and possibly to change their flagship to a stronger Starship.

THE OTHER 25 CARDS CHANGE BASED ON THE SCENARIO.

(For Exploration use these 25 Events and Missions)



Players will explore the Space Deck by flipping the top card to reveal what they will encounter. Flipped missions will be placed in the Mission Area below.



SECTION  
005

THIS DECK CONTAINS ALL THE NON-BASIC CARDS THAT CAN BE GAINED FROM THE SEARCH AREA THROUGHOUT THE GAME.

**STARBASE : DECK SETUP**



Form the Starbase Deck by combining all the Blue Border cards, shuffling them, and placing them in the Starbase Deck Area.



Multiple copies of each Setup and Maneuver can be found in the deck. Players can have and play duplicates of these cards.

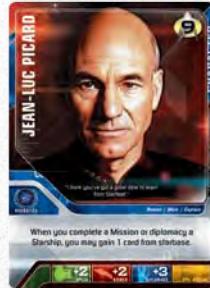


The Starbase Deck contains Characters, Setups, Maneuvers, and Special cards that will replace cards in the Starbase Search Area throughout the game. If the Starbase Deck ever runs out of cards, take all the cards in the Starbase Discard Area, shuffle them together to form a new Starbase Deck. This means that some cards that are removed in the beginning of the game will have a chance to be gained later in the game.



## STARBASE : SEARCH AREA SETUP

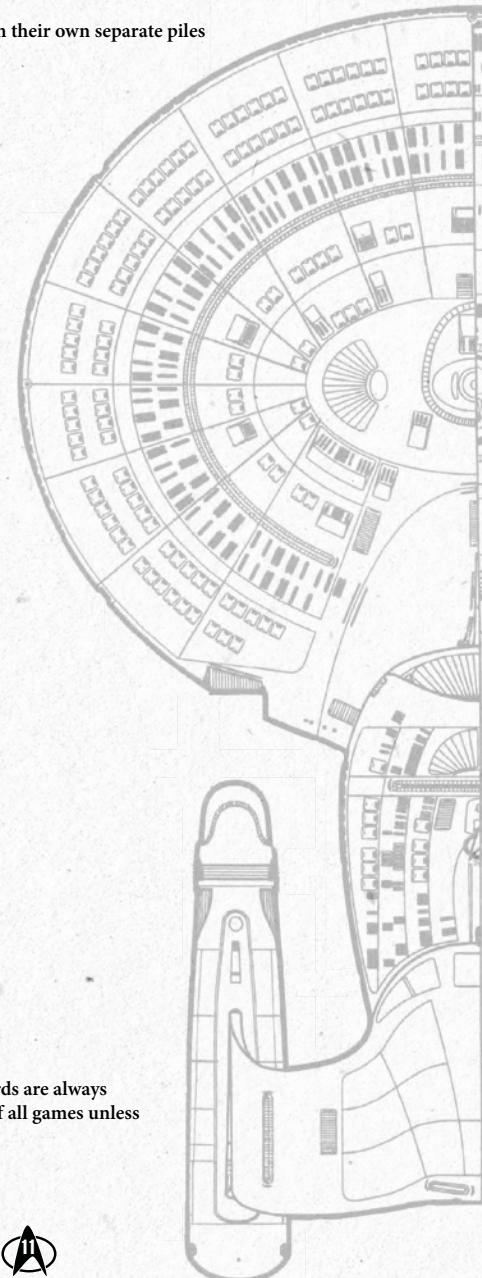
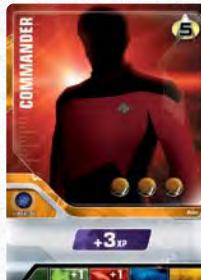
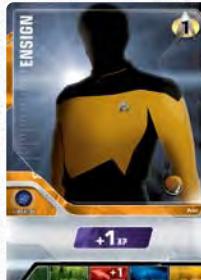
Form the Starbase Search Area by flipping the top 9 cards of the Starbase Deck and place them to the left of it in a 3x3 formation:



Aside from the 3 Basic Characters, these 9 face up cards are the other cards that can be gained from Starbase. These 9 cards can change at any time. Anytime a card is removed from this area, replace it with the top card of the Starbase Deck. If the Starbase Deck ever runs out of cards, shuffle all the cards in the Starbase Discard Area to form a new Starbase Deck.

## STARBASE : BASIC AREA SETUP

Place all the remaining Basic Characters in their own separate piles to the right of the Starbase Deck:



These cards are part of Starbase. These cards are always available to be gained during the course of all games unless the pile(s) runs out.

## SECTION 006

### STANDARD GAME PLAY INSTRUCTIONS (Exploration Scenario)

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**The Victory Condition:** The Space Deck contains cards with Mission Points. The player to achieve 400 Mission Points (see page 04 to learn about Mission Points) wins the game.

**Start of Game:** Each player draws 5 cards, use a random method (die roll, rock-paper-scissors, etc.) to determine who goes first.

**Turn Sequence:** On your turn you can perform either the Action Phase or Trash Phase.

#### ACTION PHASE:

This is the Phase that will usually be chosen. You may perform each of the following during this phase in any order.

##### a. Play Characters

Move the Character to your Bridge (in play) and apply its effect. It remains in your Bridge until the end of your turn. Can be performed multiple times.

##### b. Play Maneuvers or Setups

Move the Maneuver or Setup to your Bridge (in play) and apply its effect. It remains in your Bridge until the end of your turn. Can be performed multiple times.



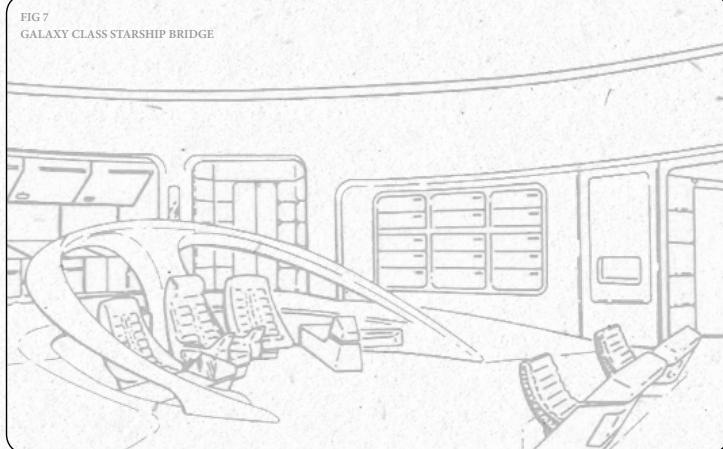
(A) Character Cards



(B) Set Up or Maneuver Cards



FIG 7  
GALAXY CLASS STARSHIP BRIDGE



##### c. Spend XP points to gain card(s) from Starbase

Some cards, such as Basic Characters, give you XP (experience) points. You may spend your XP points to gain cards from Starbase. Anytime a card is gained from the Starbase Search Area, replace it with the top card of the Starbase Deck. Anytime the Starbase Deck runs out of cards, reform it by shuffling together all the cards in the Starbase Discard Area. Can be performed multiple times.



Gained cards go to your  
DISCARD PILE in your  
PLAYER AREA.



Replace gained card with one from the Starbase Deck.

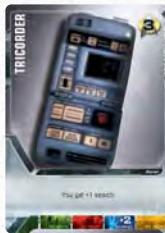
##### d. Repair flagship damage

You may Repair your flagship by spending your XP points to remove damage from it on a 1 XP for 1 Damage ratio. Can be performed multiple times.



#### e. Perform 1 Search

You may select a card from the Starbase Search Area and discard it (move it to the Starbase Discard Area) to flip a new card from the Starbase Deck into that spot. This can be performed multiple times if you get additional searches.



(E) Card with Search Effect

Replace discarded card with one from the Starbase Deck.

#### f. Perform 1 Explore

The Space Deck contains several different cards that you must obtain to gain Mission Points and win the game. To explore you flip over the top card of the Space Deck and proceed based on the type of card flipped (See pg 15 for Exploring the Space Deck). This can be performed multiple times if you get additional explores.

#### TRASH PHASE:

This Phase is usually performed when you would normally not be able to do much during the Action Phase. Select 1 card in your hand and trash it.

##### 1. When a card is trashed do 1 of the following based on the type of card it is:

- a. If it is a Starter Card, remove it from the game.
- b. If it is a Basic Character, move it back to its pile in Starbase.
- c. Otherwise, move it to the Starbase Discard Area.

**End of Turn:** After you have finished performing 1 of the 2 Phases, you end your turn by doing the following:

1. Discard all the cards in your hand.
2. Discard all the cards in your Bridge.
3. End any effects that you have received during the turn.  
(Any unused XP, searches, and explores are lost)
4. Draw 5 cards and it is now the next player's turn. Anytime you need to draw but there are no cards in your deck, shuffle your Discard Area cards to form a new deck and then draw.

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#### SECTION 007

## EXPLORING THE SPACE DECK

Here is an explanation of the different types of cards that can be encountered when exploring.

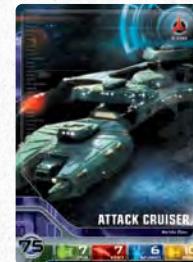
**Mission** – When a Mission is revealed from the Space Deck, apply any Flip effect it may have, and then place it in the Mission Area face up below the Space Deck. There can only be 2 face-up Missions at any time, so if a Mission is flipped while 2 face-up Missions already exist, choose 1 of those 2 Missions and move it to the bottom of the Space Deck. Missions have a Goal and a Reward. A player can use up 1 Explore to complete 1 Mission if they can meet its Goal. The Goal is achieved by having its conditions met by your flagship and cards in the bridge. When a Mission is completed, move it to your Points Area, and apply its Reward. The Reward is applied only once when the Mission is completed.



Mission Card



Event Card



Starship Card



SECTION  
008

## BATTLE EXPLANATION

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1. Battles can occur between player(s) and/or card(s) in the Space Deck. Battling players can play Characters and Maneuvers but CANNOT play Setups. At the bottom of all Characters and Maneuvers there is a Stat Bar that adds to your flagship's Stats. You can line up those cards with your flagship to easily add up the totals.

### Battling Starships from Space Deck:

1. **Diplomacy:** You can Diplomacy the Starship [Purple Border]. To do so, your flagship's Speed and Diplomacy must be equal to or greater than the opposing Starships, respectively. When you Diplomacy a Starship, you may make it your new flagship (Damage does not carry over). If you do, your old flagship is moved to your Points Area. Otherwise, you move that Starship to your Points Area. It is almost always better to Diplomacy a Starship rather than Combat it but this will prove to be more difficult at times.
2. **Combat:** In Combat, you will attempt to defeat the opposing Starship by dealing damage to it equal or greater than its Defense. After playing your cards, the Starship with the highest Speed will deal damage first. If tied, damage is dealt at the same time. Then if the slower Starship is not defeated due to damage, it will deal damage next. If the Starship from the Space Deck is defeated, it is moved to your Points Area. Otherwise it is moved to the bottom of the Space Deck and any damage on it is removed. Damage on your flagship will remain.

### Battling Other Players (Combat Only):

1. Starting with the turn player, going clockwise, each battling player can play 1 card/effect or pass. Continue this process until all players have passed in succession.
2. After all battling players have played their cards, Combat will resolve as follows: Starships will deal damage equal to their Attack in the order of their Speeds, starting with the highest. If some Starships are tied in Speed, they will deal damage at the same time, but assigning damage is done in clockwise order, starting with the turn player. Damage is assigned and dealt in order of Speed until all battling Starship have dealt their damage. Then, Combat is over.

**3. WAR:** If this Events caused the Battle, the winner of this card is the player with the undefeated Starship with the highest Stats in the following order: Attack, Speed, and then Diplomacy. If one player's flagship has the highest Attack, they win, otherwise if there is a tie, the flagship among those players with the highest Speed is the winner. If there is still a tie, move on to Diplomacy, and finally if there is still a tie, the winner is the player closest to the turn player (counting the turn player) going clockwise. The winner moves the War to their Points Area.

4. At the end of the Battle, all battling players except for the turn player discard all the cards from their Bridge and draw back up to 5 cards.
5. Once the Battle is over, the turn player continues their turn if they were not defeated. Otherwise see "Your Flagship is Defeated" below.

### Defense vs Shields:

Defense represents the amount of damage a Starship can receive before being defeated. Shields prevent the first X damage a Starship receives during the turn.

### Damage:

When Damage is assigned, it is reduced by any Shields and then that amount of damage is dealt to the assigned Starship. The provided dice should be used to track damage on flagships. When a Starship has damage on it equal to or higher than its current Defense, it is defeated.

1. **Defeat a Starship:** When a Starship is defeated from the Space Deck, the player that defeated it moves it to their Points Area.
2. **Fail to Defeat a Starship:** When a Starship from the Space Deck is not defeated; it is moved to the bottom of the Space Deck.
3. **Your Flagship is Defeated:** When a player's flagship is defeated, that player does the following:
  - a. Gains 1 Ensign.
  - b. Remove all damage from your flagship.
  - c. Combines all the cards in your Hand, Discard Area, Deck, and Bridge. Shuffle them together to form a new deck and draw a hand of 5.
  - d. If you were defeated on your turn, your turn is over.

FIG 8  
GALAXY CLASS STARSHIP





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**SECTION  
009****BORG INVASION  
SCENARIO**

This is a cooperative scenario where your goal is to work as a team to survive and defeat the Borg Invasion.

**Space Deck Setup:**

1. In this scenario you will use the 25 Borg Invasion Space Deck Cards plus the 15 Space Deck Starships to form the Space Deck.
2. You will start with the Borg Invasion Starter Starships as your flagships (found on the back of the Instruction Cards) which give each player a unique effect that they can use during the game to help your team succeed. You may randomly distribute the Starships or assign them. These effects last for the whole game even if you get a new flagship.

**Victory Condition:**

You must flip the Locutus Event card from the Space Deck and meet its Goal.

**Exploring:**

Unlike the other scenarios, you do not get the normal ability to explore in this game. At the start of every turn you must explore once as a team. Some effects will force you to explore again.

**Search:**

Since you are playing as a team, your team will share 3 searches per turn, although more can be gained by effects.



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**Turn Sequence:**

The turn begins by exploring. Once the top card is flipped you do 1 of the following based on the type of card:

1. **Events:** apply its effect. If it has a Goal, you may play Maneuvers and Characters to try to meet the Goal. If the Goal is not met, resolve the Fail effect.
2. **Borg Cube:** Begin a Battle.
3. **Starship:** Leave it face up for the turn. A player can Diplomacy it. Otherwise, remove it from the game at the end of the turn.

08-90500

**ACTION PHASE:**

Once the flipped card has been resolved as described above, players that were not defeated can perform the following actions individually in any order:

- |   |                                       |
|---|---------------------------------------|
| a. Play Characters                        | d. Repair flagship damage             |
| b. Play Maneuvers or Setups               | e. Perform up to 3 Searches as a team |
| c. Spend XP to gain card(s) from Starbase | f. Use your flagship's effect         |

**TRASH PHASE:**

A player that has not played any cards/effects during the turn can choose to trash 1 Non-Borg card in their hand. Then, they cannot perform any other actions or interact with other players that turn.

**End of Turn:** Once all players have agreed that they are done taking actions, the turn ends by discarding all the played cards as well as the cards in each player's hand and drawing 5 cards.

**Defeated flagships:**

Anytime a flagship is defeated by any card or effect, that flagship follows the standard rule for being defeated, with the exception that instead of gaining an Ensign, they gain a Borg Card. Since all players share a turn, a player whose flagship has been defeated cannot perform any additional actions or interact with other players until the start of the next turn (They still draw 5 cards at the end of the turn).

**Non-Borg Starships:**

Unlike the standard rules, you will not Battle these Starships. In this scenario they are fleeing from the Borg and have no time to Battle. After they are flipped, any player can try to Diplomacy the Starship during that turn. If they do, they make it their new flagship. Otherwise, at the end of the turn, the Starship is removed from the game.

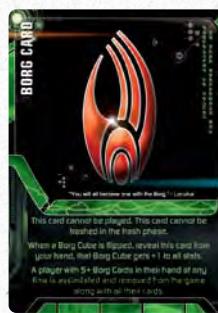




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### Borg Cards:

Place 5 Borg Cards for each player plus an additional 5 in the Borg Card Area above the Space Deck (Ex. If there are 3 players you place 20 Borg Cards in the area). These cards will be forced into your deck throughout the game by effects found in the Space Deck. Aside from causing your deck to be less consistent, the Borg Cards will increase the negative effects found in the Space Deck.



Borg Card



1. If the Borg Card Area ever runs out, all players instantly LOSE THE GAME.
2. If any player ever has 5 or more Borg Cards in their hand at one time, they become ASSIMILATED and they are removed from the game along with all their cards.
3. Borg Cards cannot be played to your Bridge.
4. Borg Cards cannot be trashed in the Trash Phase. The only way to get rid of Borg Cards is with effects that trash cards.
5. When a Borg Cube is flipped, each player must reveal all the Borg Cards in their hand and that Borg Cube will receive +1 to each of its Stats for each Borg Card revealed.
6. When a Borg Card is trashed due to an effect, it is moved back to the Borg Card Area.



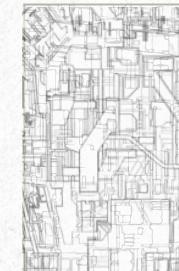
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### Borg Cubes:

Borg Cubes are what you will be battling against in the Space Deck.



Borg Cube Starship



1. Borg Cubes' flip effect deals instant damage to player's flagships that have Borg Cards in their hand.
2. When a Borg Cube is defeated, you should set it aside and keep track of how many have been defeated because for each Borg Cube that has been defeated, the next Borg Cube you encounter will be that much stronger. A Borg Cube gets +1 to all Stats for each Borg Cube that has already been defeated.
3. During Battle, once a player has played a Maneuver, no other player can play that same Maneuver during that Battle.

### Borg Cubes (cont.):

4. **Battle:** When a Borg Cube is flipped, apply its Flip effect first. Then a Battle begins between the exploring players and the Borg Cube. Exploring players play their Maneuvers and Characters in whatever order they like. Then combat resolves as usual. Damage is assigned in order of Speed. The players can decide which of them will take the damage from the Borg Cube. A flagship must take damage until it is defeated. Any remaining damage over that amount must be assigned to another flagship. This continues until all the damage has been assigned.

### Borg Invasion Event:

Follow these rules for each flipped card.

1. **Events:** Apply the Flip and Effect unless it is Locutus.
2. **Borg Starship:** Apply the Flip. Battles occur after Borg Invasion resolves.
3. **Locutus:** Apply the Flip. Resolve the Effect after all battles.
4. **Non-Borg Starship:** Players cannot diplomacy these until all Events and Battles resolve.

### Alternate Play Options:

1. This game can also be played with multiple teams. Player(s) can form teams to see who can survive the longest and/or defeat Locutus. In this case the teams take separate turns and exploring players only refers to the team whose turn it is.
2. To increase the difficulty, play without using starter flagship's effects.



SECTION  
010

## KLINGON CIVIL WAR SCENARIO

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This is a **2 vs. 2 team** Scenario. Your goal is to work with your teammate to gather Ally Starships that will help you prove to the Arbiter that your team is worthy of leading the Klingon Empire.

### Space Deck Setup:

1. In this scenario you will use the 25 Klingon Civil War Space Deck Cards plus the 15 Space Deck Starships to for the Space Deck.
2. You will start with the Klingon Civil War Starter Starships as your flagships (Instruction on Back), which will give each player an effect that they can use during the game to help your team succeed.

### Gameplay:

You will be using the standard game play instructions. Players take their turns individually and players on the same team should not sit next to their teammates, if possible, so that game play alternates between teams.

### Victory Condition:

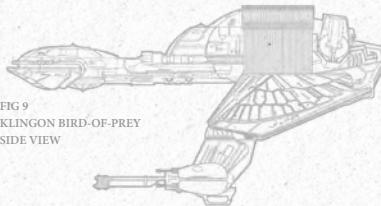
You must flip the Arbiter Event card from the Space Deck and meet its Goal.



Arbiter Card

FIG 10  
KLINGON BIRD-OF-PREY  
TOP VIEW

FIG 9  
KLINGON BIRD-OF-PREY  
SIDE VIEW



**Ally Starships:** In order to win the game you will need to acquire Ally Starships. They can be found in the Space Deck. When they are flipped you can acquire them only if you meet or exceed their Speed and Attack or Attack and Diplomacy, respectively. If you are able to do this, move it to your Points Area. Otherwise, move it to the bottom of the Space Deck at the end of the turn. You do not Battle the Ally Starships. If you acquire some of the more powerful Ally Starships in your Points Area, they will give your flagship bonus stats during Battle.

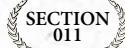
**Influence Cards:** Influence cards give you a bonus effect as well as a stats increase to your flagship while you have the card. Each player can have only 1 Influence card at a time (with the exception of the Romulan Influence card that breaks that rule). Influence cards are generally good, but look out for the Federation Blockade which will punish players with Influence cards.

**Teams:** Although you're working in a team, each player stills takes their turn individually and should try to make decisions that will benefit their teammate. In Battle, players on the same team can only deal damage to their opponents.

### Alternate Play Options:

1. This game can also be played 1 vs. 1 and 1 vs. 1 vs. 1. When playing on a team by yourself, the game plays very similar to Standard Scenario except that the Victory Condition is different.




**SECTION  
011**

## GLOSSARY

**+X [Speed|Attack|Diplomacy|Defense|Shield]** - Add X of the designated stat to your flagship or to whatever else is stated.

**+X Explore** - You may perform an additional X explores this turn. Explores can only be performed on your own turn.

**+X Search** - You may perform an additional X searches this turn. Searches can only be performed on your own turn.

**+X XP** - You get X Experience Points to use this turn. XP can only be spent on your own turn.

**Cost you X less** - The designated card's cost is reduced by X.

**FAIL:** This effect is applied if the Goal of the card is not met. If the card is a Starship, apply this effect if it is not defeated in Battle.

**Flagship** - This Starship represents your base Stats and will be what receives and deals damage during the game. Your flagship can change and improve throughout the game.

**FLIP** - This effect activates when a card is flipped from a deck.

**Gain** - Move a card from Starbase to your discard area (Some effects may move it to another area).

**GOAL** - This is the criteria that must be met to acquire this card and move it to your Points Area.

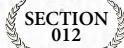
**Reward** - When a card with a Goal has its Goal met, this is the effect that the player that met the Goal applies.

**Trash** - Move a card to one of the following areas depending on where the card originated from:

1. If it is a starter card, remove it from the game.
2. If it is a Basic Character card, move it to its pile on Starbase.
3. If it is a card that started in the Starbase Deck, move it to the Starbase Discard Area.
4. If it is a Borg Card, move it to the Borg Card Pile.

**Upgrade** - This is short for "Trash the designated card and gain a card from Starbase costing up to the designated amount more than the trashed card". So you can trash a card of cost X and gain a card with a cost less than X.

**X+ [Speed|Attack|Diplomacy|Defense|Sheild|etc.]** - Requires X or more of the designated stat or card, usually part of a GOAL.


**SECTION  
012**

## Q&A

**Q. How does upgrading a flagship work?**

**A.** When you encounter a Starship [Purple Border], you may Diplomacy it by having your flagship's Speed and Diplomacy (taking into account stats and effects from your Bridge), respectively, be equal to or greater than the Starship's Speed and Diplomacy. If it is, you may move that Starship to your flagship area and your old flagship is moved to your Points Area (All damage is removed).

**Q. I need to draw cards, but there are no more cards in my Deck, what happens?**

**A.** Anytime you need to draw cards but there are no cards in the deck, take all the cards in your Discard Area and shuffle them together to form a new deck. Then draw from the newly formed deck.

**Q. What happened if an effect tries to activate while another effect is still resolving**

**A.** Effects cannot interfere with each other, so you must complete one effect before starting the next.

**Q. The Mission I want to complete, has a goal of 6+ XP, do I have to spend 6 XP to complete it?**

**A.** No, you just need to have cards in your Bridge that combine to 6 or more XP. That XP can be spent for other things as usual.

**Q. How many Mission Points do I have?**

**A.** Combine the Mission Points of all the cards in your Points Area (Including your flagship) and that is your Mission Points.

**Q. There is a card in my Points Area that has an effect, can I use it?**

**A.** Some cards give you an effect that can be activated in the Points Area. These effects are usually worded to imply this. Reward effects are different from these effects because Rewards active only once when the goal is met. The Traveler and the Influence cards are both examples of cards that have effects while in the Points Area.

**Q. Can I play multiple Sensor Scans in one turn?**

**A.** Yes, when you explore you apply each Sensor Scan one at a time and then continue exploring.

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