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Star Trek: Fleet Captains - Setup

A. general setup

1. Take 50 location tiles & shuffle them. Build any map, standard is 5 x5 with Command Posts at end each long end. Place the remaining Location cards next to the appropriate console card.
2. Sort Mission Decks into specific types; shuffle each deck
3. Shuffle the encounter deck.



Discard

Stand

Redraft

STAR TREK: FLEET CAPTAINS

B. Muster Fleets

1. Determine the VP & Fleet Size (standard = 10). VP = Fleet Size. The bigger the VP pool, the bigger the Fleet Size, the longer the game.
2. Shuffle respective Fleet deck & draft starting fleet.
 - draw 1 ship
 - compare the size of the ship against the size of the Fleet; if the total size of all ships is under your Fleet size, you keep the ship. Otherwise, Discard, Stand or Redraft:
 - Discard: discard the ship and draw the next card
 - Stand: if the total size of all ships is equal to the fleet size, then you are done
 - Redraft: if you run out of ship cards before meeting your fleet size, you may either keep your ships as is, or restart.
 - all remaining ship cards are re-shuffled and form your reinforcement pool
3. Take the ships and place them in the Starship Deployment Zone of your Command Post.

C. Build your Command Deck

1. Take your command cards and lay them out according to Subdecks (lower right signifiers)
2. Looking at the types of missions you'll draw (based on the ships in your fleet), choose 4 subdecks; return the others to the box.
3. Shuffle your decks together to form your Command Deck.
4. Draw four Command cards (this is your starting hand)

D. Receive Orders

1. Draw a number of each type of mission card according to the cumulative # of missions listed on each ship card in your fleet.
2. Shuffle them together
3. Draw 3 Mission cards and place them face up along your Command Post area **except SECRET missions are played face down.**

Engage

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Playing the Game

Choose 1 player to go first.

The Objective is to be the first to acquire a number of VPs as determined by the Setup. As soon as this condition is met, that player wins the game except if the 1st player wins, the 2nd player has 1 full turn to equal or exceed your VP total to win.

On your turn you may do all of the following, in any order:

- Move each ship in your fleet
- Make a Power Adjustment with each ship
- Play Command Cards
- Discard & Draw 1 Command Card
- Cycle a Mission Card
- Take 3 Actions

Movement

Each ship may move once each turn, up to the distance of their current Engines Rating. Any ship with Engines Rating of 1 or higher can move to any adjacent location (regardless of the current location's Size).

Otherwise, a location's Size rating determines how many points must be consumed to cross that specific location tile.

If you start your (uncloaked) movement in a Location with an enemy, you must Breakaway. If your (uncloaked) ship attempts to move through a Location with an enemy in it, you must use Evasion.

Once you begin movement with a ship, you may not interrupt that movement for any reason, otherwise that ship's movement ends for the turn. If you perform any other action, including drawing an encounter card, movement ends immediately.

Command Posts: only your ships may enter; it costs 0 movement to enter (Engines cannot be disabled). Ships entering the Command Post area must end their movement & any missions unique to the ship (e.g. Warp Experiment) must reset.

Exploration: If an uncloaked ship enters an unexplored tile, you must explore it. This does **not** cost an action.

1. Turn over the tile (so the text is facing you). If there was a Scan tile on the location, discard it.
2. Roll for the Encounter: 1d6; if the result matches the listed range, draw and resolve an Encounter Card
3. Stop or Continue Movement.

Breakaway:

1. Roll 1 die & add the size of your ship.
2. Opponent rolls 1 die & adds the size of all uncloaked ships.

If Active Player's result is equal or higher, move normally. If the opposing player's result is higher, they may make a free attack on the moving ship before it completes its movement. Only 1 enemy ship may make the attack.



Evasion:

Same as a Breakaway test, but if the Active Player fails, it must stop moving in that Location, and the opponent does not gain a free attack.

Task Forces:

- Ships may travel together on one movement if:
- all the ships begin the turn in the same Location
 - the combined ships move at the rate determined by the slowest ship (lowest Engines Rating)
 - All ships in the Task Force must make the entire move together; no splitting

If a Task Force encounters a new Location, the Active Player may choose which ships are involved in the Encounter if drawn (unless the card indicates all ships are affected). Breakaways & Evading with a Task Force: roll as normal, but add all sizes of ships in the Task Force.

Power Adjustments:

Each ship may make 1 adjustment per turn. The power adjustment must be made within the current Alert Status (normal, yellow, red).

Command Cards:

You may play any number of Command Cards. Play 1, draw 1. Anytime you take a System Test you may play 1 card. If your Command deck runs out: take all the discarded (not trashed) cards, shuffle & rebuild the deck.

Unless otherwise noted, cards are only applied against your own ships/crews. Most Ops cards have a requirement that must be met before being played.

Ops Cards may never be played during combat. Combat cards may be played against any Weapons/Shield tests (not just in combat).

You may discard 1 Command Card each turn. Every time you play or discard a Command Card, draw another card.

Crew Cards: when assigned are played face-up next to the ship's card, & each ship is limited to having 1 crew member of each type (Captains, Officers, Engineers, Specialists).

If you attach a crew member of the same type, you must first discard the original member. You may also discard a Crew Member to take advantage of their special Ops or Combat abilities applied to the ship to which they are currently assigned.

Discarding a crewman to use their Combat or Ops ability does not count as playing a Command Card for any test.

Cycle a Mission Card

Each turn you may discard 1 Mission Card and draw 1 card from your deck. If your deck runs out, you may select one from any of the three Mission Decks next to the Mission Console.

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Playing the Game - Cont'd

Take 3 Actions

1. Cloaking Actions
2. Combat Actions
3. Influence Actions
4. Reinforcement Actions
5. Repair Actions
6. Scan Actions
7. Transporter Actions
8. Systems Tests (voluntary, mission based)

Limit 1 action per ship, unless modified by a card. When a ship takes an action, place an Action Token on the respective ship's card.

1. Cloaking Actions

A ship may either cloak, or if already cloaked, may deploy a Sensor Echo. A Cloaked Ship:

- may not take any Action other than Cloaking Actions unless a card determines otherwise
- it cannot be targeted for combat, or by any other ship's Systems Test (except via Scan Actions)
- it doesn't need to make Breakaway or Evasion rolls

Cloaking Cont'd

- it does not explore new Locations. If entering an unexplored Location, they must stop moving. If a ship becomes uncloaked in an unexplored Location, they must immediately explore the Location.

To Cloak, turn the ship's combat dial, & remove the ship from the board. Take two matching Cloak Tokens; place 1 face down on the Location, and 1 face up on the ship's card. To de-cloak, the ship makes a standard power adjustment. If forced to de-cloak, the player may select any power setting in the ship's current Alert Status.

A cloaking device is functioning if there is a blue-background setting on the ship's current Alert Status.

2. Combat Actions

Aggressor makes a Weapons Systems Test vs the Target's Shield Systems Test. Each player may play 1 Command Card. The attacker decides first, then the defender. If the attacker elects not to play a card, and the defender does play a card, the attacked has 1 more chance to play a card.

Combat Cont'd

- If the Aggressor's results are less than or equal to the Shield test, the attack fails.
- If Aggressor's results exceed the Target's Shields, the Target takes 1 damage
- if Aggressor's attack is double the Target's Shields, the Target takes 2 damage
- if Aggressor's attack is triple the Target's Shields, the target takes 3 damage (& is destroyed)

Each point of damage reduces the Target ship's Alert Status level. If a ship is destroyed, it is removed and the card is not added to the Reinforcement pool. All Cargo, Crew Cards are discarded, and the Aggressor receives +1 VP Token. **When you lose your 1st ship, your total fleet size increases by 1.**

Combined Attacks: a player can combine the Weapons Systems rating from several ships provided each ship is in the same Location and they each take 1 Action.

3. Influence Actions

- a) Exert Influence: you either add 1 Influence Token, or remove 1 one.
- b) Build / Expand Installation: you may build an installation on a planet provided you meet the Influence Requirements. If an Installation is already present, you may upgrade it. Limit: 1 installation per Location. **You cannot take this action in a Location that is occupied by an uncloaked enemy ship. A Location may only contain Influence Tokens from 1 Faction at a time.**

WARNING! It is possible to lose your Starbase if your enemy places at least 1 of their Influence Tokens in that Location!

4. Reinforcement Actions

Search through the Reinforcement deck and select any single ship to add to your fleet, provided its size doesn't go over your Fleet Size limit.]

5. Repair Actions

May only repair at your Command Post, or any friendly Installation.
- Either turn the ship's dial to the next best Alert Status -or- Repair a system that has been damaged.

Repair Cont'd

- If at a Command Post or Starbase, you may spend Ship's movement to gain another Repair (as above). This does not count as an Action.

6. Scan Actions

- a) Scan Location: look at an adjacent Location tile & place a Scan Token. You may review any Location you have scanned at any time.
- b) Search for Cloaked Ships: attempt a level 15 Sensors Test. Success reveals the token:
 - Echoes are discarded
 - Real ships must de-cloakOnly ships with Sensors rating 1 can attempt a Scan.

7. Transporter Actions

- a) transfer crew/cargo between friendly ships (Automatic)
- b) Beam single crew card/cargo to / from Enemy Ships (Sensor Test vs Shields) If you succeed you may:-
 - Force them to discard 1 Crew (they may choose to discard from their hand)
 - Take 1 Crew, Cargo, or Prisoner
 - Give them 1 Cargo**Only ships with Active Sensors may transport.**

8. System Tests

1. Determine the test type & the current System Rating.
 2. You may play 1 Command Card
 3. Your opponent may play 1 Command Card
 4. +/- Crew Abilities and/or System Modifier Tokens
 5. Roll 1d6; & add the result to the ship's current System Rating + all modifiers in steps 2-4. **You cannot test systems that are Disabled (D).**
- If the total is equal to or higher than the listed test value, you succeed.

Coop tests: all ships must be in the same location, & each ship must spend an Action. Modify Step 1 - add all ships System Ratings together.

Opposed Test: each player may only play 1 Command Card. If the Active Player's results are higher, they succeed. If the Target Player's results are equal to or higher than the Active Player's, the test fails.

It is possible to make a cooperative action against an opposing player (e.g. two ships attacking one).

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Sensor Echoes:

A cloaked ship may take an action to create a Sensor Echo. To do so, remove all existing Cloak Tokens from the current location, and then add an Echo Token to the pile. Mix them up & return them all face down to the location. Sensor Echoes may move up to the rate of the fastest cloaked ship in your fleet. If you have multiple cloaked ships, it might be wise to move cloak tokens at the slowest ship's Engine rating. Echo tokens remain on the board even after the originating ship de-cloaks. When earning VPs or completing missions, it may be necessary to show your opponent which ship is real.

If at any point you must reveal your a cloaked ship's position, you may immediately move any active Cloak Tokens you control to that same location.

001	578	65784983894	83749032498	489204
021	389	23904820348	32948492348	21-4571
293	009	283981782379	059786636251	38749-1
298	287	212839109385	27167a785938	287387
171	090	735528475618	547373461928	187648



Installation type	Influence Needed	Installation Required	Special Ability
Outpost	1	None	Repair
Colony	2	Outpost	Repair
Starbase	3	Colony	Improved Repair: +1 VP

Note on Missions:

Anytime you complete a mission, immediately draw a new one. You may only complete 1 Mission with a given Action (even if you could complete more).

Designed by Court Dimon - v2.1

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STAR TREK: FLEET CAPTAINS

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Movement

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Otherwise, a location's Size rating determines how many points must be consumed to cross that specific location tile.

If you start your (unlocked) movement in a Location with an enemy, you must **Breakaway**. If your (unlocked) ship attempts to move through a Location with an enemy in it, you must use Evasion.

Once you begin movement with a ship, you may not interrupt that movement for any reason, otherwise that ship's movement ends for the turn. If you perform any other action, including drawing an encounter card, movement ends immediately.

Command Posts: only your ships may enter; it costs 0 movement to enter (Engines cannot be disabled). Ships entering the Command Post area must end their movement & any missions unique to the ship (e.g. Warp Experiment) must reset.

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1. Turn over the tile (so the text is facing you). If there was a Scan tile on the location, discard it.
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Ops Cards may never be played during combat. Combat cards may be played against any Weapons/Shield tests (not just in combat).

You may discard 1 Command Card each turn. Every time you play or discard a Command Card, draw another card.

Crew Cards: when assigned are played face-up next to the ship's card, & each ship is limited to having 1 crew member of each type (Captains, Officers, Engineers, Specialists).

If you attach a crew member of the same type, you must first discard the original member. You may also discard a Crew Member to take advantage of their special Ops or Combat abilities applied to the ship to which they are currently assigned.

Discarding a crewman to use their Combat or Ops ability does not count as playing a Command Card for any test.

Cycle a Mission Card

Each turn you may discard 1 Mission Card and draw 1 card from your deck. If your deck runs out, you may select one from any of the three Mission Decks next to the Mission Console.

Energize

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Playing the Game - Cont'd

Take 3 Actions

1. Cloaking Actions
2. Combat Actions
3. Influence Actions
4. Reinforcement Actions
5. Repair Actions
6. Scan Actions
7. Transporter Actions
8. Systems Tests (voluntary, mission based)

Limit 1 action per ship, unless modified by a card. When a ship takes an action, place an Action Token on the respective ship's card.

1. Cloaking Actions

A ship may either cloak, or if already cloaked, may deploy a Sensor Echo.

A Cloaked Ship:

- may not take any Action other than Cloaking Actions unless a card determines otherwise
- it cannot be targeted for combat, or by any other ship's Systems Test (except via Scan Actions)
- it doesn't need to make Breakaway or Evasion rolls

Cloaking Cont'd

- it does not explore new Locations. If entering an unexplored Location, they must stop moving. If a ship becomes uncloaked in an unexplored Location, they must immediately explore the Location.

To Cloak, turn the ship's combat dial, & remove the ship from the board. Take two matching Cloak Tokens: place 1 face down on the Location, and 1 face up on the ship's card. To de-cloak, the ship makes a standard power adjustment. If forced to de-cloak, the player may select any power setting in the ship's current Alert Status. A cloaking device is functioning if there is a blue-background setting on the ship's current Alert Status.

2. Combat Actions

Aggressor makes a Weapons Systems Test vs the Target's Shield Systems Test. Each player may play 1 Command Card. The attacker decides first, then the defender. If the attacker elects not to play a card, and the defender does play a card, the attacked has 1 more chance to play a card.

Combat Cont'd

- If the Aggressor's results are less than or equal to the Shield test, the attack fails.
- If Aggressor's results exceed the Target's Shields, the Target takes 1 damage
- if Aggressor's attack is double the Target's Shields, the Target takes 2 damage
- if Aggressor's attack is triple the Target's Shields, the target takes 3 damage (& is destroyed)

Each point of damage reduces the Target ship's Alert Status level. If a ship is destroyed, it is removed and the card is not added to the Reinforcement pool. All Cargo, Crew Cards are discarded, and the Aggressor receives +1 VP Token. When you lose your 1st ship, your total fleet size increases by 1.

Combined Attacks: a player can combine the Weapons Systems rating from several ships provided each ship is in the same Location and they each take 1 Action.

3. Influence Actions

- a) Exert Influence: you either add 1 Influence Token, or remove 1 one.
- b) Build / Expand Installation: you may build an installation on a planet provided you meet the Influence Requirements. If an Installation is already present, you may upgrade it. Limit: 1 installation per Location. You cannot take this action in a Location that is occupied by an uncloaked enemy ship. A Location may only contain Influence Tokens from 1 Faction at a time.

WARNING! It is possible to lose your Starbase if your enemy places at least 1 of their Influence Tokens in that Location!

4. Reinforcement Actions

Search through the Reinforcement deck and select any single ship to add to your fleet, provided its size doesn't go over your Fleet Size limit.]

5. Repair Actions

May only repair at your Command Post, or any friendly Installation.
- Either turn the ship's dial to the next best Alert Status -or- Repair a system that has been damaged.

Repair Cont'd

- If at a Command Post or Starbase, you may spend Ship's movement to gain another Repair (as above). This does not count as an Action.

6. Scan Actions

- a) Scan Location: look at an adjacent Location tile & place a Scan Token. You may review any Location you have scanned at any time.
- b) Search for Cloaked Ships: attempt a level 15 Sensors Test. Success reveals the token:

- Echoes are discarded
 - Real ships must de-cloak
- Only ships with Sensors rating 1 can attempt a Scan.

7. Transporter Actions

- a) transfer crew/cargo between friendly ships (Automatic)
- b) Beam single crew card/cargo to / from Enemy Ships (Sensor Test vs Shields) If you succeed you may:
- Force them to discard 1 Crew (they may choose to discard from their hand)
- Take 1 Crew, Cargo, or Prisoner
- Give them 1 Cargo
Only ships with Active Sensors may transport.

8. System Tests

1. Determine the test type & the current System Rating.
 2. You may play 1 Command Card
 3. Your opponent may play 1 Command Card
 4. +/- Crew Abilities and/or System Modifier Tokens
 5. Roll 1d6; & add the result to the ship's current System Rating + all modifiers in steps 2-4.
You cannot test systems that are Disabled (D).
If the total is equal to or higher than the listed test value, you succeed.
- Coop tests:** all ships must be in the same location, & each ship must spend an Action. Modify Step 1 - add all ships System Ratings together.

Opposed Test: each player may only play 1 Command Card. If the Active Player's results are higher, they succeed. If the Target Player's results are equal to or higher than the Active Player's, the test fails.

It is possible to make a cooperative action against an opposing player (e.g. two ships attacking one).

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Sensor Echoes:

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001 578 65784983894 83749032498 489204
021 389 23904820348 32948492348 21-4571
293 009 283981782379 059786636251 38749-1
298 287 212839109385 27167a785938 287387
171 090 735528475618 547373461928 187548



Installation type	Influence Needed	Installation Required	Special Ability
Outpost	1	None	Repair
Colony	2	Outpost	Repair
Starbase	3	Colony	Improved Repair: +1 VP

Note on Missions:

Anytime you complete a mission, immediately draw a new one.
You may only complete 1 Mission with a given Action (even if you could complete more).

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Playing the Game

On your turn you may do all of the following, in any order:

- Move each ship in your fleet
- Make 1 Power Adjustment with each ship
- Play Command Cards
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- Cycle a Mission Card
- Take 3 Actions (1 per ship)

Movement Note:

Each ship may move once each turn, up to the distance of their current Engines Rating.

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Take 3 Actions

1. Cloaking Actions
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Limit 1 action per ship, unless modified by a card. When a ship takes an action, place an Action Token on the respective ship's card.

1. Cloaking Actions

A ship may either cloak, or if already cloaked, may deploy a Sensor Echo.

2. Combat Actions

Agressor makes a Weapons Systems Test vs the Target's Shield Systems Test. Each player may play 1 Command Card. The attacker decides first, then the defender. If the attacker elects not to play a card, and the defender does play a card, the attacked has 1 more chance to play a card.

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- a) Exert Influence: either add 1 Influence Token, or remove 1 one.
- b) Build / Expand Installation: you may build an installation on a planet provided you meet the Influence Requirements. If an Installation is already present, you may upgrade it. **You cannot take this action in a Location that is occupied by an uncloaked enemy ship.**

4. Reinforcement Actions

Search through the Reinforcement deck and select any single ship to add to your fleet, provided its size doesn't go over your Fleet Size limit.]

5. Repair Actions

May only repair at your Command Post, or any friendly Installation.

6. Scan Actions

- a) Scan Location: look at an adjacent Location tile & place a Scan Token.
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You cannot test systems that are Disabled (D).

If the total is equal to or higher than the listed test value, you succeed.



Playing the Game

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