

AGES
14+120
MINUTES

STAR TREK™ INTO THE UNKNOWN

GAME OVERVIEW

Star Trek: Into the Unknown is a tactical miniatures game for two players. Each player commands a fleet of starships from the galaxy's major civilizations to compete in evolving, multi-part missions. Fleets maneuver, explore, and negotiate, but when conflict erupts, they must leverage every advantage to defeat their opponents in thrilling space combat!

This rulebook teaches the game's mechanics using an introductory learning mission entitled "At Perdition's Gate." To begin playing, each player chooses a faction: the egalitarian Federation or the oppressive Dominion. Then, follow the setup instructions on page 4 before reading the rules.



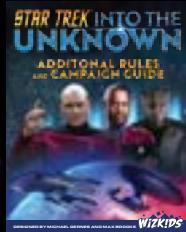
CORE SET COMPONENTS



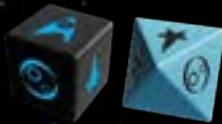
1 - 40pg. Learn to Play Guide

OVERTURE

24 - Mission Cards



1 - 100 pg. Additional Rules and Campaign Guide

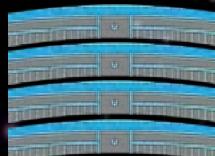


12 - Dice

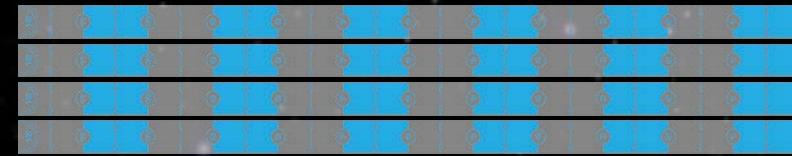
TURNING TOOLS

SHIPS

2 - Turning Tools



3 - System Marker Sets



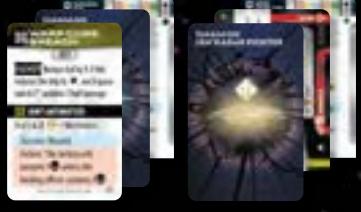
3 - Transparent Range Rulers



Assorted Gameplay Tokens



30 - Officer Cards



30 - Equipment, Directive, and Other Unit Cards



2 - Saucer Separation Cards



FEDERATION SHIPS



1 - DEFIANT-CLASS
SCOUT SHIP | SMALL



1 - CONSTELLATION-CLASS
SUPPORT SHIP | MEDIUM



1 - GALAXY-CLASS
CAPITAL SHIP | LARGE



1 - DEFIANT-CLASS
Ship Display with Dials



1 - CONSTELLATION-CLASS
Ship Display with Dials



1 - GALAXY-CLASS
Ship Display with Dials

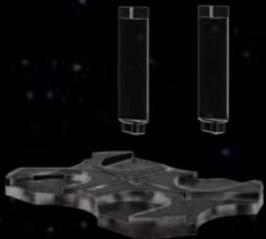
DOMINION SHIPS



2 - JEM'HADAR FIGHTERS
SCOUT SHIPS | SMALL



1 - JEM'HADAR BATTLE CRUISER
CAPITAL SHIP | LARGE



7 - Base and Peg Sets
2 Large
2 Medium
3 Small



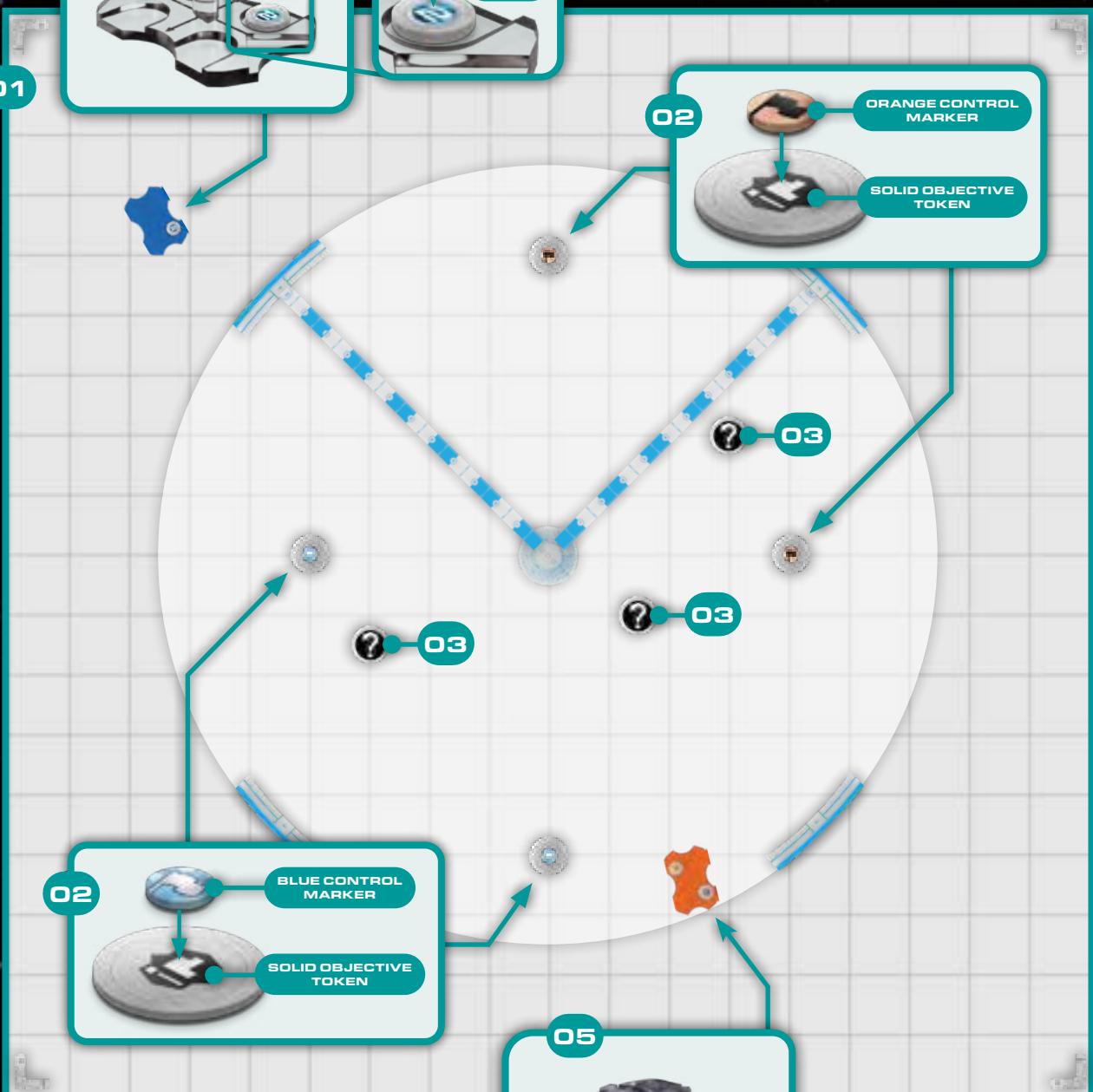
2 - JEM'HADAR FIGHTER
Ship Displays with Dials



1 - JEM'HADAR BATTLE CRUISER
Ship Displays with Dials

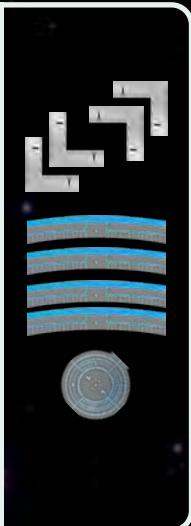
LEARNING MISSION SETUP

01



01

Play Area: Set up the 3' x 3' play area, using the corner markers to denote this. This is referred to as the **sector**. Then set up a 13" radius **system** by placing the 1" inner circle in the center of the sector and the 4 system boundary markers in a circle 12" from the inner circle. When placing the boundary markers, measure from the outer edge of the inner circle to the inner edge of the system boundary markers. All parts of the sector outside of the system are referred to as **deep space**.



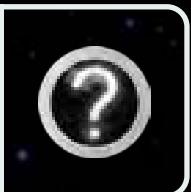
02

Objectives: Place 4 solid objective tokens (●), then place 2 **ORANGE** and 2 **BLUE** colored control markers (◆) on each objective as shown.



03

Anomalies: Take anomaly tokens (?) 1–3, flip them so their ? side is faceup, shuffle them, then place them as shown.



04

Directives: Each player places their combat directive card (●) set to its **CALM** side near their edge of the play area (see the "Player Area Setup" on page 6).



05

Fleet: The Dominion (♦) player assembles a Jem'Hadar Fighter miniature on its base and places it as shown in the play area with a system 1 token on the its base to indicate that it is in system 1. Then they place an **ORANGE** number 1 ship ID token on its base. Finally, they take the matching ship display and place it near their side of the play area with its alert dial set to yellow 1 (□ Y) and each other dial set to its starting pip position (☆).

The Federation (●) player assembles the *Defiant*-class Escort miniature on its base and places it as shown in the play area. It is in deep space so a system marker is not placed on its base. Then they place a **BLUE** number 2 ship ID token on its base. Finally, they take the matching ship display and place it near their side of the play area with its alert dial set to green 1 (□ G) and each other dial set to its starting pip position (☆).

06

Officers:

The Dominion (♦) player gathers their officers and places them next to the station slots on their Jem'Hadar Fighter ship display listed in parentheses:

Vorta Diplomat (captain's chair ●)

Talak'talan (tactical ◆)

Jem'Hadar Second (helm □)

Karemma Researcher (instruments □)

The Federation (●) player gathers their officers and places them next to the station slots on their *Defiant*-class Escort ship display listed in parentheses:

Benjamin Sisko (captain's chair ●)

Daring First Officer (helm □)

Vigilant Security Chief (tactical ◆)

Redoubtable Engineer (instruments □)

07

Priority: The Federation player places the priority token **BLUE** player side up in front of them.



08

Place the influence track card between the players and place the influence marker on the space labeled "Start Position" on that card.



09

Other Components: Place the following components along the side of the play area between the players.

A Advantage Tokens (♦)

B Peril Tokens (◆)

C Victory Point Tokens (●)

D Negative Victory Point Tokens (○)

E Sensor Lock Tokens

F System Number Tokens

G Photon Torpedo Tokens

H Quantum Torpedo Tokens

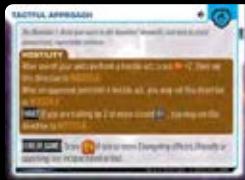
I Endurance Tokens

DOMINION PLAYER AREA SETUP

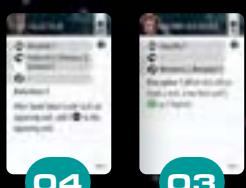
JEM'HADAR FIGHTER SHIP DISPLAY



DOMINION DIRECTIVE CARD



TACTFUL APPROACH



02
03

02
03

02
03

02
03

The Dominion (♦) player gathers their officers and places them next to the station slots on their Jem'Hadar Fighter ship display:

- 01** Vorta Diplomat (captain's chair 
- 02** Jem'Hadar Second (helm 
- 03** Karemma Researcher (instruments 
- 04** Talak'talan (tactical 

The Dominion player sets their Directive Card in their player area with its CALM side up.

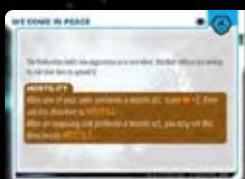


FEDERATION PLAYER AREA SETUP

DEFIANT-CLASS ESCORT SHIP DISPLAY



FEDERATION DIRECTIVE CARD



WE COME IN PEACE



05
06
07

05
06
07

05
06
07

05
06
07

The Federation (●) player gathers their officers and places them next to the station slots on their Defiant-class Escort ship display:

- 05** Benjamin Sisko (captain's chair 
- 06** Daring First Officer (helm 
- 07** Vigilant Security Chief (tactical 
- 08** Redoubtable Engineer (instruments 

The Federation player sets their Directive Card in their player area with its CALM side up.



SHIP ASSEMBLY

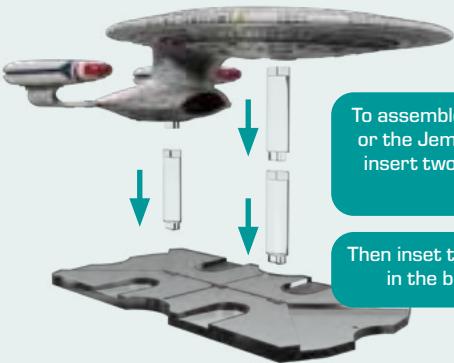


To assemble the *Defiant*-class Ship or Jem'Hadar Fighter, insert one T-shaped peg into a small base.

Then inset the peg into the hole in the bottom of the ship.



To assemble the *Constellation*-class Ship, repeat the same steps with a medium base.



To assemble the *Galaxy*-class Ship or the Jem'Hadar Battle Cruiser, insert two t-shaped pegs into a large base.

Then inset the pegs into the holes in the bottom of the ship.



The *Galaxy*-class ship has a detachable saucer section. Gently slide the saucer section over the rear star drive section until it fits securely before attaching it to the pegs. Attaching the *Galaxy*-class ship to the base will require a third peg under the detachable saucer.

TOKENS



PRIORITY TOKEN



HIDDEN TOKEN



JAMMED TOKEN



SENSORS LOCK TOKENS



UNIT ID TOKENS



POSITIVE VP TOKENS



QUANTUM TORPEDO TOKENS



CORNER MARKERS



TRACKER PLACEMENT TOKEN



SYSTEM TOKENS



INFLUENCE MARKER



COMMODORE TOKENS



NEGATIVE VP TOKENS



ESCAPE POD TOKENS



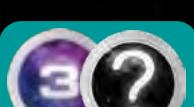
SHUTTLE DAMAGE STATUS BAR



TRAUMA TOKENS



SOLID OBJECTIVE TOKEN



ANOMALY TOKEN



PING OBJECTIVE TOKEN



TEAM TOKENS



PHOTON TORPEDO TOKENS



NEUTRAL UNIT

N2 N1

NEUTRAL UNIT TOKENS



FEATURE TOKENS



TRUST TOKENS



PERIL TOKENS



ENDURANCE TOKENS



SHUTTLE TOKENS

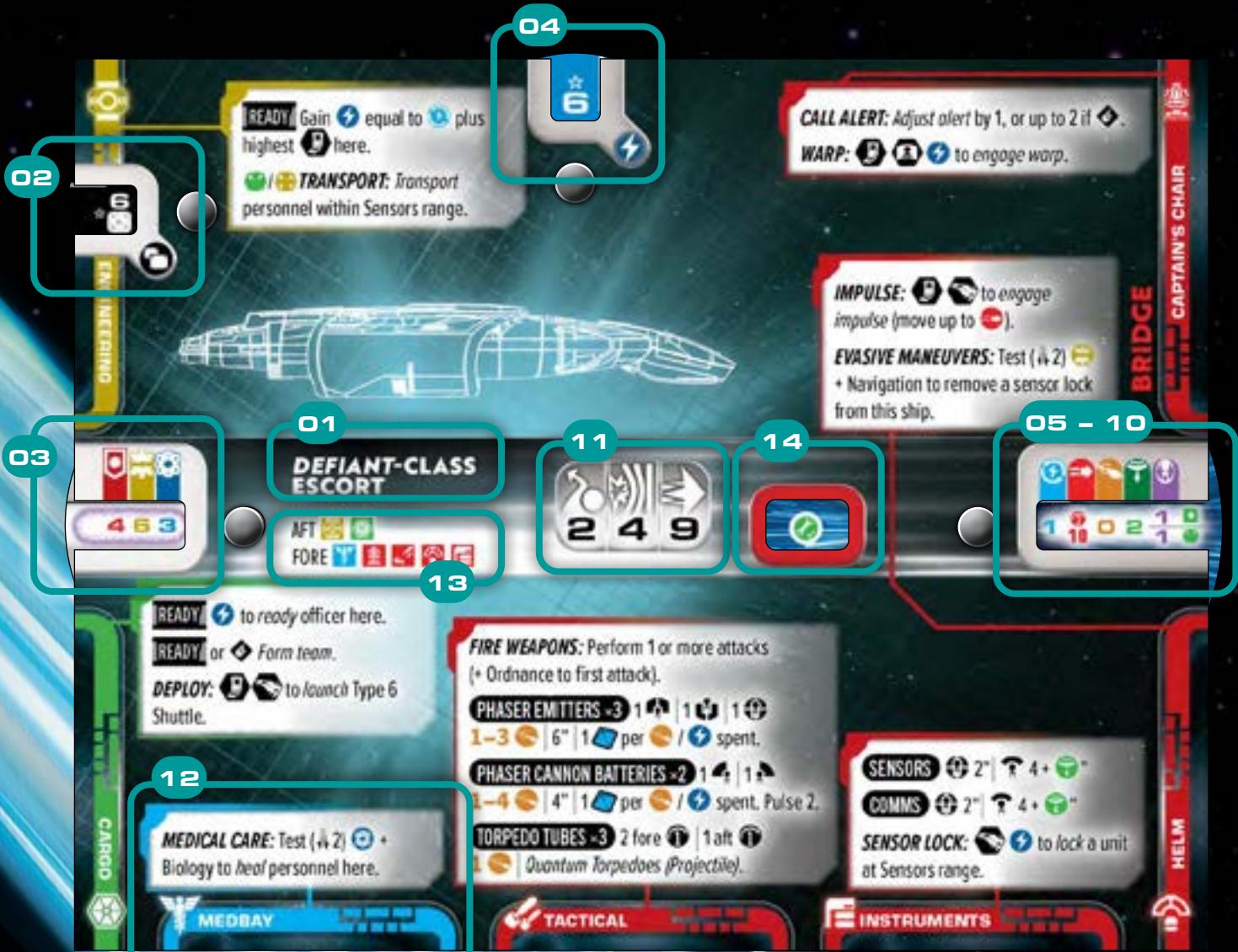


STANDBY TOKEN



WEAPONS POWER TOKEN

SHIP DISPLAYS



SHIPS

Ships are the central units of the game. A ship is represented in the play area by a ship mini attached to a base. Each ship has a ship display to track its stats and describe its abilities. A ship display contains the following information:

01 **Class:** This is the name of the ship's class and may describe its function in your fleet. The ship's category and size are related to its class and are shown on the back of the ship display. Each mission details the ship classes available to the players for that mission.

02 **Hull Dial:** Displays the ship's remaining hull as a numeral with its current damage status below it. Hull is reduced by steps as the ship sustains damage. Some positions also include icons that denote specific effects (see "Damage" on page 32).

03 **Crew Dial:** Displays the ship's current crew stats; **command** (⌚), **ops** (⟳), and **science** (⚛). These stats are used when the ship attempts tests (see "Tests" on page 22). The dial is reduced or increased as the crew sustains losses, is healed, or becomes inspired.

04 **Reserve Dial:** Displays the extra power remaining to spend on the ship's actions and shields. Reserve (⚡) is decreased as the ship spends it and increased by the ship's recharge during the Ready phase.

05 **Alert Dial:** Displays the ship's current alert status and alert stats (detailed in numbers 06–10).

06 **Recharge (⚡):** This number is the amount of reserve (⚡) the ship regains during the Ready phase of each round.

07 **Engine Power (⊖)** and **Impulse Turn (⟳)**: These numbers determine how far the ship can move when it engages impulse or warp and how much it can turn at impulse.

08 **Weapons Power (💣)**: How much power is available for attacks without spending reserve (⚡).

09 **Instruments Power (⌚)**: Augments the range of the ship's Comms and Sensors by the number listed and grants that number of dice rerolls during many tests.

10 **Fore and Aft Shields (▢)/(▢)**: Indicates how much damage the ship can cancel from attacks or other effects against each end by spending reserve (⚡).

11 **Fixed Stats:** These stats are not on a dial. **Evasion** (▢) is the number of success results (★) an attacker needs to hit the ship (see "Attacks" on page 24). **Resilience** (▢) is the number of breakthrough success results (☆) an attacker needs to deal it a damage card (see "Damage" on page 32). **Warp Drive** (⌚) determines the maximum distance the ship can move when it engages warp (see "Engage Warp" on "Engage Warp" on page 18).

12 **Sections and Stations:** These colored areas around the ship diagram represent the ship's major sections. Each has a name as well as one or more station text boxes describing the actions and abilities the ship can use (see "Sections" and "Stations" on page 10).

The bridge has 4 stations: captain's chair (👑), helm (⎈), instruments (⌚), and tactical (⟳). Each other section has a single station that matches its name: engineering (⚙️), cargo bay (📦), and medbay (就医). Each station has a slot along the edge of the display where an officer can be placed. An officer at a station can order their ship to take actions shown in that station's text box (see "Orders and Actions" on page 16).

13 **Fore and Aft Ends:** These icons show whether a station is located in the fore or aft end of the ship.

14 **Launcher Status:** This button is found on the right of the ship's fixed stats and changes with the ship's alert status to show whether the ship can launch torpedoes (💣) or only probes (▢). Note that probes are not part of the learning mission.

SECTIONS

Sections are shown as colored areas on the ship display. Each section has one or more stations, represented by text boxes of the same color. Each officer aboard a ship must be located in one of its sections, and officers in a section can be assigned to that section's stations.

STATIONS

Each station has its own name and icon and is connected to a station slot with its matching color and icon along the left, right, or bottom sides of the display. Each station's icon is also listed beneath the ship's name under either the FORE or AFT heading. This indicates the end of the ship that station belongs to and is referenced by some effects such as damage cards.

Each station is connected by a line to a station slot along the edge of the display where officers can be placed. An officer card next to a station slot indicates that officer is assigned to that station connected to that slot and can be committed to order that station's actions during the Priority Phase. Each station can have only one officer assigned to it.

ALERT STATUSES

A ship's alert dial sets the crucial balance between its capabilities, as follows:

Green (●): Also referred to as "all clear." No threats are anticipated and the ship's power is weighted toward its engines and instruments.

Yellow (🟡): A cautious posture in which the ship's power is balanced between functions, but not specialized. This state typically has the highest recharge (⌚) rate.

Red (🔴): Battle stations! The ship's power is weighted toward its weapons and shields.

Each dial position shows an alert status comprised of a color (●, 🟡, or 🔴) and a number of pips within that color (1 ●, 2 ●, 3 ●, or 4 ●). To adjust an alert to a higher status, rotate the dial counter-clockwise to the next pip position following this color order:

GREEN → YELLOW → RED



To adjust an alert to a lower status, rotate the dial clockwise to the next pip position. You cannot raise a red alert to a green alert or lower a green to red.

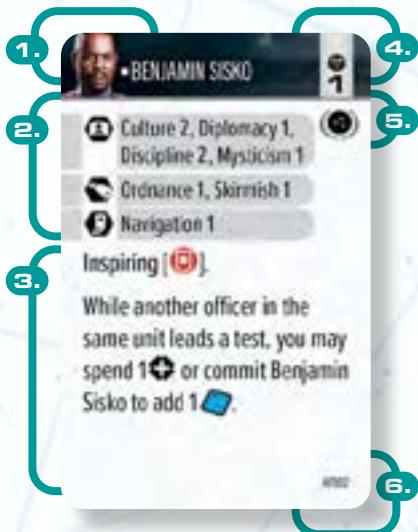


If a station does not have an officer assigned to it, that station is open. When a player commits an officer to give an order at an open station in their section, that officer is immediately assigned to that station.

A player can assign an officer to a section without assigning them to a particular station within that section. If they do, they place the officer card near the section, but clearly separated from its station slots and any officer cards in those slots. For example, unassigned officers in the bridge section can be placed above the captain's chair (🔴) station. Each section has an unlimited capacity for officers.

OFFICER CARDS

Officers are the major characters of the game's story. They are not units themselves, but can be placed aboard ships and give orders to take actions. Orders and actions are described in detail in "Orders and Actions" on page 16. Officers are represented by double-sided cards made up of the following parts:



Ready: This is the side that shows the officer is ready.

- 1. Name:** The officer's name. Famed officers have a bullet before their name.
- 2. Skills List:** Each skill category icon is shown with a list of the skills and the officer's level in that skill. The categories are social (👤), security (🔒), and technical (🔧). Skills are used when an officer orders an action or leads a test.
- 3. Abilities:** Any special keyword or text abilities the officer has are shown here. Many famed officers have unique abilities.
- 4. Health:** The officer is incapacitated when they have trauma tokens equal to this value.
- 5. Faction Icons:** The faction (or factions) to which the officer belongs.
- 6. Card ID:** This is the card's unique identifying code.

Committed: This is the side that shows the officer is committed. This side is also used when building fleets (see the Additional Rules document on page @@).

Numbers 2, 3, 5, 6, and 10 are ignored for the learning mission.

- 1. Name:** Matches ready side.
- 2. Rank:** The number of full (●) and half (○) pips determines if the officer can be assigned as commodore of the fleet.
- 3. Faction Icons:** The officer can be included in a fleet of any of the factions matching the icons shown here.
- 4. Skill Category Levels:** The value shown next to each skill category icon is equal to the highest-level skill the officer has in that category. If an officer has no skill in that category, their value is '-'.
- 5. Role Icons:** These are the roles that the officer can be assigned to during setup.
- 6. Sway:** When this officer is included in a fleet, officers and units from the factions here can also be included in the fleet.
- 7. Health:** Matches ready side.
- 8. Subtitle:** A description of the officer that differentiates it from other versions of the same famed character.
- 9. Art:** Full-color art of the officer.
- 10. Points Value:** Cost when creating a fleet.

SKILLS

Skills are used to add expertise dice when an officer leads a test that refers to a specific skill. Tests are described in detail in "Tests" on page 22. Social (👤), security (🔒), and technical (💻) category icons appear as part of the cost of many actions. An officer that is committed to order an action can pay some or all of this cost with their level in that category.

OFFICER KEYWORDS

Many officer abilities are unique and described in full on their card. Some officers have keyword abilities, which are standardized and include rules text as space permits. Many keywords also have a level value. The following officer keywords appear without reminder text and follow these rules:

- **Inspiring:** While this officer leads a test with the specified stat, you can spend 2 analysis results (⌚⌚) to inspire their unit (see "Inspire" on page 33).
- **Relentless X:** While this officer leads an attack or security skill category (🔒) test, you can reroll up to X dice. For each die rerolled this way that results in a breakthrough success result (⚠), this officer's unit sustains 1 health damage (💀) during the Post Effects step.

Note that the Glib keyword appears on the Vorta Diplomat officer card, but that hails are not used in the learning mission so this keyword is not used.

LEARNING MISSION RULES

The learning mission teaches only the game's essential rules. While playing it, follow this book's instructions for your units and officers up to "Federation Complication: Rescue Op" on page 36. Ignore abilities on components that refer to shuttle, probe, team units, transporting personnel, ramming units, hails, or cloaked units. These concepts are introduced in the **Additional Rules** document.



DIRECTIVE CARDS

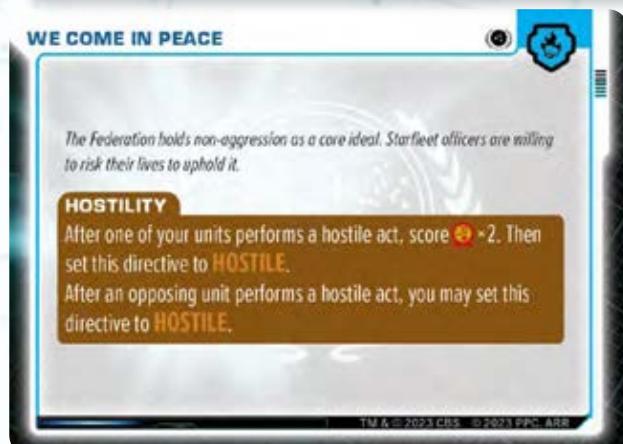
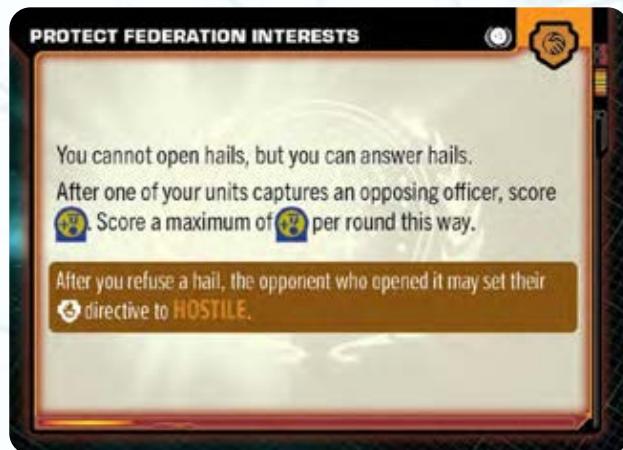
Each faction has three directive cards that represent the faction's philosophy and goals. Only the combat directive card (⚔) is used in the learning mission. By following their directive, a player can score additional victory points or avoid penalties.

Each directive has two sides: **CALM** and **HOSTILE**. The **CALM** side represents a faction's cautious approach to situations, while the **HOSTILE** side represents a more aggressive posture. The side shown is set at the start of a mission and can be reset by events during the mission, such as the revelation of the mission complication. While a directive is showing, the rules text on that side applies to that fleet.

HOSTILE ACTS

Directives refer to units taking hostile acts. When an opposing unit resolves one of the following procedures, it is a hostile act:

- **Attack:** The unit either performs an attack targeting a friendly ship or launches a torpedo (see "Attacks" on page 24). Note that attacks targeting torpedoes are not hostile acts.
- **Ram:** The opposing unit attempts to ram a friendly ship.



OVERVIEW OF A ROUND

The game is played in rounds. Each game round consists of five phases in the order shown below.

PRIORITY PHASE

During the Priority Phase, starting with the player who has the priority token, players take turns giving a priority order (◆) to one of their units to take an action. A player may instead pass and end their turn, but if they do they cannot give another ◆ for the rest of the phase.

To give a ◆, a player performs these steps:

1. Choose a unit to activate and a specific action available to that unit. On ship units, actions are found in their stations.
2. If the action is at a station, the player must choose a ready officer at that station. If the station is open, they may instead choose a ready officer in the same section as that station and assign that officer to the open station.
3. Commit the officer by flipping it to its committed side.
4. Resolve that action as described, following any italicized procedure required.

This phase ends when each player has no ready officers or has passed.

STANDBY PHASE

The Standby Phase consists of two steps:

1. **Ships Activate:** Each ship may be given a standby order (◆).
2. **Projectiles Activate:** Each torpedo **must** be given a ◆. Each other projectile may be given a ◆.

During each part of the phase, starting with the standby player (the one who does not have the priority token), players take turns giving a ◆ to one of their units to take an action. A player may instead pass and end their turn, but cannot give another ◆ for the rest of the phase.

To give a ◆, a player performs these steps:

1. Choose a unit that has not been given a ◆ and a specific action available to that unit.
2. Resolve that action as described.

Each part of this phase ends when each player's units of that type have all taken 1 action or each player has passed.

HAZARD PHASE

During the Hazard Phase, resolve [HAZARD] effects as described by damage cards and the mission's rules in the following steps:

1. Resolve effects from damage cards.
2. Resolve effects from features such as anomalies.
3. Resolve other effects such as special mission rules, including activating hazard units.

During each step, starting with the priority player, each player resolves their [HAZARD] effects in the order of their choice.

READY PHASE

During the Ready Phase, each player resolves the 4 steps shown below in order. First, the priority player resolves all 4 steps. Then, the standby player resolves all 4 steps.

1. **Remove Peril:** Each ship must cancel a number of its peril tokens (◆) by spending an equal number of its advantage tokens (◆), if able. The player must remove both tokens from the unit; uncanceled ◆ and unspent ◆ remain.
2. **Ready Officers:** The player readies up to 3 committed officers.
3. **Relocate Officers:** The player relocates up to 3 officers (whether they are ready, committed, or incapacitated), assigning each one to any section or station of the ship that officer is currently aboard.
4. **Resolve [READY] Abilities:** Resolve unit or officer abilities that have the [READY] phase ability. In the learning mission, each ship increases its reserve (⚡) dial by an amount equal to its recharge value (⚡).

HAIL PHASE

During the Hail Phase, fleets can negotiate with each other. Negotiation is not used in the learning mission but the Dominion player can flip their directive card under certain circumstances during this phase.

Hand Over Priority: After both players have completed all phases, the player who had the priority token this round flips it and gives it to their opponent. The current round then ends.

LEARNING MISSION: AT PERDITION'S GATE

Tensions between the Federation and the Dominion have simmered since their first contact erupted into battle. For now, the Federation still holds Deep Space Nine and vital access to the Gamma Quadrant Wormhole. Despite this, the Dominion has steadily extended its influence into the Alpha Quadrant, resulting in repeated incidents between the two powers. The Federation is concerned by recent sightings of a Jem'Hadar Fighter in a nearby system. Commander Benjamin Sisko has taken the heavily-armed U.S.S. Defiant to investigate; any Jem'Hadar represents a potential threat, but for now, neither side has committed to open war.

This learning mission is made up of several parts, but is best thought of as a story structured in two acts. The way that the story emerges depends on the player's actions.

- **Overture:** This is the **first** act. It describes the setup of the objective tokens and the mission actions that units can take to score those objectives. It also describes how the complication is revealed, which ends the overture.
- **Situation:** This is introduced with the overture but remains in effect for the entire mission. It describes the setup and rules for additional features in play, such as anomaly tokens (?).
- **Complication:** This is the **second** act. It describes the mid-game twist that is revealed and changes the mission. The influence track determines which of the two complications is revealed.

This mission is designed to teach the rules by walking each player through their first several turns. To do this, read each section and follow the action examples in **BLUE** text starting on page 18. After the examples are complete, play the rest of the game using the rules you have learned to make your own decisions.

SYSTEMS

Systems are the focal points of the mission, while deep space represents vast swaths of empty space, much greater in distance than a system. Thematically, this allows ships to be “distant” from one another even when they are physically close in the play area.

Areas: A system is a circular area extending around a system center marker. This scenario has one system with a 13” radius. If any part of a unit’s base overlaps any part of the system (which extends to the outer edge of the boundary markers), that unit is in the system. All parts of the sector outside the system are another area: deep space.

Crossing Boundaries at Warp: Units can cross system boundaries only by performing warp maneuvers. When a ship enters or leaves a system, place or remove that system’s marker from it.

Boundaries and Impulse: If an impulse maneuver would cause a ship to enter a system, it must stop its maneuver or choose a different maneuver so that no part of its base is in the system. If an impulse maneuver would cause a ship to leave a system, it must do as above, but instead end with a part of its base remaining in its current system. Projectile units can cross system boundaries at impulse (see page 31).

Measuring Between Areas: When a non-attack effect measures a range between two or more objects (such as a ships, anomalies, or features), any objects in different areas of the sector are not at range.

INFLUENCE TRACK

The outcome of this encounter between the Federation and the Dominion is uncertain. Each crew must scrutinize their opponents’ actions and make decisions to strengthen their position enough to affect how the mission develops.

At setup, the influence marker is placed on the start position of the influence track card. As the overture unfolds, the players can move the marker along the track by resolving analysis results (⌚) in the mission action shown on the next page.

When the overture ends, players reveal one of two possible complications, according to the position of the influence marker on the influence track card. Each faction’s complication favors their strengths. Each player may read their own complication before finishing the overture, but cannot read their opponent’s!



OVERTURE

As the U.S.S. Defiant enters the area, Sisko wants to scan the points the Jem'Hadar have passed by to determine what they have been doing. Meanwhile, the Vorta commander orders her Jem'Hadar crew to gather data on possible Federation sensor posts in the system.

SECTOR SETUP: Follow the setup instructions on page 4. The Federation's objectives have **BLUE** control markers (⌚) and represent waypoints visited by the Jem'Hadar ship. The Dominion's objectives have **ORANGE** control markers (⌚) and represent Federation sensor outposts.

HOW DO I WIN?

In this mission, players must move their ships near solid objective tokens (⌚) and make tests to score victory point tokens (คะแน). At the end, the player with the most (คะแน) wins. During the overture, each faction's ships can score (܁) by taking the mission action below. Actions are described in detail on page 16 and tests on page 22.

MISSION ACTION

THREAT ANALYSIS [■]: Ship only. Must be at Sensors range of a solid objective token (⌚) with a control marker (⌚).

Test (difficulty [↓] 2) command stat (▢) + Discipline (reroll instruments power [▢] stat). Increase the ↓ by 1 if there is an opposing ship with sensors range to the (⌚). Increase the ↓ by 1 if the (⌚) on the (⌚) does not match the testing unit's faction color.

Success: Remove the (⌚) from the (⌚). If it is your color, score 1 victory point (܁) and place that token on your side of the play area. If it is not your color, you must replace it with one of your color; this is a hostile act.

⌚: If the test was successful and the (⌚) was your color, you may spend 1 remaining breakthrough success (܁) result to score 1 additional (܁).

⌚: If the testing ship is at 4" of the (⌚), you may spend 1 remaining analysis result (܁) to move the influence marker 1 space toward your side of the influence track, even if the test was unsuccessful.

SITUATION

Although this area is long explored, recent battle debris, shifting orbits and emerging phenomena can leave ships of each side exposed to new uncharted hazards.

ANOMALY TOKENS

This mission uses features called anomaly tokens (܁) which are numbered tokens with special rules. They are placed so their numbered side is facedown. While an (܁) has its numbered side facedown, it is unexposed.

An (܁) is exposed and flipped faceup when either of the following happen:

- Any part of a ship's base would cross an unexposed (܁) during a warp maneuver. The ship must stop its maneuver at the point that its base overlaps the (܁) and resolve any effect described before continuing that maneuver.
- A ship begins the Hazard Phase at 2" of an unexposed (܁).

When an (܁) is exposed, the table below describes what to do with that token and any effect that must be resolved.

UNCHARTED HAZARDS ANOMALY TABLE

TOKEN	RESOLVE (܁) AS...
1–2	Wreckage Field: If the unit is at 2", it must choose to either gain 1 peril token (⚡) or spend 2 reserve (܁). Remove the (܁).
3	Frozen Gas Deposits: If the unit is at 2", it gains 1 advantage token (✚). Remove the (܁).

BEGINNING THE COMPLICATION

The overture ends and the complication begins when either of the following happen:

- The end of the round in which the final control marker was removed from an objective token.
- The end of round 3.

When the complication begins, read the relevant complication according to the position of the influence marker on the influence track card.

The Dominion complication can be found on page 35, while the Federation complication can be found on page 36.



ORDERS AND ACTIONS

ORDERS

Players give orders to their units to take actions. There are two types of orders:

PRIORITY ORDERS

Priority orders (◆) are given during the Priority Phase and each require you to commit a ready officer.

To give a ◆, a player performs these steps:

1. Choose a unit to activate and a specific action available to that unit. On ship units, actions are found in their stations.
2. If the action is at a station, the player must choose a ready officer at that station. If the station is open, they may instead choose a ready officer in the same section as that station, then assign that officer to the open station. You cannot give a ◆ at a station if the station already contains a committed officer.
3. Commit the officer by flipping it to its committed side.
4. Resolve that action as described, following any italicized procedure required.

The committed officer leads the action, including any required tests.

Some units do not have stations, but do have one or more actions that can be given as a ◆.

ACTIONS IN A JEM'HADAR FIGHTER'S HELM STATION [H] BOX



STANDBY ORDERS

Standby orders (♦) are given during the Standby Phase and do not require you to commit a ready officer. Each unit can be given up to one ♦ during each Standby Phase.

To give a ♦, a player performs these steps:

1. Choose a unit that has not been given a ◆ and a specific action available to that unit.
2. Resolve that action as described.

Note: With the exception of the **FIRE WEAPONS** action, a unit can perform the same action twice with both a priority order (◆) and a standby order (♦) in the same round.

ACTIONS

Actions define the things that a unit can do, including moving and firing its weapons. Actions available to a ship are described in its station boxes and identified by a capitalized header, as with **IMPULSE** shown below and to the left.

Other types of units have a short list of actions they can take based on their type. Some actions are also available to specific units through mission rules, such as the **THREAT ANALYSIS** mission action in the learning mission's overture.

In all cases, actions are identified by a capitalized header in bold italics.

THREAT ANALYSIS MISSION ACTION WITH INSTRUMENTS STATION [E] REQUIREMENT

THREAT ANALYSIS [E]: Ship only. Must be at Sensors range of a solid objective token (◆) with a control marker (◆).

MISSION ACTION

THREAT ANALYSIS [E]: Ship only. Must be at Sensors range of a solid objective token (◆) with a control marker (◆).

Test (difficulty [A] 2) command stat (C) + Discipline (reroll instruments power [G] stat). Increase the A by 1 if there is an opposing ship with sensors range to the ◆. Increase the A by 1 if the ◆ on the ◆ does not match the testing unit's faction color.

ACTION REQUIREMENTS

Actions have certain requirements that must be met in order to be able to take that action.

Some actions require a specific order type or alert status. These requirements are shown as icons before the action name:

Order type (◆ or ♦):

The depicted order type must be given to take the action.



Alert status (●, ○, or ■): The ship must be at the depicted alert status.



Some mission actions show a station's icon after the action name. These actions are treated as being in that station. Actions in a station cannot be used if that station is offline due to a damage card or other effect.

An action's text may describe other requirements, such as being at a specific range, or only affecting certain unit types.

For example, the learning mission's **THREAT ANALYSIS** mission action can be taken only by a ship at Sensors range of a solid objective token (●) with a control marker (♦) on it. This action also shows the instruments icon (■) and so is treated as being in that station; if you give a priority order (◆) to take that action, you must commit a ready officer in that station. If you give a standby order (♦) to take that action, it counts as that ship's one standby order during the Standby Phase.

ACTION COSTS

An action can have a cost shown after the action header as a combination of skill category icons (●, ○, or ■) and/or reserve icons (⚡).

- Social (●), security (○), and technical (■) skill category icons in the action's cost are paid for by the skill category levels of the officer who ordered the action; each level that officer has in a skill category pays for 1 matching icon. Each icon in excess of the officer's matching skill level must be paid for by spending 1 ⚡.
- ⚡ in the action's cost can be paid for only by spending ⚡.

For each ⚡ you spend, rotate your ship display's ⚡ dial clockwise to the next value.

Note: Because no officer is committed to give a standby order (♦), its cost must be paid entirely by spending ⚡.

PROCEDURES

Some actions refer to an italicized procedure in their text, such as the **IMPULSE** action which refers to the *engage impulse* procedure. These are standard rules that are resolved by following steps. Each of the procedures used in the learning mission is described in the following sections.

PHASE ABILITIES

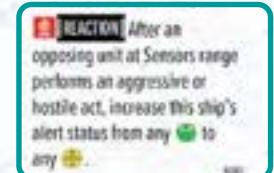
Some abilities are resolved during a particular phase. These abilities are marked



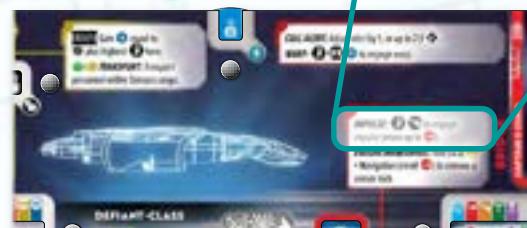
with a **PHASE** header in special formatting. For this game, the only phase abilities used are for adjusting reserve (⚡), which appears in each ship's engineering section (■), and for damage cards.

REACTIONS

Some abilities have a **REACTION** header and can be resolved only in response to specific triggering events. Each reaction's text describes its timing. If the reaction is on an officer card, that officer must be ready. Commit that officer to resolve the ability. Reactions are not used in the learning mission.



IMPULSE action requiring cost of 1 technical (■) and 1 security (○) skill category icon, which can be paid with either reserve (⚡) or skill category icons on committed officer.



Fieldcraft 1, Skirmish 2
Biology 1, Mechanics 2, Navigation 1

Jadzia Dax officer card with skill category icons, which can be used to pay for action costs if Jadzia is committed to the **IMPULSE** action.

Fieldcraft 1, Skirmish 2
Biology 1, Mechanics 2, Navigation 1

While Jadzia Dax leads a test, for which she has no skill levels, if her unit has no ●, she counts as having that skill at level 1.

MANEUVERS

A ship can move by taking an action that allows it to make a maneuver. There are two maneuver procedures for ships: *engage warp* and *engage impulse*, each described below.

ENGAGE WARP

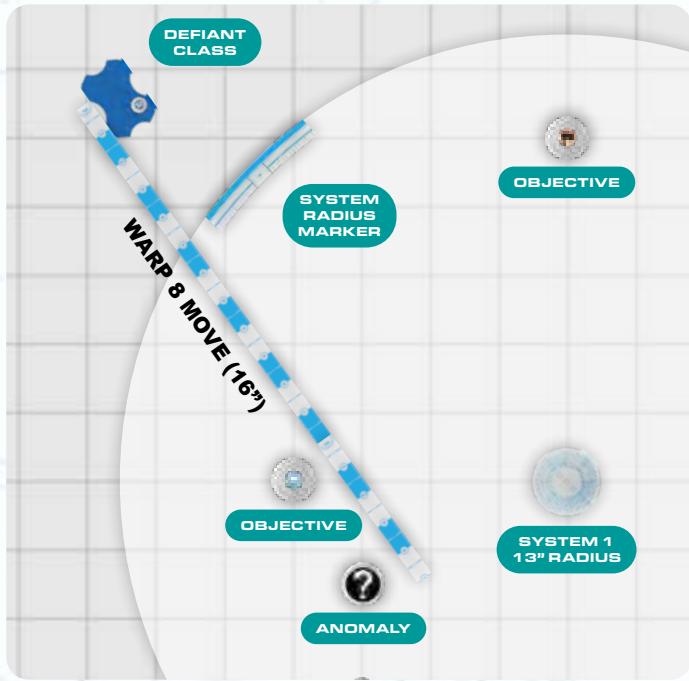
A *warp* maneuver allows a ship to move great distances and enter or leave systems, but it cannot turn during this maneuver. Remember famed Starfleet navigator Tom Paris' rule: "Faster than light, no left or right!" A warp maneuver is resolved by following the steps below.

- 1. Choose Warp Factor:** Select a warp factor up to the unit's warp drive (⌚) stat; the unit can move up to twice this distance in inches. If the unit's engine power stat (⚡) is lower than the chosen warp factor, either spend reserve (⚡) equal to the difference or choose a lower warp factor.
- 2. Place Ruler:** Place the ruler alongside the unit, with its starting end aligned to the rear most corner of the turning slot (see diagram at the bottom of page 19).
 - 2.1 Place Tracking Marker:** Place the semi-circular tracking marker in the base's aft (rear) slot, aligned to its center. If needed, this can be used to return the unit to its original position.
- 3. Advance Unit:** Pick up the unit and move it along the ruler, keeping its edge parallel to the ruler. If the unit's base passes over any feature or unit, it crosses that feature or unit.
 - 3.1 Resolve Crossing Effect:** Each time the unit crosses a feature at warp, resolve any relevant effects of that feature's keywords. Sometimes these effects can interrupt the maneuver.
 - 3.1 Place Unit:** Place the unit parallel with the ruler within the distance allowed by the chosen warp factor.
 - 3.1 Check Collisions:** If any part of the unit's base would overlap the base of a ship or be outside the sector, move the unit (within its warp factor) until it can fit in the play area without overlapping the base of any ship. If unable to do so, return the unit to its original position.
- 4. Check Ranges:** If any units, features, or other game components have abilities that affect units within a certain range, check the distance to them and resolve any abilities that apply.

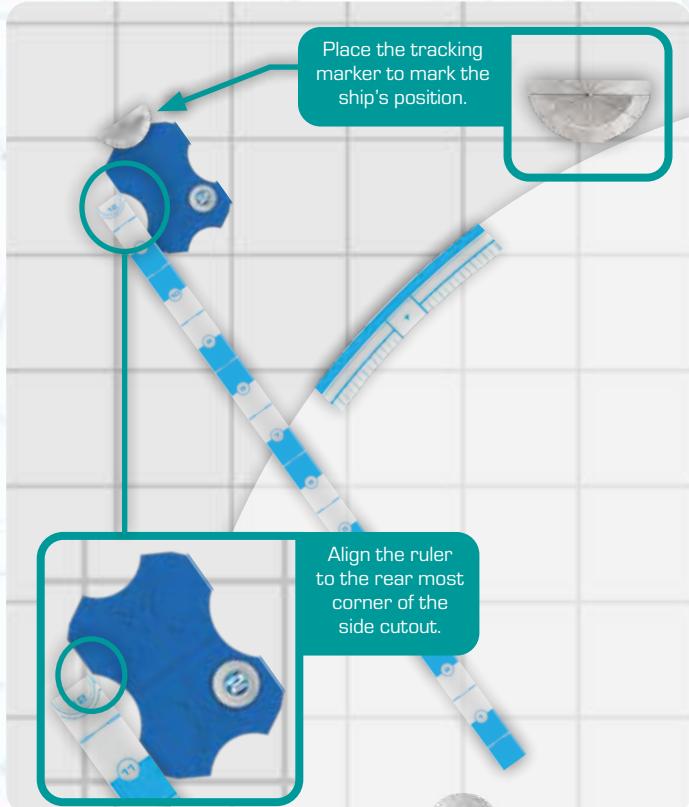
Engage Warp Example (⌚ turn 1): The Federation player begins their turn and decides to move the *U.S.S. Defiant* into the system. It is the Priority Phase and Benjamin Sisko is in the captain's chair station (👤), so they must commit Sisko to give a priority order (❖) to take the **WARP** action at the (👤). Sisko has a 2 in social (👤) and 1 in technical (📱), so the player spends only 1 reserve (⚡) for the action's cost.



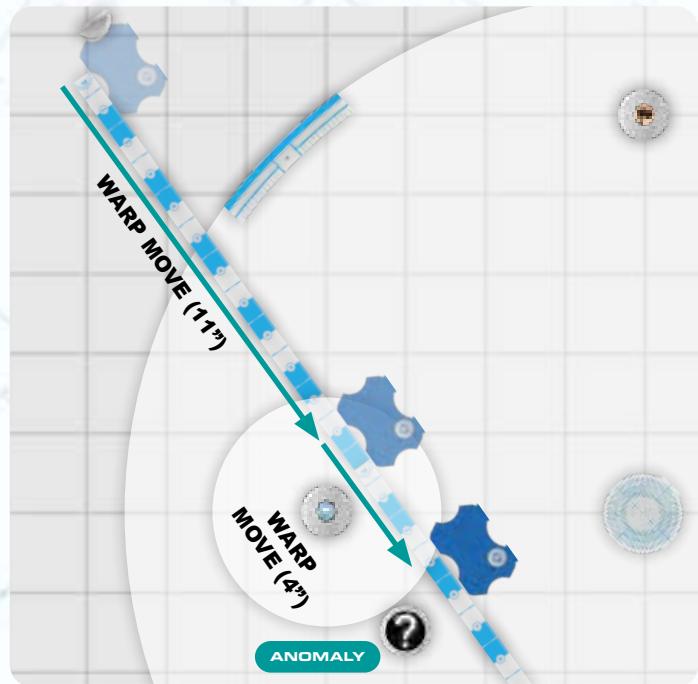
1. They choose warp 8, giving the ship a maximum move of 16", which the ship's engine power stat (●) supports.



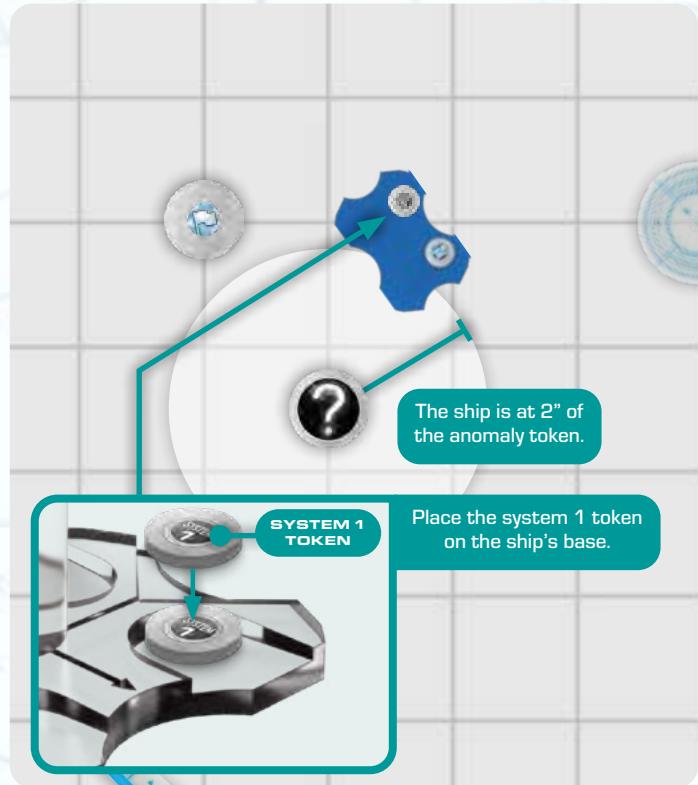
2. The player places the ruler alongside the *Defiant* and places the tracking marker in the ship base's aft slot, in case they need to revert to the beginning of the maneuver.



3. They advance the *Defiant* 15" along the ruler, crossing no features and placing it so its aft end is 2" past the solid objective token (●) with the BLUE control marker (●) along the ship's heading. There are no other ships at that position.



4. There is an anomaly token (?) at 2" of the *Defiant*, but it is not revealed until the Hazard Phase. The Federation player places a system 1 token on the ship's base to show it has entered the system and the maneuver ends.



ENGAGE IMPULSE

Impulse maneuvers allow a ship to make a variety of moves within systems or deep space.

When a ship resolves an impulse maneuver, its player chooses forward, lateral, come about, or reverse maneuvers. Note: only forward impulse and come about are used in this learning game.

FORWARD IMPULSE

A *forward impulse* maneuver allows the ship to move and turn. It is resolved by following the steps below.

- 1. Place Turning Tool:** Place the turning tool with its circular head fitted into the slot on the port (for a left turn) or starboard (for a right turn) side of the base. Align its central notch to the center dot of the slot.
- 2. (Optional) Adjust Heading:** Rotate the turning tool up to a number of notches equal to the unit's impulse turn value (●). The stem of the tool must rotate toward the aft (back) of the base. Note that it is not necessary to stop on specific notches.
- 3. Place Ruler:** Slide the ruler into the groove on the underside of the turning tool until the ruler's starting end is flush with the front edge of the turning tool's stem.
- 4. Advance Turning Tool:** Pick up the turning tool, then slide it along the ruler a distance up to the maximum allowed by the ship's engine power (●) stat.
- 4.1 Place Tracking Marker:** Place the tracking marker in the base's aft (rear) slot, aligned to its center. If needed, this can be used to return the unit to its original position.
- 5. Advance Unit:** Pick up the unit and move it to the position of the turning tool, placing it in the same slot from step 1. Align the turning tool's central notch with the central dot of the slot.
- 5.1 Check Collisions:** If any part of the unit's base would overlap the base of a ship or be outside the play surface, move the unit within its engine power (●) stat until it can fit in the play area without overlapping the base of any ship. If unable to do so, return the unit to its original position.
- 5.2 Remove Ruler:** Hold the turning tool in place to carefully slide the ruler out and remove it from the play area.

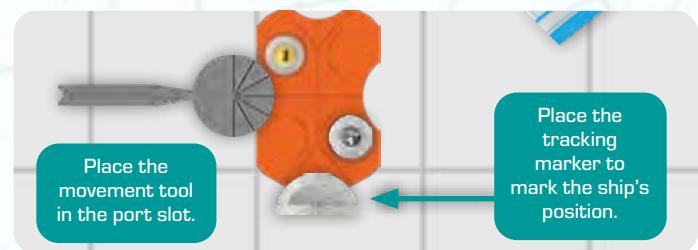
6. (Optional) Adjust Heading: If the unit did **not** rotate the turning tool during Step 2, hold the turning tool steady and rotate the unit's base forward around the turning tool up to a number of notches equal to the turn value of the unit's impulse turn value (●). The unit must rotate and align with the same slot's triangular mark, but so the fore (front) end of the base is moved toward the stem of the tool. As in Step 2, it is not necessary to stop on specific notches.

- 6.1 Check Collisions:** If any part of the unit's base would overlap the base of a ship or be outside the play surface, move the unit within its engine power (●) stat until it can fit in the play area without overlapping the base of any ship. If unable to do so, return the unit to its original position.
- 7. Check Ranges:** If any units, features, or other game components have abilities that affect units at a certain range, check the distance to them and resolve any of their abilities that apply.

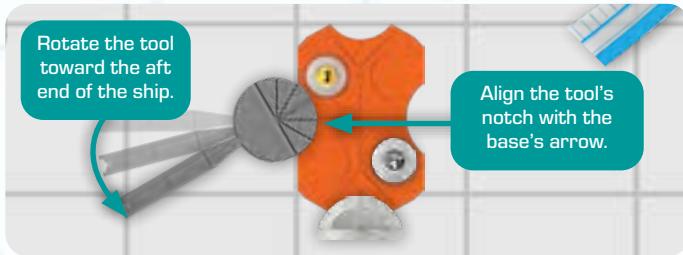
Engage Impulse Example (◆ turn 1): The Dominion player takes their turn and decides to move the Jem'Hadar Fighter towards the center of the system. It is the Priority Phase and the Jem'Hadar Second is at the Helm, so they must commit the Second to give a priority order (◆) to perform the **IMPULSE** action at the helm station (◆). The Second has a 2 in security (●) but no levels in technical (●), so the player must spend 1 ⚡ for the (●) icon, plus 1 ⚡ for the (●) icon.



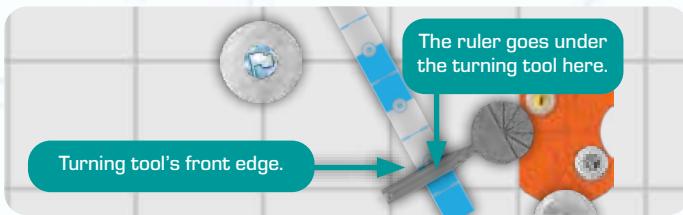
1. The player wants to turn the ship left, so they place the turning tool in its port (left) slot.



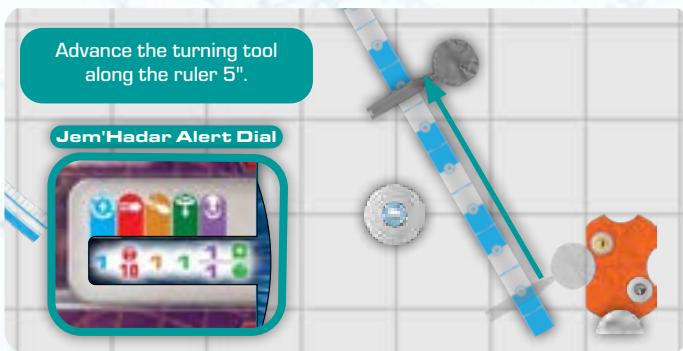
2. The player adjusts the heading by rotating the tool toward the ship's aft (rear) end, so its first notch is aligned with the base's arrow.



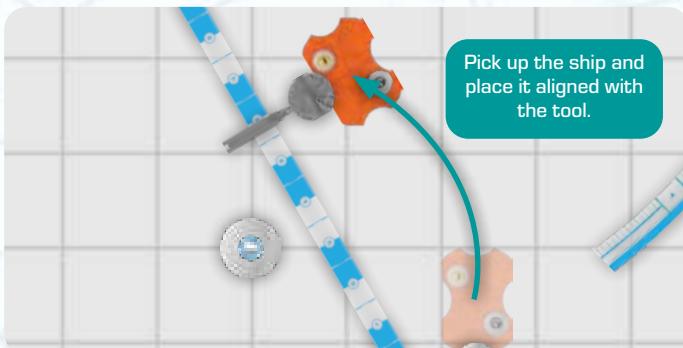
3. They place the ruler under the turning tool, aligning its starting end with the tool's front edge.



4. They advance the turning tool 5", which is less than the ship's current engine power (➡) stat of 10. They also place the tracking marker, in case they need to revert to the beginning of the maneuver.



5. They advance the Fighter and move it to the position of the turning tool, placing the ship's port (left) slot with its central dot aligned to the tool's central notch.

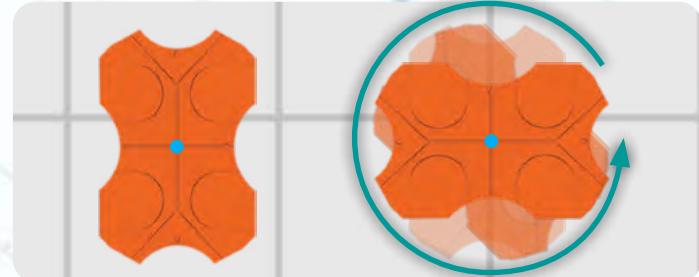


6. The player already adjusted the heading, so they skip step 6. Then, they measure to confirm neither anomaly token (?) is at range to affect the Fighter. Neither is, and the maneuver ends.

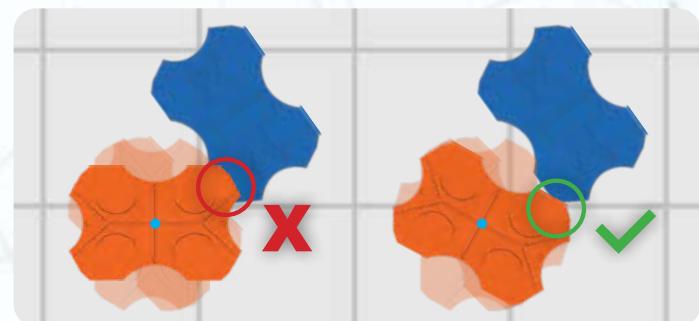
COME ABOUT

A *come about* impulse maneuver allows the ship to spin on its center to face any new heading. It is resolved by following the steps below.

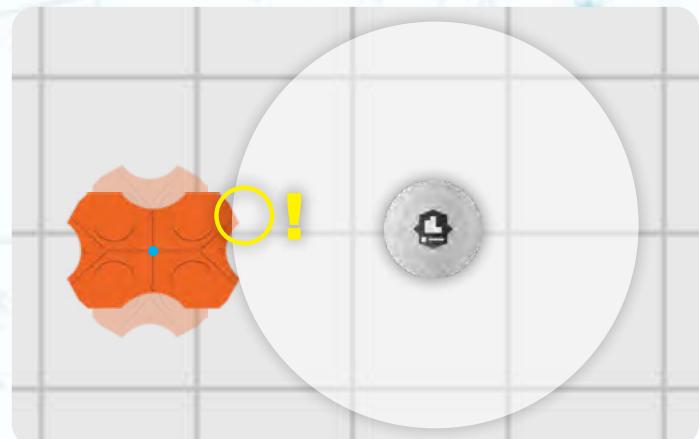
- 1. Rotate Unit:** Rotate the unit carefully around its center point, keeping its center in the same position. Stop at any point during this rotation.



- 1.1 Check Collisions:** If any part of the unit's base would overlap the base of another ship or be outside the play surface, rotate it around its center until it can fit in the play area without overlapping the base of any ship. If unable to do so, return the unit to its original position.



- 2. Check Ranges:** If any units, features, or other game components have abilities that affect units at a certain range, check the distance to them and resolve any of their abilities that apply.

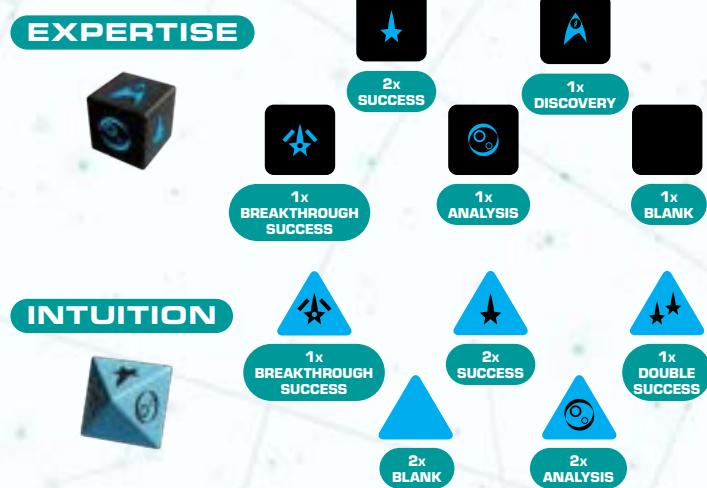


TESTS

Many actions require ships to test a specific stat and are resolved using dice. Each test has a difficulty (\uparrow) that sets the number of success (\star) icons that must be rolled to succeed. The number of eight-sided intuition (\diamond) dice to be rolled is based on the crew stat being tested.

LEADING A TEST

An officer leads a test when they are committed to give that order or the test is for an ability on their officer card. If the test's leader has the relevant skill, they add a number of six-sided expertise dice (\square) equal to their level in that skill. \square are more reliable than intuition dice (\diamond) and have the powerful discovery result (\wedge). However, only \diamond have a double success result ($\star\star$) face. The die icons are described below.



BREAKTHROUGH SUCCESS

The breakthrough success result (\bowtie) is treated as a success result (\star), but it has additional benefits. An opponent cannot force \bowtie results to be rerolled, and it can often be spent for other benefits like kicker effects.

DISCOVERY

The discovery result (\wedge) appears only on the expertise die (\square). During the "Tester Modifies Dice" step of a test, the player may change each die with a \wedge to any other face. During the "Resolve Post Outcome Effects" step, each remaining \wedge result can be spent to add 1 advantage (\oplus) token to the testing unit.

ANALYSIS

The analysis result (\circ) can be spent during the Resolve Post Outcome Effects step to resolve kicker effects.

MAKING A TEST

When a unit makes a test, it follows these steps:

- Determine Officer:** An officer leads the test if:
 - That officer was committed to give a priority order (\blacklozenge) for the action taken.
 - That officer is resolving an ability on their officer card that requires a test.
- Determine Dice:** Reference the test and the unit's required crew stat. Gather a number of intuition dice (\diamond) equal to the required crew stat.
 - If the officer leading the test has a relevant skill, gather a number of expertise dice (\square) equal to their level in that skill.
 - Gather any dice from other effects.
- Roll Dice.**
- Tester Modifies Dice:** Reroll dice or change results in the order below. A die can be rerolled multiple times.
 - Spend one or more discovery results (\wedge), spend one or more of the unit's advantage tokens (\oplus), or resolve other effects. For each \wedge spent, change that die to any face. For each \oplus spent, reroll 1 die and remove the token.
- Opponent Modifies Dice:** Reroll dice or change results in the order below. A die can be rerolled multiple times.
 - Spend one or more peril tokens (\blacklozenge) on the unit or resolve other effects. For each \blacklozenge spent, remove the token and force the tester to reroll 1 die not showing a breakthrough success result (\bowtie).
- Resolve Outcome:** Compare pool of rolled icons to the test.
 - If the total of success results (\star) and breakthrough success results (\bowtie) equals or exceeds the test's difficulty (\uparrow), the test succeeds. Otherwise, the test fails. **These results are not considered spent.**
 - Resolve "Success" or "Failure" effects.
- Resolve Post Outcome Effects:** The tester may spend any remaining die results on the following effects:
 - If the test was successful and has a breakthrough success result (\bowtie) kicker, spend \bowtie results equal to the number of \bowtie icons on the kicker to gain its benefits.
 - If the test has an analysis results (\circ) kicker, spend \circ results equal to the number of \circ icons on the kicker to gain its benefits.
 - Spend discovery results (\wedge) to add an equal number of advantage tokens (\oplus) to the unit.

Test Example (turn 2): It is the Federation player's turn again. The U.S.S. *Defiant* is at its 2" Sensors range of a solid objective token (●) with a **BLUE** control marker (◆). So, the player commits the Redoubtable Engineer to order the mission's **THREAT ANALYSIS** action at the instruments station (■). This action has no cost.

1. The player refers to the action's test, which has a ♫ of 2 and requires the command stat (□). The *Defiant*'s crew dial shows 3 □. The test's difficulty (♫) would be one higher if the Jem'Hadar Fighter was also at its own 6" fore arc (●) Sensors range of the ●, but it is not.



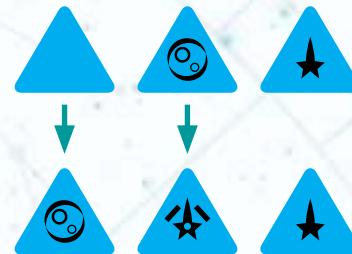
2. The Redoubtable Engineer is leading this test because that card was committed for the order.
3. The player gathers 3 intuition dice (◆) for the *Defiant*'s □. The Redoubtable Engineer does not have the Discipline skill, so they cannot add expertise dice (■). To help with future tests, the player could move another officer with Discipline here during the Ready Phase.



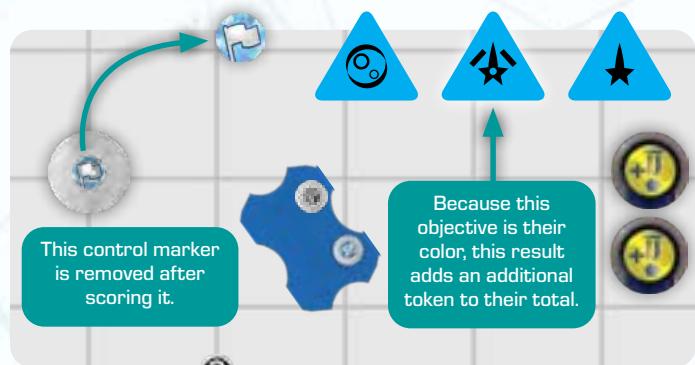
4. The player rolls the 3 ◆, resulting in 1 blank, 1 analysis result (◎), and 1 success result (★).



5. The testing player modifies their results. This test allows rerolling a number of dice equal to the ship's instruments power stat (●), which is currently 2 so the testing player rerolls the blank and the analysis result (◎), resulting in a breakthrough success result (★) and an ◎. There is no peril token (◆) for the Dominion player to spend, so the results stand.



6. The player compares the results to the test. There is 1 ★ and 1 ★, which also counts as a ★. So, the test succeeds and the player scores 1 victory point (●). The test was successful and the **BLUE** control marker (◆) is their color, so they remove it and spend their breakthrough success result (★) to score 1 additional victory point (●)!



7. There is also an analysis result (◎) in the pool, and the *Defiant* is at 4" of the solid objective token (●), so the player spends it to move the influence marker 1 space toward the Federation side of the track.



COMBAT

ATTACKS

A ship can use its weapons to attack other units by taking the **FIRE WEAPONS** action in its tactical station (☒). When it does so, a ship can spend weapons power (●) and reserve (⚡) to perform one or more attacks with its weapons. An attack is a special type of test where the difficulty (▲) is the target's evasion stat (◎). Each weapon can perform a certain number of attacks from each of that weapon's available arcs. See point 2 under "Weapons" on page 25.

MAKING AN ATTACK

The *attack* procedure is resolved by following the steps below.

- 1. Determine Officer:** An officer leads the attack if:
 - That officer was committed to give a priority order (◆) for the action taken.
- 2. Choose Weapon:** Choose 1 weapon from the unit.
 - **Torpedo:** If the weapon is a torpedo, skip the remaining steps and follow the "Launching Projectiles" procedure on page 29.
- 3. Declare Target:** Choose an opposing unit to attack. If the target is a ship, choose which end of the ship to target (fore or aft).
 - The attacker and target cannot be in different systems, but either or both can be outside a system (in deep space).
 - Check to see if the target is within the ship's arc (see page 25) and in line of sight (see page 26).
 - Measure range to the target (see page 26).
- 4. Determine Dice:** Gather a number of dice by following these steps in order.
 - **Spend Power:** Spend any combination of your weapons power (●) and reserve (⚡) to determine weapon dice. Each ● spent is unavailable for the rest of this action. Total ⚡ spent during this action cannot exceed the printed ● alert stat.
 - **Gather Weapon Dice:** Gather the dice indicated by the weapon profile for the power spent.
 - **Gather Expertise Dice:** If the leading officer has the Ordnance skill and it is the **first** attack of the action, gather a number of expertise dice (■) equal to that skill's level.
 - **Gather Additional Dice:** Gather any additional dice added by other effects.

5. Roll Dice.

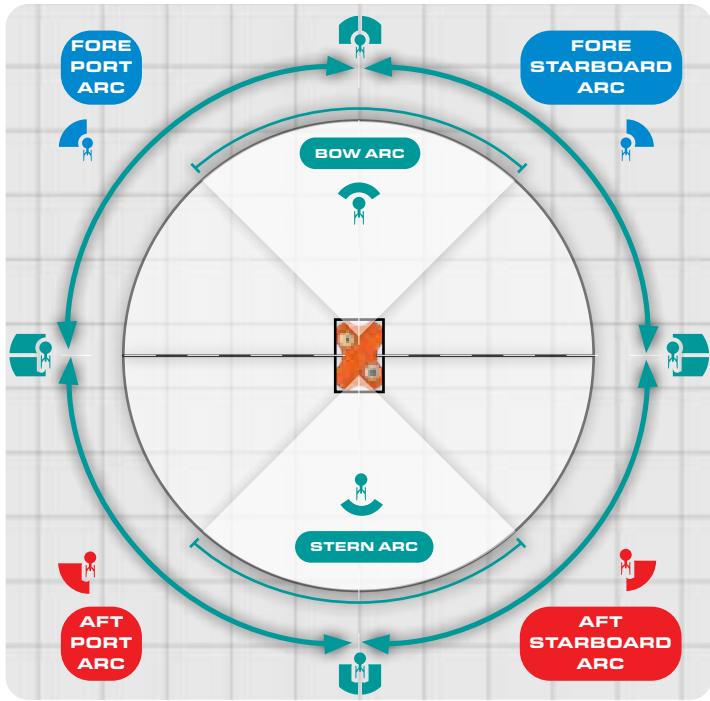
- 6. Tester Modifies Dice:** Reroll dice or change results in the order below. A die can be rerolled multiple times.
 - If the defender has a friendly lock token, reroll dice up to the attacker's instruments power stat (●).
 - Spend one or more discovery results (▲), spend one or more of the unit's advantage tokens (◆), or resolve other effects. For each ▲ result spent, change that die to any face. For each ◆ spent, reroll 1 die.
- 7. Opponent Modifies Dice:** Reroll dice or change results. A die can be rerolled multiple times.
 - Spend one or more peril tokens (◆) on the unit or resolve other effects. For each spent ◆, choose one die not showing a breakthrough success result (☆) and force the attacker to reroll it.
- 8. Determine Outcome:** If the total number of success results (★) and breakthrough success results (☆) in the pool equals or exceeds the target's evasion stat (◎), the attack hits. Otherwise the attack misses.
These results are not considered spent.
 - The attacker may spend analysis results (◎) to resolve ◎ weapon abilities.
- 9. Resolve Damage:** If the attack hits, the defender sustains damage equal to the total success results (★) and breakthrough success results (☆) in the icon pool.
 - The defender must spend reserve (⚡) to cancel damage with their shields and may resolve other effects. If an effect cancels damage, ★ icons must be removed before ☆ icons.
 - The defender reduces their relevant dial or track and suffers the effects of any icons revealed (see "Damage" on page 32).
- 10. Resolve Post Outcome Effects:** The attacker may spend any remaining die results on the following effects:
 - Spend breakthrough success results (☆) equal to the defender's resilience stat (●) to force the defender to draw and resolve a damage card.
 - Spend discovery results (▲) to add an equal number of advantage tokens (◆) to the unit.
 - If the unit can perform other attacks as part of this action, return to step 2.

A ship cannot take the **FIRE WEAPONS** action more than once per round. After a ship resolves this action, place a fire weapons token (●) on it.

SHIP ARCS

A ship weapon can attack only in the specific firing arcs shown for it. A ship's arcs are defined by the crossed lines dividing its base into quarters and the angled wedges at its fore and aft ends. Each arc has the name and icon shown for it in the diagram below.

To determine if a target or feature is in an arc, trace each line defining that arc beyond the base and into the play area, using the straight edge of the ruler if necessary. If any part of that component is inside the lines, that component is in that arc.



WEAPON KEYWORDS

Some weapons have keyword abilities, which can be resolved when attacking with that weapon. Many keywords also have a level value. The following keywords appear and follow these rules:

Blast X: When this unit detonates, it attacks each unit at X" with this weapon profile. If there are one or more opposing units with a friendly lock token at X", only those units are attacked.

Breach X: If the target has a hull value, during the resolve damage step, the defender does not stop reducing their hull value after their dial or track changes to the next hull status; its hull can be reduced up to X additional steps.

Pierce X: If the target has shields, during the Determine Outcome step, you may spend up to X analysis results (⌚). For each result spent, the defender's shield value on the attacked location is reduced by 1 until the end of the **action**, including against additional attacks performed during the same action.

Pulse X: During the Tester Modifies Dice step, you may reroll a number of dice up to X.

WEAPONS

Each of a ship's weapons profiles is shown in its tactical station (🔧). There are two weapon categories:

Beam weapons include phasers and polaron beams. These require line of sight to the target (see "Line of Sight" on page 26) and are resolved with the full *attack* procedure.

Launcher weapons include photon and quantum torpedo tubes. These follow the *launch* procedure to place a projectile, which then moves independently until it detonates (see "Projectiles" on page 28).



- 1. Weapon Name and Number:** This is the profile name and maximum number of attacks it can make during an action.
- 2. Firing Arcs and Number:** This is the number of attacks that can be made in each available arc.
- 3. Power Cost:** This is the required cost in weapons power (⚡) and/or reserve (⚡) to attack with this weapon. If this is shown as a range, the attacker can choose how much to spend. Some weapons have no power cost.
- 4. Range:** This is the maximum range of the weapon. Beam weapons use this.
- 5. Effects:** This section differs based on weapon type.
 - a.** If the weapon is a beam, this describes the dice gathered for each weapons power (⚡) and/or reserve (⚡) spent. Any keyword abilities for the weapon will be listed here.
 - b.** If the weapon is a launcher, this lists the type of projectiles it launches, which have their own card describing their stats, dice, and keywords.

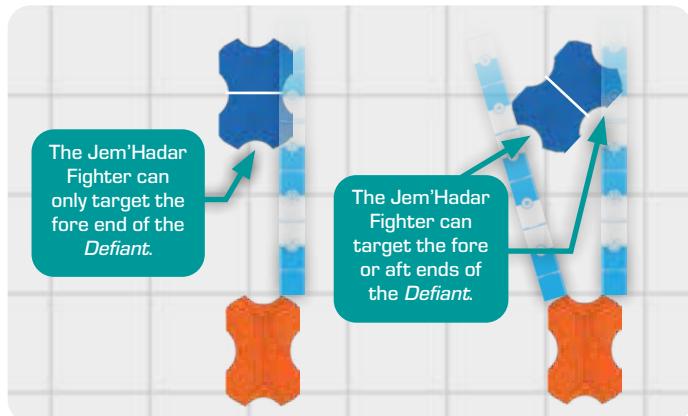
RANGE

To measure range between two components:

1. Place part of the ruler's startline touching the surface of the component being measured from.
2. Place the ruler so that one of its long edges is touching the closest point on the surface of the component being measured to. If measuring in an arc, place the ruler touching the closest point in arc.
3. If the point where the ruler touches the surface is less than the specified distance, that component is **at range**.

LINE OF SIGHT

When attacking with a beam weapon, the target must be in line of sight. To determine if a target is in line of sight, trace a line from any point on the attacker in the weapon's arc to any point on the chosen target that is in that arc. If the line can be traced without crossing a different end of a ship than the target, the target is in line of sight.



Attack Example (♦ turn 2): It is the Dominion player's turn again. They are now trailing the Federation player's score by 2 victory points (3). Rather than wait for the Hail Phase to flip their combat directive to its **HOSTILE** side, they decide to attack the *U.S.S. Defiant* now. The Dominion player commits Talak'talan to order a **FIRE WEAPONS** action at the tactical station (2). This action has no cost.

1. Talak'talan is leading this test because his card was committed to give the order.



2. The player chooses to use the Fighter's Phased Polaron Beams profile, which can attack up to 2 times in its fore (2) arc.



3. The player declares the *Defiant*'s fore end as the target, because it is in the Fighter's 2 and the *Defiant*'s fore end blocks line of sight to its rear. Measuring the range, the closest point of *Defiant*'s fore end is at 6", so it is at range of the polaron beam.



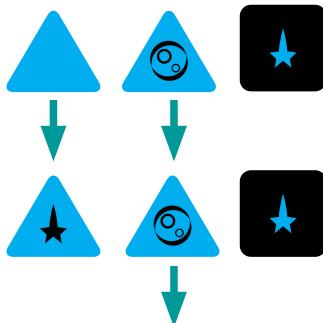
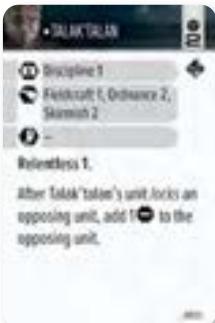
4. The player gathers dice. The Fighter is at its yellow-1 () alert status, so it begins this action with 3 weapons power (). The polaron beam has a cost of 1–3, so the player decides to spend 2 to gather 2 intuition dice (). Talak'talan has the relevant Ordnance skill at level 1, so they also add 1 expertise die ().



5. The player rolls the 2 intuition dice (blue) and 1 expertise die (black), resulting in 1 blank and 1 analysis result (circle with a dot) on the blue die, and 1 success result (star) on the black die.



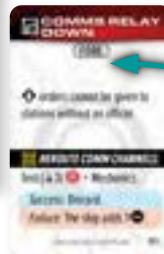
6. The attacking Dominion player modifies their results. They resolve Talak'talan's Relentless 1 keyword to reroll 1 die (see page 12). They reroll the blank, resulting in a ★, so the unit sustains no health damage (💀) (see page 33). They also have 1 ☰ in the pool, so they spend that icon to resolve the Phased Polaron Beam's Pierce 1 keyword during this step, which reduces the target's fore shields value (🛡) by 1 for the rest of the action. There are no Peril tokens (⚡) for the defending Federation player to spend, so the results stand.



7. The Dominion player compares the 2 success results (★) to *Defiant*'s 2 evasion stat (◎). The attack hits!



8. The attack inflicts 2 damage. The *Defiant*'s 1  value is reduced by 1, so it cannot spend reserve () to reduce damage and sustains 2 damage. The Federation player reduces *Defiant*'s hull dial from its 6 position to its 4 position, passing a critical damage icon (, so the *Defiant* draws a damage card, resulting in Comms Relays Down. This card can affect the targeted fore end, so the player places the card in the instruments station () slot shown, which takes it offline.



9. The Dominion player has no remaining results to spend. However, they committed a hostile act by performing this attack, so they must flip their directive to its **HOSTILE** side and score 2 negative victory points (⊖). The Federation player also flips their directive, without penalty. The Fighter still has weapons power (●) and reserve (⚡) left to spend, so the player decides to continue the **FIRE WEAPONS** action and repeat the *attack* procedure. Talak'talan cannot lead another beam attack, so the player chooses the torpedo tube instead (see “Choose Weapon” on page 24).



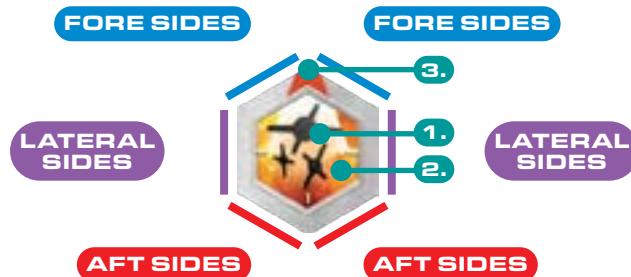
PROJECTILES

Projectiles are units launched into the play area by ships, typically as weapons. The only projectile types used in this preview are quantum and photon torpedoes.

Each projectile has its own stats and keyword abilities, which are described on the unit card for its type. A projectile also has a limited Endurance, which is tracked by placing an endurance marker behind the projectile's aft point.

A projectile can be ordered only during the projectiles part of the Standby Phase. A torpedo has the Inertia keyword rule and **must** use its order to take an engage impulse action and move at its full engine power stat (--) value. A torpedo also detonates if it is at 1" of an opposing unit before or after (but not during) its movement.

A projectile is removed from play after it is destroyed, it detonates, or it has no endurance marker at the end of its turn.



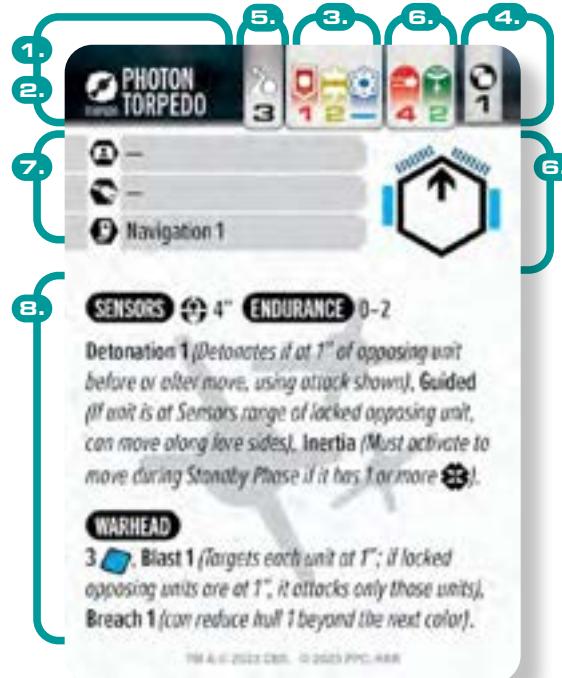
- 1. Type:** This design shows the type of projectile (quantum or photon torpedo).
- 2. Player Color:** This identifies which player controls this projectile.
- 3. Heading Arrow:** This shows the torpedo's fore point.
- 4. Sides:** The projectile moves along its sides.
 - a.** 2 fore sides
 - b.** 2 lateral sides
 - c.** 2 aft sides.



ORANGE PLAYER
PHOTON TORPEDO
TOKEN



BLUE PLAYER
QUANTUM
TORPEDO TOKEN



- 1. Name:** The projectile's name.
- 2. Type and Subtype:** The projectile unit icon and subtype of projectile this is.
- 3. Crew Stats:** The unit's command (C), operations (O), and science (S) stats. Unlike ships, these do not change with damage.
- 4. Hull:** The projectile is destroyed when it has trauma tokens equal to this value (see "Damage" on page 32).
- 5. Fixed Stats:** Torpedoes have only the evasion stat (E).
- 6. Alert Stats:** This bar displays the projectile's alert stats. Unlike ships, these have a single, fixed value.
 - **Engine Power Stat** (EP) and **Maneuver Sides** determine how far the projectile moves when it engages impulse. The solidly colored sides are those it can move along (see example on page 31). Striped colored sides can only be used under certain conditions such as the Guided keyword on the torpedo card.
 - **Instruments Power** (IP) determines the unit's dice rerolls during tests.
- 7. Skills List:** Each skill category icon is shown with a list of each skill and its level the projectile has of that category. These function in the same manner as officer skills when the projectile makes a test.
- 8. Abilities:** The projectile's keyword and other special abilities, along with the projectile's detonation attack and its keywords are shown here.
 - **Unit Abilities:** The projectile's keyword or other special abilities are shown here.
 - **Attack Profile:** The projectile's detonation attack and its keywords are shown here.

PROJECTILE MOVEMENT

Projectiles must be launched from ships and then move in their own way.

LAUNCHING PROJECTILES

This procedure begins after step 2 of the *attack* procedure (see page 24).

1. **Spend Power:** Spend weapons power (●) and/or reserve (⚡) equal to the ● cost on the projectile launcher. Each ● spent is unavailable for the remainder of this action. The total ⚡ spent during this action cannot exceed the printed ● alert stat.
 - **Launcher Status:** To launch a torpedo, this window must show the torpedo ready (●) status.
2. **Place Turning Tool:** Place the turning tool with its circular head fitted into the slot in the end of the ship specified for the launcher. Align the tool's central notch to the center dot of the slot.
3. **(Optional) Adjust Heading:** Rotate the turning tool up to a number of notches to either side equal to the projectile launcher's impulse turn value (●). Note that it is not necessary to stop on specific notches.
4. **Place Projectile:** Place the projectile in the play area, with its aft point against the notch at the end of the turning tool's stem.
 - The projectile cannot overlap or be overlapped by another unit or feature.
5. **Remove Tool:** Remove the turning tool.
6. **Set Endurance:** Place an endurance marker with a value up to the projectile's Endurance against the projectile's aft point. The projectile is launched.



Launching Torpedo Example (◆ turn 2 continued): After resolving the polaron beam attack, the Jem'Hadar Fighter's **FIRE WEAPONS** action continues. The player decides to launch a photon torpedo with the Fighter's fore torpedo tube.

1. The Fighter spent 2 weapons power (●) on its first attack, so it still has 1 ● remaining for the player to spend for the torpedo tube's cost. The Fighter's launcher status shows torpedo ready (●), so it can launch a photon torpedo.



TORPEDO TUBES ×2 1 fore 1 | 1 aft 1
1 ● | Photon Torpedoes (Projectile).

2. The player places the turning tool against the Fighter's fore turning slot, with its central notch aligned.



3. The player adjusts the tool's heading by rotating it to the left, towards the Defiant, but less than the impulse turn value 1 (1) allowed.



4. The player places the photon torpedo's projectile token with its aft point against the tool's notch.



6. The player refers to the photon torpedo unit card and places a '1' endurance marker against the torpedo's aft point. This is less than the torpedo's maximum Endurance of 2, but ensures the torpedo will be removed after it moves this round. The torpedo is launched.



5. The player removes the turning tool.



7. The player decides that they do not want to perform another attack as part of this **FIRE WEAPONS** action, because they would need to spend reserve (**⚡**), so the action ends.



PROJECTILE IMPULSE MANEUVER

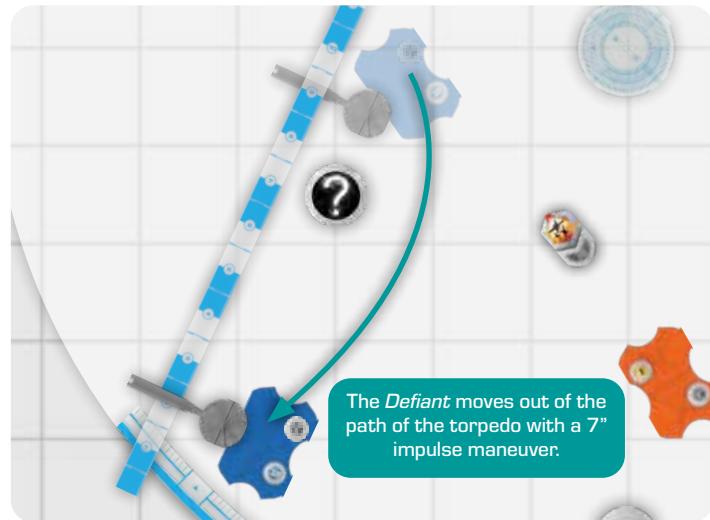
When a projectile engages impulse, it makes a maneuver following these steps:

- 1. Choose Maneuver Side:** This must be shown by the projectile's engine power stat (●). See the diagram on page 28.
- 2. Place Ruler:** Place the ruler alongside the chosen maneuver side with its starting end aligned to the aft corner of that side.
- 3. Place Tracking Marker:** Place the tracking marker's straight edge against a side opposite the ruler. This can be used to return the unit to its original position.
- 4. Advance Unit:** Pick up the projectile and move it along the ruler to the intended position.
 - 4.1 Place Unit:** Place the unit with its chosen side or its opposite parallel side against the ruler's edge at its intended position. Note that this allows the projectile's final position to be on either side of the ruler.
 - 4.2 Check Collisions:** If the unit's template would overlap another unit or any part of it would be outside the play surface, move the unit within the limits set by its engine power stat (●) until it can fit without overlapping the base of another unit. If unable, return the unit to its original position.
- 5. Check Ranges:** Determine if the unit detonates. Then, if any other units, features, or other game components have abilities that affect units at a certain range, check the distance to them and resolve any of their abilities that apply.
- 6. Check Endurance:** Place the endurance marker with the next lowest value against the unit's aft point. When the Endurance reaches 0, no marker is placed.
 - After a projectile completes an impulse maneuver that crosses a system boundary while performing an impulse maneuver, it loses all remaining Endurance. Do not place a marker.
 - If a projectile has no endurance marker at the end of its turn, it is removed from the play area.

Torpedo Engage Impulse Example (● and ♦ turns 3-4):

The players each take their final turn during the Priority Phase, but instead of giving an order they both pass and the Standby Phase begins. The Dominion player has the first turn, so they give an order to the Fighter to **CALL ALERT**, adjusting its status to red 1 (●●).

The Federation player gives an order to the U.S.S. *Defiant* to **IMPULSE**, and makes a *forward impulse* maneuver, turning toward the edge of the system to avoid the torpedo.



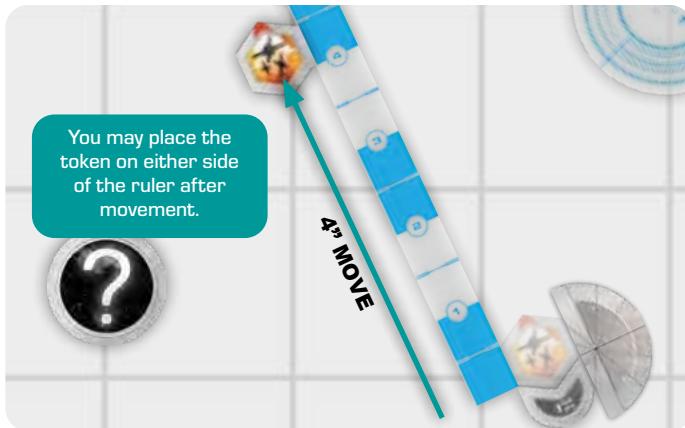
After the ships have moved, the torpedo must activate to engage impulse.



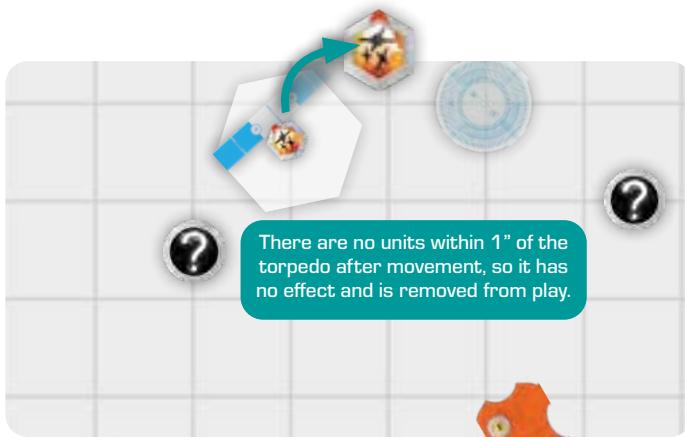
1. The *Defiant* is not locked, so the player must choose either the port or starboard lateral side of the torpedo to maneuver along. They choose the port side. The player places the ruler's right edge against the torpedo's port parallel side, aligning the start line to the aft corner of that side. The player places the tracking marker's straight edge against the torpedo's right aft side, with the marker's center notch aligned to the torpedo's aft point, in case they need to repeat the maneuver.



2. The player advances the torpedo its full 4" of engine power (➡) movement, as required by the Inertia keyword rule. They decide to place the unit with its starboard lateral side against the ruler's left edge, giving it a slight amount of extra movement in that direction. There is no unit at that position to collide with.



3. The player checks the range to the *Defiant* at this position. Unfortunately, the *Defiant* is not at 1", so the torpedo does not detonate. The torpedo had a 1 endurance marker at the start of its maneuver. So, the player removes the endurance marker and does not place an endurance marker for it. The maneuver ends, and so does the torpedo's turn. With no endurance marker, the torpedo token is removed from the play area.



End of Round Example: With no more units to activate, the Standby Phase ends. To finish Round 1, players must go through the Hazard and Ready Phases.

1. There are no hazard effects and no units can expose anomalies, so the Hazard Phase is skipped.
2. Each player takes their turn during the Ready Phase (see page 13).
3. After this, round 1 ends, and the players prepare to play round 2 with the Dominion player taking priority.

DAMAGE

Units sustain damage from attacks or other effects one point at a time and track it based on their type. Some effects can refer to hull damage or health damage.

SHIP HULL DAMAGE

For each point of uncanceled hull damage sustained, reduce the ship's hull dial by turning it to the next step in descending order. In addition to its value, each step has one or more icons with specific effects.

DAMAGE STATUS

Each step has a damage status as its background. The statuses are: light (white), medium (yellow), heavy (orange), severe (red).

When the ship's hull dial is reduced to a step with a different status icon, the dial stops and cannot be turned further, even if there is damage remaining to be sustained.



DAMAGE ICONS

Some steps have an icon in the margin. Each of these icons has an effect. When the dial is turned past a step with an icon or stops on it, that icon's effect must be resolved.

- **Health Damage** (💀): Sustain 1 💀 by reducing the ship's crew dial 1 step (see "Health Damage" at right).
- **Critical Effect** (⚡): The ship draws a damage card and applies that card's effects (see "Damage Cards" at right).
- **Disabled** (🚫): The ship can resolve only the following procedures: *adjust alert, heal, repair, and form team*.
- **Destroyed** (💥): The ship is destroyed and removed from the play area. Officers attached to a ship that is destroyed are lost and cannot be used for the remainder of the game.



SHIELDS

When an attack or other effect inflicts damage to a ship (whether hull or health), the ship must use its shields to reduce some or all of that damage. Each end of the ship has its own shield value on the alert dial: fore shields (▢) and aft shields (◑).

The ship reduces damage by spending reserve (⚡), following these rules:

- For each ⚡ spent, 1 point of damage is reduced and a success result (★) or breakthrough success result (☆) is removed from the pool. ★ must be removed before ☆.
- If the damage is inflicted by an attack, the shield value for the targeted end must be used. If the damage is from another effect and does not specify which end is affected, the player uses the unit's highest shield value.

DAMAGE CARDS

Each ship class has its own deck of damage cards. These are drawn and applied when the hull dial passes a critical effect icon (⊕) or if an attacker spends breakthrough success results (♦) equal to the ship's resilience stat (⊗).



HEALTH DAMAGE

Some effects can inflict health damage (💀) to officers or units. When 💀 is resolved on a unit or officer as part of an ability, it suffers 1 health damage as described below. This icon can appear in other places, such as the hull dial or in some damage card effects.

UNIT HEALTH DAMAGE

A unit can sustain 💀 only if it has a crew dial or health value (🌐). A unit with a crew dial, such as a ship, that sustains 💀 reduces its crew dial by 1 step for each point of damage. A unit with a 🌐, such as a team, that sustains health damage places 1 trauma token on its 🌐 for each point of damage.

OFFICER HEALTH DAMAGE

Officers can sustain only health damage. For each point sustained, place a trauma token on their 🌐. As the officer's card flips, move trauma tokens to whichever side is showing.

If an officer has a number of trauma tokens equal to their 🌐, they are incapacitated. While incapacitated, they cannot be readied, are ineligible to give orders, cannot lead tests, and cannot use their abilities. An incapacitated officer can still relocate during the Ready Phase.

An officer with trauma tokens equal to their health can't be assigned further trauma tokens.

When the number of trauma tokens on an officer falls below their 🌐, they are no longer incapacitated.

HEAL

When an effect heals personnel, it can affect either an officer or a ship's crew dial and is resolved based on the component as follows:

- Each time an officer is healed, remove 1 trauma token from that officer.
- Each time a crew dial is healed, increase it by 1 step, to a maximum of its starting value. Note that hull damage cannot be removed through healing.

INSPIRE

When an effect inspires a ship's crew, resolve one of the following procedures, depending on the position of the crew dial:

- If the crew dial is at or above its start position and below its maximum position, increase the crew dial by 1 step.
- If the crew dial is below its start position or at its maximum position, add 1 advantage token (♦) to that ship.

REPAIR

Each damage card adds an action to repair the affected station. This is a procedure, but the action is ordered and resolved at the indicated station like other actions. If the action's test is successful, the damage card is discarded.

PROJECTILE HULL DAMAGE

The projectiles in this learning mission have a value of 1 for their hull and are destroyed if they sustain at least 1 point of hull damage.

TOKENS

SENSOR LOCK

A unit can add a lock token to another unit. This allows friendly units to reroll a number of dice up to their instruments power stat (P) while making an attack against the locked unit. Torpedoes can also move along their fore sides when a locked opposing unit is at Sensors range.

To lock a unit, the unit must take an action that resolves the *lock* procedure below:

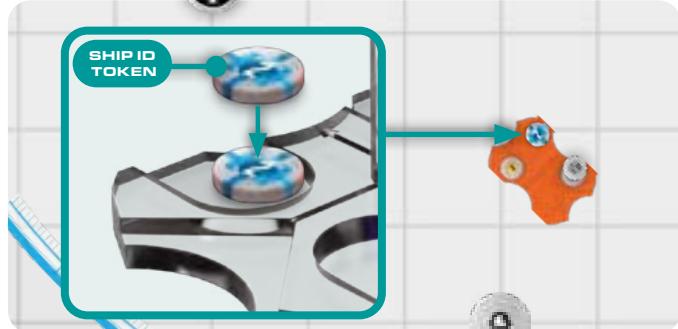
- 1. Choose Target:** The target unit must be at Sensors range of the locking unit.
- 2. Determine Difficulty (Δ):** The Δ is equal to the target's evasion stat (E).



- 3. Make Lock Test:** Test Δ (as determined) \oplus + Ordnance (reroll P).

Success: Add a lock token matching the locking unit's ship ID number and player color to the target.

MAINTAINING SENSOR LOCKS



A unit can maintain only 1 sensor lock. A lock token remains with a unit until the locking unit successfully locks another unit, the locked unit makes an *engage warp* maneuver and enters a different system, or the locked unit is removed from the play area.

ADVANTAGE

Units can gain this token from a variety of effects. It can be used at the following times:

- During the Tester Modifies Dice step of a test or attack, the unit may spend advantage tokens (\oplus) to reroll 1 die for each spent token.
- During the Ready Phase's remove peril step, the unit spends \oplus from itself to remove its peril tokens (\ominus). For each \oplus spent, the unit removes 1 \ominus . Unspent \oplus remain.

PERIL

Units can gain this token from a variety of effects. During the Opponent Modifies Dice step of an attack or test, the opposing player may spend one or more \ominus from the testing or attacking unit. The unit must reroll 1 die of the opposing player's choice not showing a breakthrough success result (X) for each spent token.

VICTORY POINTS

To win the game, players must have a higher score than their opponent at the end of the mission. A player's score is determined by collecting two types of tokens:

- Victory points (\oplus) are totaled to determine a player's score.
- Then, negative victory points (\ominus) are subtracted from that score.

Both \oplus and \ominus can be scored through mission actions and from a player's directive. When an effect instructs a player to score victory points of either type, they take the amount of tokens of that type and place them by their side of the play area.

NEXT STEPS

There are two different ways the learning mission "At Perdition's Gate" can progress, depending on the position of the influence marker when the overture concludes (see "Influence Track" on page 14). If the marker is on the Dominion part of the track, turn to "Outpost Ambush" on the opposite page. If the marker is on the Federation part of the track, turn to "Rescue Op" on page 36.

Each complication includes a complication setup, further scoring rules, a new mission action, and the End of Game conditions. Remember, until the complication begins, you are only allowed to read the complication page that matches your faction!

DOMINION COMPLICATION: OUTPOST AMBUSH

Without warning, deadly energy beams pierce the darkness. The Dominion's purpose is revealed, as armed strongholds were somehow hidden in the depths of the system! The Federation outposts raise their own defenses, and both sides prepare for a sudden, sharp combat.

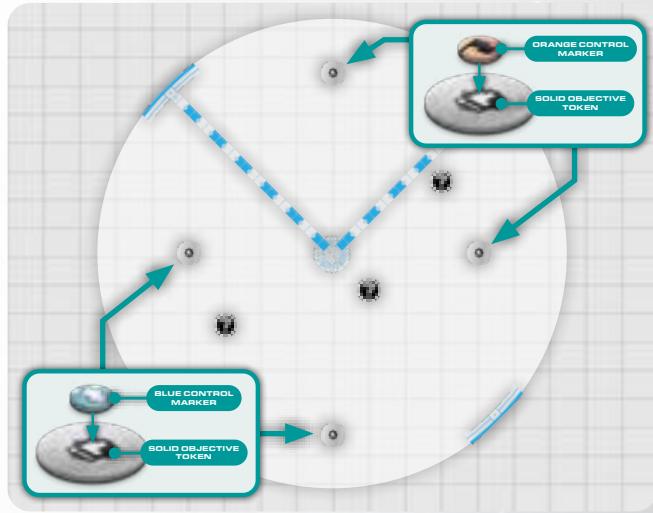
COMPLICATION

When this complication is revealed, make the following changes to the play area.

Objective Setup (⊕): Leave the solid objective tokens (⊕) in place, but place the color of control marker shown for each. Note that the color of marker for each objective is reversed from that shown in the overture setup. These now represent Federation and Dominion outposts. Leave any unidentified anomaly tokens (?) in play, and refer to the "Uncharted Hazards Anomaly Table" on page 15 as necessary.

Directives Setup: Each player sets their combat directive (⊖) to its **HOSTILE** side.

Ready Phase: The round this complication is revealed, during this phase, each player may increase each of their ships' alert dials by 1 position.



MISSION ACTION AND RULES

Each side now seeks to come out on top of the sudden combat and disable or destroy the enemy ship and outposts before escaping.

Each player's combat directive (⊖) describes how they score victory points at the game's end by disabling or destroying enemy ships. Both players can also score VP by taking the action below to destroy their opponent's outposts (the solid objective tokens [⊕] with opposing control markers ([⊖])).

MISSION ACTION

DEMOLITION SALVO ⊖: Ship or torpedo; must be at phased polaron beams, phasers, or detonation range of ⊕ with opposing control marker. Test (↓ 2) ⊕ + Ordnance (reroll ⚡ stat). If a torpedo makes this test, remove that torpedo. Increase ↓ by 1 for each opposing unit at 4" of the ⊕.

Success: Remove the control marker. Score 1 victory point (⊕).

⊖: If this unit is at 2" of the ⊕, score 1 additional (⊕).

⊕: Add 1 advantage token (⊕) to this unit.

Failure: Add 1 peril token (⊖) to this unit.

HAZARD: During the Hazard Phase, starting in player order, each outpost takes an action to attack one opposing unit of its player's choice at range with its weapon profile below.

WEAPONS ARRAY ×1 1⊕ | 4" | 3 intuition dice (⊖).

END OF GAME

The game ends at the end of the round when any of the following happen:

- The control markers have been removed from each solid objective token (⊕).
- Either player's ship has been disabled or destroyed.
- The end of round 6.

Each player totals their victory point tokens (⊕) and subtracts their negative victory point tokens (⊖). The player with the highest total wins. A tie goes to the Dominion player.

VICTORY RESULTS

DOMINION WINS

After scouting and weakening the Federation's sensor posts in the area, the Jem'Hadar Fighter withdraws. The Dominion prepares to launch the next phase of its buildup in the Alpha Quadrant, now with less observation of its activities. Soon the Dominion's forces will threaten Federation control over the Wormhole.

FEDERATION WINS

Thanks to the U.S.S. Defiant exposing the Dominion's scouting efforts and hidden military outposts, Starfleet Command has a clearer picture of the Dominion's shift in focus toward the region and can prepare. The question is, what are the Dominion's immediate plans in the Alpha Quadrant?



FEDERATION COMPLICATION: RESCUE OP

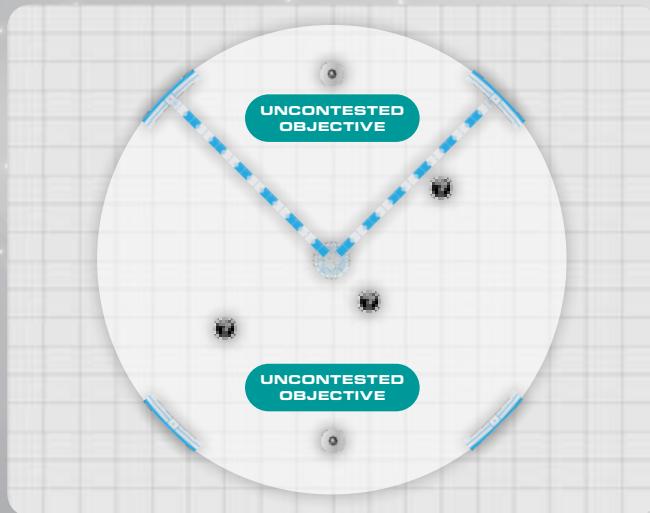
Suddenly, each side begins receiving multiple distress signals. Several transports have become disabled among the area's hazards. Battle will have to wait, as the Federation wants to rescue the survivors, while the Dominion wants to secure the ships' logs and silence any witnesses to their military buildup.

COMPLICATION

When this complication is revealed, make the following changes to the play area:

Objective Setup (⌚): Each player removes the solid objective token (⌚) that is closest to their ship from the sector. Then the players remove any control markers from the remaining tokens, so that 2 total ⌚ tokens remain. These now represent disabled freighters. Leave any unidentified anomaly tokens (?) in play, and refer to "Uncharted Hazards Anomaly Table" on page 15 as necessary.

Directives Setup: Each player sets their combat directive (⚔) to its CALM side.



MISSION ACTION AND RULES

With the emergence of stranded neutral vessels, each side now seeks to control the narrative around this encounter by evacuating the survivors and then withdrawing from the area.

Each player's combat directive (⚔) describes how they score victory points at the game's end by avoiding open hostilities. Both players can also score VP by taking the action at the top of the page to secure the disabled vessels' survivors and records (objective tokens [⌚] with no control markers ([⌚])).

MISSION ACTION

TRANSPORTER EVAC ⌚: Ship only. Must be at Sensors range of ⌚ with no opposing control marker. ⚡ to test (▲2) 🟢 + Mechanics (reroll 🟢). Increase ▲ by 1 for each opposing ship with Sensors range to the ⌚.

Success: Place your color of control marker (⌚) on the solid objective token (⌚). Score 1 victory point (🟡).

☆: If this unit is at 4" of the ⌚, score 1 additional 🟢.

◎: Add 1 advantage (⚡) token to this unit.

Failure: Add 1 peril (⚡) token to this unit for each point this test is failed by.

Freighter Integrity: During the Hazard Phase, if the total ⚡ on ships at 6" of a ⌚ with no ⚡ is 3 or higher, remove all ⚡ from those ships and remove that ⌚.

END OF GAME

The game ends at the end of the round when any of the following happen:

- Each ⌚ has a control marker or has been removed from the sector.
- Either player's ship has been disabled or destroyed.
- The end of round 6.

Each player totals their victory points (🟡) and subtracts their negative victory points (🔴). The player with the highest total wins. A tie goes to the Federation player.

VICTORY RESULTS

DOMINION WINS

The Jem'Hadar Fighter's presence may have been exposed. But by interning so many survivors and securing much of the wrecked ships' data, the Dominion's forces have concealed their wider activities. Whatever story the Federation tells the other powers of the Alpha Quadrant, it can be easily explained away with empty Vorta pleasantries while the Dominion readies its fleets for another strike.

FEDERATION WINS

Not only is the Jem'Hadar Fighter's presence on record now, but many survivors were rescued from the ships stranded in the border region. While the rescue effort pulled the Defiant away from its investigation, Starfleet Command has been alerted to the Dominion's growing interest beyond the Wormhole and DS9 can accelerate its preparations for any looming crisis in the Alpha Quadrant.

YOUR NEXT ASSIGNMENT

You've played the introductory mission, but where should you boldly go next? There are two ways to play more missions available to you.

BEGINNING THE CAMPAIGN

To begin an unfolding campaign in the style of the learning mission, we recommend the first full campaign arc, **Into the Unknown**. This campaign arc contains four story missions that begin the Dominion War cycle as each side explores the borderlands around the wormhole. This arc also serves as an expanded introduction to the game, with each mission teaching key concepts. Alongside the Additional Rules in this box, it will help you expand your horizons one step at a time until you are using all of the game elements in concert. Go to the campaign section on page @@ to begin **Into the Unknown**.

After you have completed **Into the Unknown**, look for other arcs to accompany further releases. These arcs can be woven together to create a cycle.

INCIDENT MISSIONS

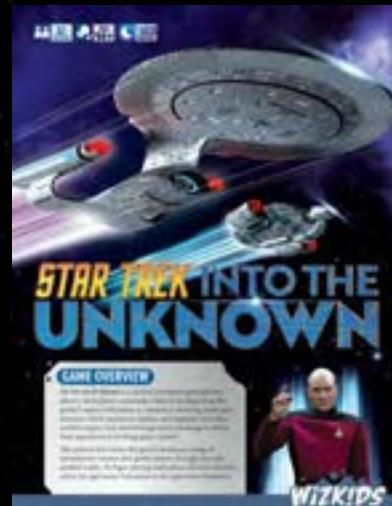
Alternately, you can jump directly into uncharted territory by creating incident missions using the mission cards provided in this core set. Each incident mission uses a number of these cards to create a story that unfolds at the table. See page @@ of the Additional Rules for information on incident missions. Incident missions can be played stand-alone, as part of organized events, or even as part of a campaign.

ONLINE RULES REFERENCE

The Additional Rules document in this core set provides you with an overview of Into the Unknown's full ruleset. However, for the most complete and up-to-date version of the rules, visit <https://wizkids.io/StarTrekITU> or scan the QR code above to download the latest version of the Living Rules Document. The Living Rules Document is the ultimate source of record for rules, but the Additional Rules document in this product should carry you through your early adventures, and will tell you when to see the Living Rules Document for unabridged rulings.



<https://wizkids.io/StarTrekITU>



ALERT STATUS

- RECHARGE:** Indicates amount of reserve a unit regains to its reserve dial each turn.
- ENGINE POWER:** Indicates the distance a unit can move at impulse and warp.
- IMPULSE TURN:** Indicates number of notches a unit can turn during impulse move.
- WEAPONS POWER:** Indicates available power for use with weapon profiles.
- INSTRUMENTS POWER:** Affects the range of Sensors and Comms and indicates the number of re-rolls for related tests.
- DEFLECTOR SHIELDS (SHIP):** Indicates the shield value for a unit.
- DEFLECTOR SHIELDS (FORE):** Indicates the fore deflector shields value for a unit.
- DEFLECTOR SHIELDS (AFT):** Indicates the aft deflector shield value for a unit.
- GREEN ALERT:** Indicates a unit's current alert status is green (or 'all clear').
- YELLOW ALERT:** Indicates a unit's current alert status is yellow.
- RED ALERT:** Indicates a unit's current alert status is red.

BASE ARCS

- FORE ARC:** Indicates that weapon profile can attack into the fore arc.
- AFT ARC:** Indicates that weapon profile can attack into the aft arc.
- STARBOARD ARC:** Indicates that weapon profile can attack into the starboard arc.
- PORT ARC:** Indicates that weapon profile can attack into the port arc.
- ALL ARC:** Indicates that weapon profile can attack into any arc.
- BOW ARC:** Indicates that weapon profile can attack into the bow arc.
- STERN ARC:** Indicates that weapon profile can attack into the stern arc.
- FORE STARBOARD ARC:** Indicates that weapon profile can attack into the fore starboard arc.
- AFT STARBOARD ARC:** Indicates that weapon profile can attack into the aft starboard arc.
- FORE PORT ARC:** Indicates that weapon profile can attack into the fore port arc.
- AFT PORT ARC:** Indicates that weapon profile can attack into the aft port arc.

CREW STATS

- COMMAND STAT:** Indicates unit's command stat (left-most position).
- OPERATIONS STAT:** Indicates unit's operations stat (center position).
- SCIENCE STAT:** Indicates unit's command stat (right-most position).

DICE (ICONS)

- INTUITION DIE:** Used to refer to this die being added or subtracted from a roll.
- EXPERTISE DIE:** Used to refer to this die being added or subtracted from a roll.
- DIFFICULTY:** Used to refer to difficulty numbers for a test.

DICE (RESULTS)

- SUCCESS:** A basic positive result that contributes to passing tests.
- BREAKTHROUGH SUCCESS:** A positive result that can contextually provide additional bonus effects.
- ANALYSIS:** A secondary result that can add a positive effect unrelated to success.
- DISCOVERY:** A wild symbol that can be used as or , or to gain 1 .

DIRECTIVE

- COMBAT DIRECTIVE:** Indicates standing protocol for ship battle during a mission.
- DIPLOMACY DIRECTIVE:** Indicates standing protocol for hails during a mission.
- EXPLORATION DIRECTIVE:** Indicates standing protocol for team deployment during a mission.

FACtIONS

- FEDERATION FACTION:** Indicates alignment of unit or component with this faction.
- DOMINION FACTION:** Indicates alignment of unit or component with this faction.

FEATURES

- ANOMALY:** An icon that represents an anomaly token.
- COMET:** An icon that represents a comet feature token.
- CLOUD:** An icon that represents a cloud feature token.
- STELLAR:** An icon that represents a stellar feature token.
- RIFT:** An icon that represents a rift feature token.
- WORMHOLE:** An icon that represents a wormhole feature token.
- WRECK:** An icon that represents a wreck feature token

MOVEMENT

- WARP DRIVE:** When a unit performs a warp maneuver the unit can move up to twice this distance in inches but cannot turn.

OBJECTIVE

- OBJECTIVE:** Indicates all objectives (including both pings and physical) as a category.
- PING OBJECTIVE:** Indicates a non-physical game objective.
- PHYSICAL OBJECTIVE:** Indicates a physical game objective with capacity for units.

OFFICER RANK

- RANK PIPS (FULL):** Indicates an officer's rank. Rank determines which officer is a ship's captain and other effects.
- RANK PIPS (HALF):** Indicates a smaller step in rank than a full pip.

OFFICER ROLE

- COMMODORE TITLE:** Indicates officer is the commodore (overall leader of the fleet).
- COMMAND ROLE:** Indicates officer is eligible for the Command Liaison role in a task force.
- OPERATIONS ROLE:** Indicates officer is eligible for the Chief of Operations role in a task force.
- SCIENCE ROLE:** Indicates officer is eligible for the Head of Science role in a task force.
- SPECIALIST ROLE:** Indicates officer is filling Specialist role in a task force.

ORDER

- PRIORITY ORDER:** Indicates when an action must be taken as a priority order.
- STANDBY ORDER:** Indicates when an action must be taken as a standby order.

PARTS OF A MISSION

- OVERTURE:** An icon that indicates something pertains to or occurs during the overture.
- COMPLICATION:** An icon that indicates something pertains to or occurs during the complication.
- SITUATION:** An icon that indicates something pertains to or occurs during setup of the situation.
- FLEET:** An icon that indicates fleet selection and reinforcements.

SHIP STATUS

- DESTROYED STATUS:** Indicates unit is destroyed when its hull dial or track is reduced to this position.

- DISABLED STATUS:** Indicates unit is disabled when its hull dial or track is reduced to this position.

- LIGHT DAMAGE STATUS:** Indicates unit damage status at current hull value is light.

- MEDIUM DAMAGE STATUS:** Indicates unit damage status at current hull value is medium.

- HEAVY DAMAGE STATUS:** Indicates unit damage status at current hull value is heavy.

- SEVERE DAMAGE STATUS:** Indicates unit damage status at current hull value is severe.

- CREW LOSS:** Indicates unit must reduce its crew dial by 1 when this symbol appears on the hull dial or elsewhere.

- CRITICAL DAMAGE:** Indicates unit must draw a damage card when this symbol appears on the hull dial or elsewhere.

SHIP STATS

- HULL:** Indicates current hull value and damage status for units.

- RESERVE:** Indicates unassigned power, used for shields and discretionary purposes.

- LAUNCH TUBE WEAPON READY:** Indicates ship's tubes are ready to launch torpedoes.

- LAUNCH TUBE PROBE READY:** Indicates ship's tubes are ready to launch probes.

SHIP STATS (FIXED)

- HEALTH:** Indicates unit (or officer) capacity to suffer trauma before eliminated (or incapacitated).

- EVASION:** Indicates how difficult a unit is to hit.

- RESILIENCE:** Indicates how difficult a unit is to trigger a damage card.

SKILL CATEGORIES

- SECURITY SKILL:** Used to indicate that a skill belongs to the Security group. Also functions as a cost for certain actions.

- SOCIAL SKILL:** Used to indicate that a skill belongs to the Social group. Also functions as a cost for certain actions.

- TECHNICAL SKILL:** Used to indicate that a skill belongs to the Technical group. Also used as a cost for certain actions.

STATIONS

	CAPTAIN'S CHAIR: Used to identify and refer to the station and associated text box on the ship display.
	HELM: Used to identify and refer to the station and associated text box on the ship display.
	INSTRUMENTS: Used to identify and refer to the station and associated text box on the ship display.
	TACTICAL: Used to identify and refer to the station and associated text box on the ship display.
	ENGINEERING: Used to identify and refer to the station and associated text box on the ship display.
	CARGO BAY: Used to identify and refer to the station and associated text box on the ship display.
	MED BAY: Used to identify and refer to the station and associated text box on the ship display.

TOKENS

	ADVANTAGE: An icon that represents the an advantage token, which can be spent by the unit's player to reroll 1 of its dice.
	PERIL: An icon that represents the a peril token, which can be spent by an opponent to force the unit to reroll 1 die.
	ENDURANCE MARKER: An icon that represents the remaining endurance of an object (such as a torpedo's remaining maneuvers).
	CONTROL MARKER: An icon that represents a control marker, which indicates player control of an objective, feature, or unit.

UNIT TYPE

	CAPITAL: Ship type. Indicates a powerful ship of the line with robust combat capabilities.
	SUPPORT: Ship type. Indicates a modestly equipped workhorse vessel with broad capabilities.
	SPECIALIST: Ship type. Indicates a ship with a highly focused role.
	ESCORT: Ship type. Indicates a light, but dangerous, ship built for fast engagements and scouting.
	PROJECTILE: Space unit type. Indicates a tiny craft launched as a torpedo or probe.
	AUXILIARY: Auxiliary unit type. Indicates a small craft that docks to larger ships.
	TEAM: Ground unit type. Indicates a group of individuals who operate without a vessel.
	CREATURE: Unit type. Indicates an organism.
	CONSTRUCT: Unit type. Indicates a physical outpost, structure, or vessel.
	SPACE STATION: Unit type. Indicates a space station.

VICTORY POINTS

	VICTORY POINT TOKEN: Players win games by accumulating these tokens.
	NEGATIVE VICTORY POINT TOKEN: At the end of the game, these are subtracted from your victory point tokens (blue).



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TESTS AND ATTACK SUMMARY

ROUND PHASES

See page 13.

TESTS

To make a test, follow these steps (see page 22 for full Test rules):

- 1. Determine Officer:** An officer leads the test if:
 - They were committed to give a priority order (◆) for the test's action.
 - They are resolving an ability on their officer card that requires a test.
- 2. Determine Dice:** Reference the test and the unit's required crew stat. Gather intuition dice (◆) equal to the required stat.
 - If the leading officer has a relevant skill, gather expertise dice (■) equal to their skill's level.
 - Gather dice from other effects.
- 3. Roll Dice.**
- 4. Tester Modifies Dice:** Reroll dice or change results by spending discovery results (▲) or advantage tokens (◆). A die can be rerolled multiple times.
- 5. Opponent Modifies Dice:** Reroll dice or change results by spending peril tokens (◆).
- 6. Resolve Outcome:** Compare pool of rolled icons to the test.
 - The test succeeds if total number of success results (★) and breakthrough success results (◆) equals or exceeds the test's difficulty (▲). Otherwise, the test fails. These results are not spent.
 - Resolve "Success" or "Failure" effects.
- 7. Resolve Post Outcome Effects:** The tester may spend any remaining die results on the following effects:
 - If the test succeeded and has a ★ kicker, spend ★ results equal to the kicker's number of ★ to resolve it.
 - If the test has an analysis result (◎) kicker, spend ◎ equal to the kicker's number of ◎ to resolve it.
 - Spend ▲ to add an equal number of ◆ to the unit.

ATTACKS

To perform an attack, follow the steps below (see page 24 for full Attack rules).

- 1. Determine Officer:** An officer leads the attack if:
 - They were committed to give a priority order (◆) for the attack's action.
- 2. Choose Weapon:** Choose 1 weapon profile from the unit.
 - Torpedo: Skip other steps and follow the launch procedure instead (see page 29).

- 3. Declare Target:** Choose an opposing unit to attack. If the target has fore and aft ends, choose which end to target.
 - The attacker and target cannot be in different systems.
 - Target must be in the weapon's arc, in line of sight, and at range.
- 4. Determine Dice:** Gather a number of dice by following these steps in order.
 - **Spend Power:** Spend weapons power (●) and/or reserve (⚡). Each ● spent is unavailable for the rest of this action. Total ⚡ spent cannot exceed the unit's ●.
 - **Gather Weapon Dice:** Gather dice indicated by the weapon profile for the power spent.
 - **Gather Expertise Dice:** If the leading officer has the Ordnance skill and it is the first attack of the action, gather expertise dice (■) equal to their skill's level.
 - **Gather Additional Dice:** Gather dice from other effects.
- 5. Roll Dice.**
- 6. Tester Modifies Dice:** Reroll dice or change results using friendly lock tokens (see page 22), or by spending discovery (▲) results or advantage tokens (◆). A die can be rerolled multiple times.
- 7. Opponent Modifies Dice:** Reroll dice or change results by spending peril tokens (◆).
- 8. Determine Outcome:** The attack hits if the total number of success results (★) and breakthrough success results (◆) in the pool equals or exceeds the target's evasion stat (●). Otherwise, the attack is a miss. These results are not spent.
 - The attacker may spend analysis results (◎) to resolve ◎ weapon abilities.
- 9. Resolve Damage:** If the attack hits, the defender sustains damage equal to the total ★ and ◆ in the icon pool.
 - The defender must spend ⚡ to cancel damage with their shields. ★ must be removed before ◆.
 - The defender reduces their hull or crew as appropriate and resolves any icons revealed (see "Damage" on page 32).
- 10. Resolve Post Outcome Effects:** The attacker may spend remaining die results on effects.
 - Spend ◆ equal to the defender's resilience stat (●) to force the defender to draw and resolve a damage card.
 - Spend ▲ to add an equal number of ◆ to the unit.
 - If the unit can perform other attacks as part of this action, return to step 2.

A unit cannot take the Fire Weapons action more than once per round. After a unit resolves this action, place a ● token on it.