


## SETUP

1. **Location Tiles:** (p3) Shuffle & deal out face down in columns of 5-6-5-6-5 between Federation and Klingon Command Post Tiles
2. **Deck Consoles:** (p4) Place to side. Shuffle Mission Cards (**Science**, **Influence**, **Combat**), Encounter Cards and place next to matching space along with remaining Location Tiles.
3. **Muster Fleet:** (p4) Shuffle Starship Cards, draw cards (discard any that cause total > Fleet Size) until total = Fleet Size (standard 10). May restart if all cards drawn & total < Fleet Size. Remaining cards = reinforcements. **May include Alternate ship cards (replace or only use first one drawn)**
4. **Command Cards:** (p5) Sort into the 10 subdecks (10 cards each). Pick 4 subdecks & shuffle together, place to right of Command Post. Draw hand of 4 cards.
5. **Mission Cards:** (p6) Draw # matching # on each Starship Card in your fleet (standard 10). Shuffle and place to left of Command Post. Draw 3 cards and place below Command Post (Secret Missions face down).

## GAME TURN

Randomly determine 1st player and alternate turns. (p7)

Can do any/all of the following in any order each turn: (p7)

- **Move** each ship once (p9)
- **Power Adjustment** (p13) on each ship once - Turn ship dial at any time, even interrupt action/encounter. Cannot cross solid black line or change background color (unless unclocking).
- **Take Actions** w/ships - #/turn = (3:Size 10-12, 4:Size 13-15, 5:Size 16+) Place Action Token  next to ship after, only 1 per ship/turn.
- **Play Command Cards** (p22) - Any #, draw replacement after resolved.
- **Discard 1 Command Card** and Draw Replacement (p22)
- **Discard 1 Mission Card** and Draw Replacement (p22)

## MOVEMENT

**Movement Points** (p9) (MP)=Engine Rating. Cannot move if Engines Disabled. Cost 1MP to move into 1st adjacent hex (Command Post=0MP), then to move through each additional hex, MP Cost=Size of Location Tile.

**Must Stop** if: (p10) Draw Encounter Card, Any ship takes an action, Any ship makes power adjustment, try to evade enemy ship and fail, run out of MP, move any other ship. Cannot move again once stopped.

**Exploration:** (p11) If move to unexplored Location Tile, must explore if not cloaked. Turn over Tile so text is facing you (identifies who explored tile). Resolve Tile effects. Roll die, if result matches encounter range, Draw **Encounter Card** and resolve (no action required for Tests when revealed). Persistent encounters stay on the board and do require action for Tests.

**Leaving Tile with Enemy Ship:** (p12) **Breakaway** (begin turn w/unlocked enemy): If die roll+ship size >= enemy die roll+total of all enemy ship sizes you may move away. If <, enemy gets free attack with 1 ship, then you may move out. **Evasion** (moving through location w/unlocked enemy): same as breakaway, except on fail no attack, just stop moving.

**Task Force:** (p12) Move ships together, MP=lowest Engine. Size combines for Breakaway/evasion.

## WINNING THE GAME


**Winner:** (p29) 1st player to VP goal (goal=Fleet Size), unless took 1st turn. If so, 2nd player gets last turn to meet/exceed 1st player VP & win instead.

**Victory Pile:** Keep all VPs on your Command Post. VPs come from: Missions, Encounters, Starbases, Ship destruction. **Each player gets 2 VP (instead of 1) for their first Starbase built & first enemy ship destroyed.**



Romulan Empire Expansion = Purple Text


## ACTIONS

**CLOAKING:** (p14) Only ships w/ **blue** background on dial in current Alert Status. Turn dial to blue background in current Alert Status Level. Replace ship with face down Cloak Token  and place matching Token on ship card. Can de-cloak with normal Power Adjustment.

**Cloaked Ships** - Move normally, except stop on unexplored Location Tiles and do not explore. May not take any action other than Cloaking. May not be target of attack from ships. Does not need Breakaway or Evasion Rolls. May not be target of any System Test, except Scan.





**Sensor Echoes** - May create one with cloaked ship. Place Cloak Token (echo) in same tile. Move like ship, no faster than fastest cloaked ship. If no cloaked ships, may move 1 hex only. If must reveal Echo for reason other than Sensor Scan, may move it immediately to same location as a cloaked ship. May only have 1 Sensor Echo per cloaked ship.

**Emergency Cloaking** - **Once per turn per ship, may spend 5 movement points to cloak during movement.**

**COMBAT:** (p17) Weapons vs (opposed) Shield Test. Multiple ships may combine weapons. Damage = (0:W<=S, 1:W>S, 2:W>=2xS, 3:W>=3xS). Each damage reduces ship 1 Alert Status Level (Undamaged->**Yellow**->**Red**->Destroyed) If ship destroyed, aggressor gets 1 VP .

**INFLUENCE:** (p18) Cannot do with unlocked enemy ships.


**Exert Influence** - either place 1 of your control tokens (if no enemy tokens) or remove 1 enemy control token.  

**Build** - Only on habitable planet, in order & meeting influence requirement. Outpost  (1xInf) -> Colony  (2xInf) -> Starbase  (3xInf, + 1VP)  
Add VP token  to victory point area, keep even if starbase destroyed. Person w/control token(s) owns. May be attacked by either side.

**REINFORCEMENT:** (p19) Only if < Fleet Size. Choose any ship from your reinforcements that will not exceed Fleet Size and place it on your Command Post. This ship is taking the action, but may still move.

**REPAIR:** (p20) At Command Post or friendly installation with no unlocked enemy ships. Either turn dial to next better Alert Status, or repair system damaged by event. At Starbase or Command Post, may also/instead sacrifice movement to repair, this does not count as an action.

**SCAN:** (p20) Only if Sensors >= 1.

**Scan Location** - Secretly look at unexplored adjacent Location Tile, place your Scan Token  on top and may look at again at any time.



**Search for Cloaked Ships** - Make Level 15 Sensor Test, on pass look at Cloak Token in same location. If Echo, remove token. If enemy ship, de-cloak ship and scanning ship may take a second action.

**TRANSMISSION INTERFERENCE:** **Sensor vs (opposed) Sensor Test.** **Opponent +1 per movement point it would take to reach them. If pass, discard opponent Mission Card of your choice. Replaced as normal.**





**TRANSPORTER:** (p21) Must have active Sensors.

**Friendly** - move unlimited cargo/crew between ships in same location.

**Enemy** - move 1 cargo/crew to/from enemy ship in same location. If pass Sensor vs (opposed) Shield Test: make opponent discard Crew on ship or in Hand (opp. choice) OR move Crew(prisoners)/cargo to/from yours. Rescued Crew may immediately be assigned to your ship or discarded.

**Away Teams** - May place/remove away team token   (yours or enemies) on habitable planet.

## OTHER RULES

**Starships:** (p23) System Ratings (0=Active/Unpowered, D=Disabled/unusable) (Weapons , Sensors , Engines , Shields )

**Background Color** - Alert Status Level (0 damage=White, **1=Yellow**, **2=Red**), separated by thick black line. Starship Display Cards match dials.

Cloaked ships choose **blue** background in same Alert Status Level.

**System Tests:** (p7) Succeed if Total System Rating (TSR) >= Test Level  
TSR = System Rating +/- Command/Crew Cards +/- Tokens + Die Roll  
**Opposed Tests** (against enemy ship) - Succeed if TSR > enemy TSR  
**Command Cards** - Active player first, then opp. Only 1 per test per player.  
**Cooperative Tests** - Multiple ships may combine System Ratings, each must spend an action simultaneously

**Command Cards:** (p24) Each has 1+ categories (**Combat**, **Ops**, **Crew**). Only 1 effect per card. Affects your ship, unless says enemy ship. Reshuffle deck if out. Trashed cards go next to Deck Console/out of game.


**Combat** - Played during combat or Weapons/Shield Tests.

**Ops** - When card can be played (Requirements): Effect. Interrupt cards played any time, except combat. As an Action - use ship's action to play.

**Crew** - May attach 1 of each type (Captain, Officer, Engineer, Specialist, Saboteur) to ships. Can replace existing Crew with new. May discard Crew from ship to receive Combat/Ops ability instead of Crew effect (on that ship only); does not count as playing command card for Test.

**Saboteur** - play on enemy ships. **Controlling player puts scan marker on and only he may do (Espionage) ability.**

**Mission Cards:** (p27) Types: (**Science**, **Influence**, **Combat**). Provide goals to earn Victory Points. Always have 3 in front of you, below Command Post. Secret Missions are face down. Completed missions go in Victory Pile on Command Post. Mission cards must be present when action is completed to receive credit. Only one mission may be completed per action. If mission requires a condition to be met, it can be claimed immediately. If Mission Deck runs out, draw any new mission type from Deck Console.

**Starship Destruction:** (p29) Remove from game. All cargo/crew discarded. If destroyed in combat, aggressor: +1 VP token . Player's Fleet Size goes up by 1 after his first ship is destroyed.

## FOUR PLAYER TEAM RULES (p29)

**Location Tiles:** Use larger map, as per page 30.

**Build Fleet:** Same as normal, (recommend Fleet Size 16). Then divide ships equally between teammates (no more than 2 points different).

**Command Deck:** Each player builds their own 40 card (4 subdeck) deck.

**Missions:** Form common deck, each player has 3 missions. May swap face up Mission Cards (1 for 1) by spending action. If requires multiple actions, or combined ships, either team member can complete. If requires single ship for all actions, only player with card can complete.

**Actions:** Alternate teams, with each team have 4 actions (2 per player).

**Command Cards:** System Tests/Combats with multiple ships may only have 1 player play cards. Effects apply to player only, not team. Any number of cards may be swapped (1 for 1) via transporter action.

**Cloaking:** Players may look at any team cloak tokens.

**Task Force:** May combine ships during movement w/teammate (if agree)

**Reinforcements:** Fleet Size +1 for 1st & 2nd ship lost. Either player may take reinforcement action, even if created imbalance between teammates.

**Installations:** Shared completely between teammates.

**Winning:** Track points in your pile, but add together for team total.