STAR TREK™

Panic®

INSTRUCTION MANUAL

THE GAME

Star Trek™ Panic® is a cooperative game in which players take on the roles of iconic crew members of the *U.S.S. Enterprise* NCC-1701. Players work together to complete their five-year Mission and keep the *Enterprise* intact, while also defending it from enemy Threats and alien encounters.

To win the game, players must successfully complete five Missions and then clear any remaining Threats from the game board; all while keeping at least one section of the *Enterprise* Hull intact. However, if at any point all six Hull sections of the ship are destroyed, players lose the game!

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Game Board

The game board is where most of the action will occur. It is divided into a series of color-coded rings denoting different ranges: Green = Long, Purple = Medium, and Blue = Short. The board is also divided into six numbered facings and includes a Completed Mission area and brief reminders of special Threat token behaviors.

The *Enterprise* Assembly (Ship and Shields)

The *Enterprise* ship is a multi-piece assembly (see included assembly instructions for details) that is the focal point of the game. It includes the ship (consisting of 6 Hull sections) and 6 Shield pieces all inserted into the base of the assembly, which is placed in the center of the game board.
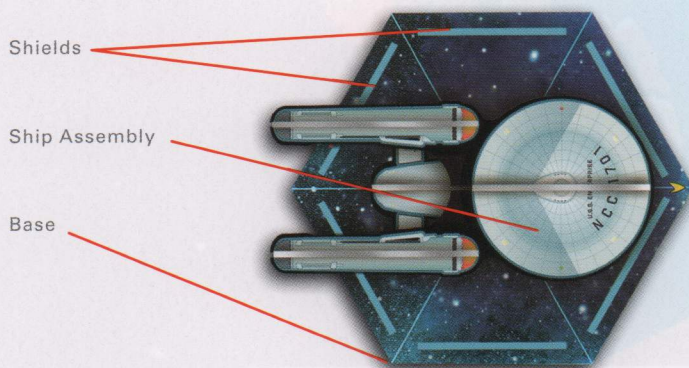
Special Token Behaviors

Long Range

Medium Range
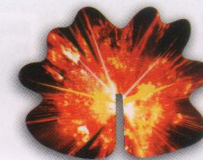
Short Range

Completed Missions

Indicates Sector Number

Shields

Ship Assembly

Base

Damage and Destroyed Indicators

Over the course of the game, the *Enterprise* will be attacked by enemy Threats. These indicators will be used to denote Damage and Destruction of the Shields and Hull sections of the *Enterprise*—there are 6 of each.

Shield Damaged

Hull Damaged

Hull Destroyed

Threat Tokens & Bag

There are 31 Threat Tokens (3-sided) included in the game, most are enemy ships—Klingons, Romulans, and Tholians. These will be placed on the board and will move toward and attack the *Enterprise*. Enemy ship tokens have Defense values indicated in the corners and always start with their highest value facing the *Enterprise*.

The Threat Tokens will be placed in the bag, to be drawn and placed (or resolved immediately) over the course of the game.

TOKEN DEFENSE VALUE

Character Cards

There are 7 Character cards, allowing players to take on the roles of the iconic crew members of the *U.S.S. Enterprise*. Each Character has a unique special ability that may be used during that player's turn.

Enterprise Cards

A deck of 62 *Enterprise* cards is included as the primary way for players to take actions in the game. The deck includes Phaser and Photon Torpedo 'Hit' cards, resource cards, and other cards to help players defend the *Enterprise* and work to complete their Missions.

Mission Cards, Tokens and Indicators

Completing Missions is the primary object of the game. The game includes 18 Mission cards, each with its own set of Mission-specific parameters and objectives, as well as rewards for completing the Mission. Some Missions involve unique Mission-specific tokens (4-sided). These tokens are placed on the game board during particular Missions. There are also Indicators to denote successful Missions, as well as a Mission Timer card and Timer Indicator (clear blue plastic) to keep track of various time-sensitive Missions.

Mission Success Indicators

Mission Tokens

Additional Components

There are 6 Order of Play cards included as helpful reminders of what players may do during their turn and in what order.

The six-sided die is used to determine which Long Range sectors the Threat Tokens will be placed in and to resolve some special actions for Tokens and Mission Parameters.

The Force Field and No Maneuver markers are used to remind players when specific actions or rules are in effect.

3

SETUP

- Place the game board in the center of the play area.

- Insert the *Enterprise* ship into the base, and insert one Shield piece in each of the six slots along the edges of the base, one for each section (facing) of the ship.

- Place the *Enterprise* assembly (Base, Ship, and Shields) in the center of the game board, so that the two Front facings are in Sectors 1 and 6.

- Set aside one each of the following Threat Tokens: Tholian, Romulan Battle Cruiser, Klingon Cruiser. Randomly place one each in Long Range sectors 1, 3, and 5, with their highest Defense value facing the *Enterprise*. Place the rest of the Threat Tokens in the Threat Token bag.

- Assign each player a Character role card. Players may choose collectively or assign roles randomly.

- Shuffle the deck of *Enterprise* cards. Deal cards to each player based on the number of players: 1 to 2 Players = 6 Cards, 3 to 5 Players = 5 Cards, 6 Players = 4 Cards. Because this is a cooperative game, there is no reason for players to keep their cards hidden.

- Place the remaining cards facedown, as a draw deck near the game board, leaving room for a discard pile.

- Shuffle the deck of Mission Cards and place them near the game board, along with the Mission Timer card beside it to track Mission time. Draw one Mission at random, read the Mission Parameters to determine if there is any additional setup needed (Tokens, Time Limit, or other special rules), and read the specific Mission Objectives required to complete the Mission. *See below for recommended first game Missions.*

- Set aside the die and any other Tokens and Indicators nearby, to be used as needed during the game.

- Choose a player to take the first turn, and play proceeds clockwise around the board. *NOTE: when beginning a game, the first player will skip turn phases 1 & 2.*

FIRST GAME

For Star Fleet Cadets embarking for the first Mission:
It is recommended to select only the Missions "Distress Signal" and "Outpost Defense" as a 2 Mission Quick Play Game.
To win, complete these 2 Missions and clear the board of remaining Threats to see how the ship handles and get your space legs!

GAME OVERVIEW

ON YOUR TURN:

The active player will perform the following 7 phases on his or her turn in the order listed below:

1. DRAW ENTERPRISE CARDS *See page 6 for details on Enterprise cards.*

Players start their turn by drawing up to their starting hand size: 1 to 2 Players = 6 Cards, 3 to 5 Players = 5 Cards, 6 Players = 4 Cards. If a player needs to draw *Enterprise* cards and the draw deck is empty, reshuffle the discard pile to form a new draw deck.

2. REVEAL NEW MISSION (IF REQUIRED) *See page 7 for details about Missions.*

If current Mission is incomplete, simply skip to phase 3.
If the previous Mission was completed last turn, draw a new Mission card and establish its Mission Parameters and setup.

3. TRADE A CARD *See page 8 for details on Trading.*

The active player may trade one card with another player.

4. PLAY CARDS AND MANEUVER
See page 6 for details on Enterprise Cards. See pages 8–10 for details on Playing Cards and Maneuvering.

The active player may now play *Enterprise* cards to attack enemy Threats, repair damage and work to resolve Missions. The only limit to the number of cards a player can play is the number of cards in his or her hand. Played cards are placed in the Discard Pile after their effects are resolved. The active player may also make one Maneuver with the *Enterprise*, either to help accomplish a Mission or to make the best use of cards for attacking the Threats on the board.

5. CHECK MISSION STATUS *See page 11 for details on Check Mission Status.*

Players now determine if they have met all the required Mission Objectives and what the next steps are.

6. THREATS MOVE AND FIRE
See page 12 for details on Threats Moving and Firing. See pages 15–16 for Special Threat behaviors.

Threat tokens on the board advance on and fire at the *Enterprise* in an effort to destroy the ship.

7. DRAW 2 NEW THREATS
See page 14 for details on New Threats. See pages 15–16 for Special Threat token effects and behaviors.

Finally, 2 new Threat tokens are drawn from the bag and placed on the board or resolved immediately.

REMINDER: During your turn, it is always beneficial to try to activate your Character's special ability!

There are several types of *Enterprise* Cards in the draw deck. Most cards that are played will generate an effect and then are placed in the discard pile.

HIT CARDS

Phasers and Photon Torpedoes are the weapons used to defend the *Enterprise*. Any card that uses the term "Hit" is a hit card. *(This matters when other Cards or Missions refer to "Hit" cards.)* Phasers deal 1 Damage to a Threat and work in various sector facings and ranges, while Photon Torpedoes deal a 2 Damage hit but can only target enemies in the front sectors. All Hit cards may only be used to Damage one enemy Threat per card.

Hit cards are played by matching the **exact** facing and range that a target Threat is in. The facing that a Hit card affects is always relative to the orientation of the *Enterprise*. Each Hit card describes the sector facings that it can affect as well as the range and is clearly marked with icons displaying the color-coded ranges that match the game board.

RESOURCE CARDS

The *Enterprise* will suffer Damage and require service during her 5-year mission. Dilithium and Tritanium are used to Repair and/or Rebuild both Shields and Hull sections of the *Enterprise*.

OTHER CARDS

These cards do not directly attack Threats but give the players the ability to draw more cards or generate other effects to help complete the Mission or deal with Threats.

DIVISION CREDITS

Many of the cards in the *Enterprise* deck have an alternate use — to be counted as a DIVISION Credit for achieving Mission Objectives. The type of DIVISION Credit a card counts as is represented by either the Command, Medical, Engineering, or Science insignia as shown below.

See page 9 for more on playing cards toward Mission Objectives.

COMMAND DIVISION

MEDICAL DIVISION

ENGINEERING DIVISION

SCIENCE DIVISION

6

COMPLETING MISSIONS IS THE PRIMARY OBJECTIVE FOR WINNING THE GAME!

For a standard game of Star Trek Panic, *players must complete 5 Missions.**

Missions require the players to perform certain actions which may involve Maneuvering the *Enterprise*, rolling the die, or committing cards as DIVISION Credits and/or other cards in order to accomplish the specific Mission Objectives.

MISSION CARDS OVERVIEW

EACH MISSION CARD HAS THE FOLLOWING INFORMATION:

- The name of the Mission and a brief description of what is happening.

- **MISSION PARAMETERS:** This provides setup instructions, and special rules that must be adhered to during the Mission. The majority of Missions have a time limit, which is kept track of on the Mission Timer Card. Simply place the Marker on the value indicated by "Mission Timer starts at X." Some Missions use tokens. These (4-sided) tokens are kept in a separate pile from the standard Threat tokens and do not go into the Threat bag. Many Missions have an effect on the game and may change some of the rules for as long as the Mission is in play. For example, some Missions will not allow the players to Maneuver the *Enterprise* until they are completed **OR** will not allow players to Trade cards on their turns.

- **MISSION OBJECTIVE:** Each Mission has a set of conditions that the players must meet in order to complete the Mission. It may be a certain number and/or type of cards that must be played, DIVISION Credits committed, or a specific Maneuver that must be accomplished relating to a specific Mission token.

- **REWARD:** Once the players complete a Mission they will get the Reward listed. Rewards will be collected/performed immediately when the Mission is completed (during the Mission Status phase; see page 11 for details) and cannot be saved or used later.

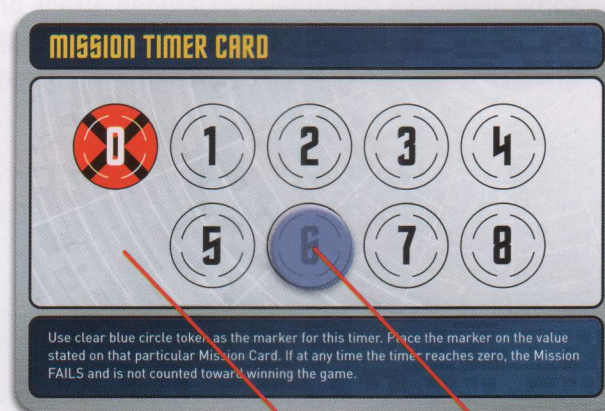Setup details and special rules that must be adhered to during the Mission

Name and Description

Visual reminder of what the Timer is set to at the start of the Mission

Requirements to complete the Mission

STRANGE NEW WORLDS
An alien ship disables the *Enterprise* communications as the crew attempts to make contact.

MISSION PARAMETERS:
Mission Timer starts at 6. Roll the die and place the ALIEN Token in that Long Range sector. ALIEN does NOT move or fire.

Players may NOT trade cards.

MISSION OBJECTIVE:
Players must Maneuver the *Enterprise* so that the ALIEN is brought on board the *Enterprise* (like Boarders) **AND** commit 2 COMMAND Credits, 2 SCIENCE Credits and 1 ENGINEERING Credit to complete the Mission.

REWARD:
The active player Draws 3 *Enterprise* cards AND may use them immediately. Any of these 3 that cannot be played are discarded.

Iconic visual reminder of the requirements for completion. In this example, players must Maneuver the Enterprise in a specific way, PLUS they must also commit various DIVISION Credits

The Reward players receive when the Mission is completed

MISSION TIMER CARD

Use clear blue circle token as the marker for this timer. Place the marker on the value stated on that particular Mission Card. If at any time the timer reaches zero, the Mission FAILS and is not counted toward winning the game.

ALIEN

Mission Timer Card & Marker

Mission Token that pertains to the example Mission, place in the Long Range sector on the game board according to parameters

* For more difficult treks, increase the number of Missions. Indicators have been provided for up to 10 Missions (flip the 1–5 markers for 6–10). For easier scenarios, reduce the number of Missions (see FIRST GAME on page 4), OR eliminate Missions altogether and simply play until the Threat bag is emptied and all Threats have been eliminated.

3. TRADE A CARD

TRADING A CARD

The active player may trade one card in his or her hand with another player. This effort may be to optimize the turn, set up the next player for effectively dealing with Threats converging on the *Enterprise,* or in preparation to complete a Mission.

4. PLAY CARDS & MANEUVER

Play Cards & Maneuver is the main part of a player's turn. In this phase, cards are played to attack enemy Threats, repair damage, work to resolve the Mission, and Maneuver the *Enterprise.* The only limit to the number of cards a player can play is what is in his or her hand. Played cards are immediately placed in the discard pile after their effects are resolved.

DEFENSE VALUE
Highest number points toward *Enterprise* when placed and then counts down clockwise when "Hit."

PLAYING ENTERPRISE CARDS

HIT CARDS:

- Playing a Hit card to attack a Threat causes it to take Damage, reducing its Defense Value by one. To indicate this, the Threat token rotates clockwise to its next lowest number of Defense value.

- A player may play multiple cards to attack the same target during any one turn or may attack multiple targets, and some instances may deal a 2 Damage attack or Direct Hit.

- When a token's Defense Value is reduced to zero, it is <u>Destroyed</u>. Remove it from the board and place in a Threat discard pile.

Example shows Threat token rotating to indicate damage taken from Phasers card played. It started at 2 Defense value; the result is a 1 Defense value number pointing toward the *Enterprise.*

RESOURCE CARDS:

As the *Enterprise* is attacked, sections will be Damaged and Destroyed, and players will need to perform maintenance on the Ship. The active player can make repairs to the *Enterprise* Shields and Hull by playing Resource cards on his or her turn.

REPAIRING:

- 1 Dilithium card <u>Repairs</u> 1 Damaged Shield, removing a Damage Indicator from any Shield section.

- 1 Tritanium card <u>Repairs</u> 1 Damaged Hull section, removing a Damage Indicator from any Hull section.

REBUILDING:

- 1 Dilithium played WITH 1 Tritanium <u>Rebuilds</u> 1 Destroyed Shield OR Hull section anywhere on the *Enterprise,* by either placing a Shield back into any facing <u>OR</u> removing a Destroyed Indicator from the *Enterprise.*

REPAIR = REMOVE A DAMAGE INDICATOR

REBUILD = RESTORE A DESTROYED SHIELD OR HULL SECTION

See pages 12 and 13 for more details on Damage.

OTHER CARDS:

These specialized cards help players defend the *Enterprise,* work to complete Missions, and control the board space.
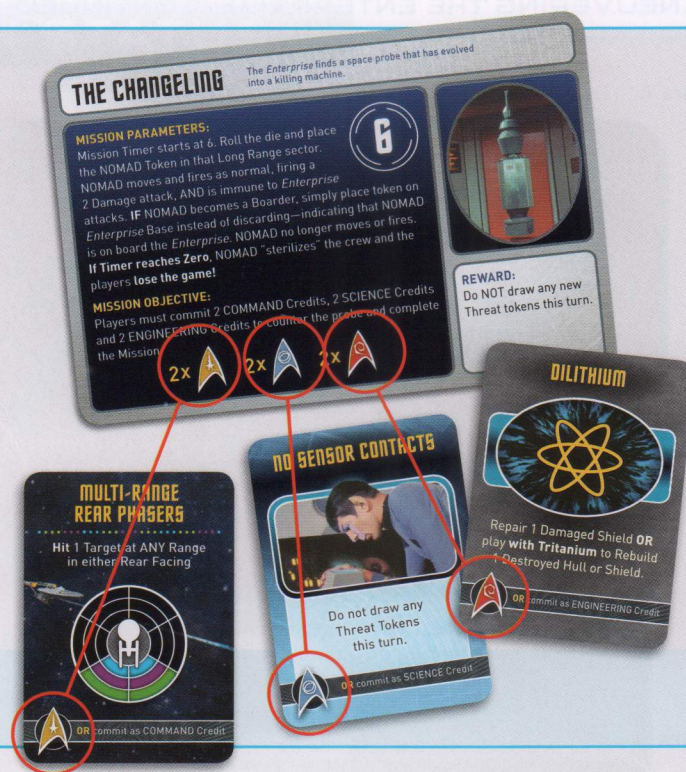
PLAYING CARDS TOWARD MISSION OBJECTIVES:

During the Play Cards & Maneuver phase, players may also work toward completing the current Mission. Some Missions require cards such as Phasers or Security Team, while many involve setting aside **(committing)** cards as DIVISION Credits in order to complete the Mission. *This represents the crew performing their duties and using their skills and ingenuity to solve the crisis at hand.*

To commit cards to the Mission (including cards as DIVISION Credits), place these cards by the Mission Card, <u>not in the discard pile</u>, to keep track of the Mission Objective requirements completed.

During the Check Mission Status phase, if the Mission either completed or failed, then these cards are placed in the discard pile. Until then, they remain committed to the Mission.

NOTE: *Cards can only be played for their main effect* **OR** *committed for the indicated DIVISION Credit,* **not both.**

THE CHANGELING

The *Enterprise* finds a space probe that has evolved into a killing machine.

MISSION PARAMETERS:
Mission Timer starts at 6. Roll the die and place the NOMAD Token in that Long Range sector. NOMAD moves and fires as normal, firing a 2 Damage attack, AND is immune to *Enterprise* attacks. IF NOMAD becomes a Boarder, simply place token on *Enterprise* Base instead of discarding—indicating that NOMAD is on board the *Enterprise*. NOMAD no longer moves or fires. If Timer reaches Zero, NOMAD "sterilizes" the crew and the players **lose the game!**

MISSION OBJECTIVE:
Players must commit 2 COMMAND Credits, 2 SCIENCE Credits and 2 ENGINEERING Credits to counter the probe and complete the Mission.

REWARD:
Do NOT draw any new Threat tokens this turn.

MULTI-RANGE REAR PHASERS
Hit 1 Target at ANY Range in either Rear Facing

OR commit as COMMAND Credit

NO SENSOR CONTACTS
Do not draw any Threat Tokens this turn.

OR commit as SCIENCE Credit

DILITHIUM
Repair 1 Damaged Shield **OR** play with **Tritanium** to Rebuild 1 Destroyed Hull or Shield.

OR commit as ENGINEERING Credit

MANEUVERING THE ENTERPRISE

Maneuvering is key to many Missions and can also help bring enemy targets into a better position to attack Threats and/or defend against their attacks. A player may choose to Maneuver the *Enterprise* **once** during the Play Cards & Maneuver phase of each turn. This can be before, during, or after he or she plays cards. Maneuvering is optional and may not always be allowed, depending on the Threat status or Mission Parameters.

2 WAYS TO MANEUVER THE ENTERPRISE

1. **Clockwise or Counter-Clockwise (see example at right):**
   The *Enterprise* rotates 1 facing either direction.

2. **Forward (see examples on page 10):**
   Since the *Enterprise* cannot *actually* move forward on the board, this movement is shown relatively by moving all tokens in the two <u>Front</u> facings 1 sector closer to the *Enterprise*.

   No other tokens on the board are affected by this movement, only those in the <u>Front facings</u>.

MANEUVERING FORWARD AND ENEMIES:

If a player Maneuvers forward and there are enemy ships in Short Range, AND there are:

- **Shields in front of ememy ships, the Threats <u>DO NOT</u> board the *Enterprise*, but stay in Short Range as they can not pass through Shields.**

- **NO Shields in front of those Threats they will become Boarders.**
  See BOARDERS on page 13 for details.

This example shows the *Enterprise* Maneuvering counter-clockwise. Subsequently a Threat in the right front facing becomes a Threat in a side facing and a Mission token that was in a side facing is then in the left front facing.
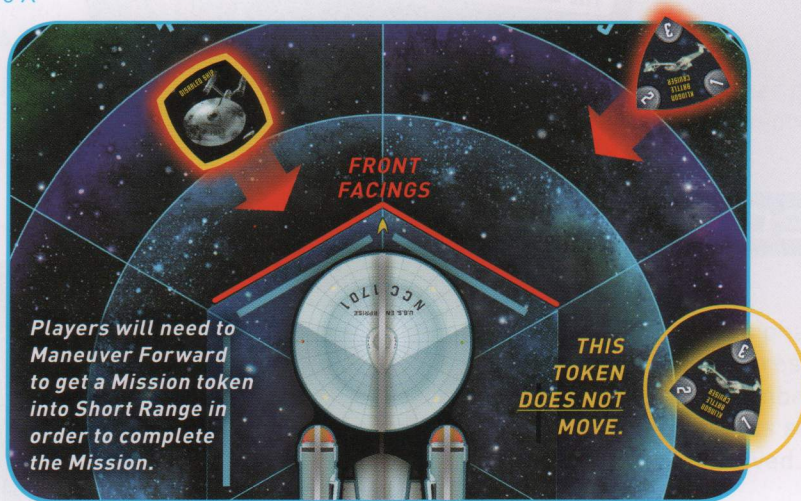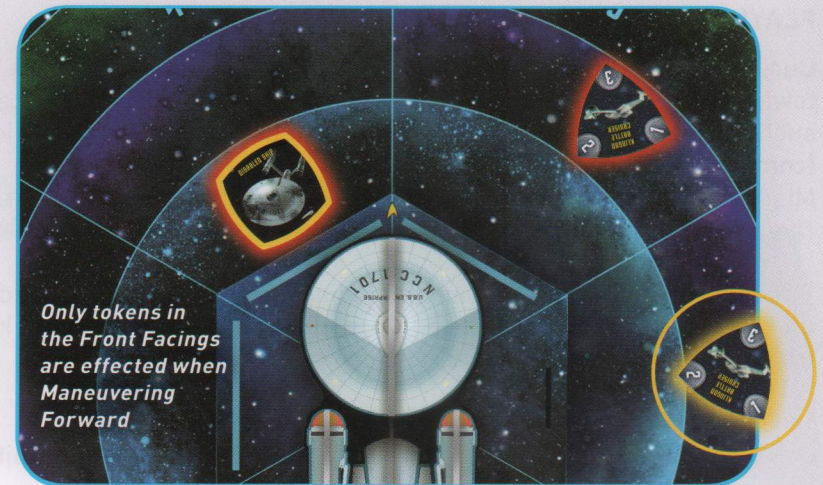
Figure A

Figure B

FRONT FACINGS

Players will need to Maneuver Forward to get a Mission token into Short Range in order to complete the Mission.

THIS TOKEN DOES NOT MOVE.

Only tokens in the Front Facings are effected when Maneuvering Forward

Example of Maneuvering the *Enterprise* "Forward." Figure A shows a Mission token in Medium Range and a Threat token in Long Range with arrows indicating the simulated forward movement. Figure B shows these tokens in their new position after Maneuvering 1 sector closer to the *Enterprise*. The Threat in the side facing at Medium Range does NOT move.
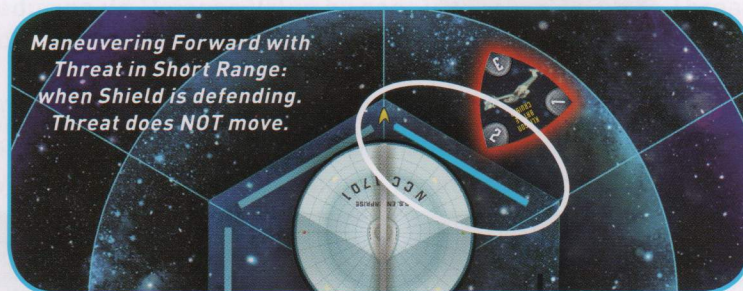
Figure C

Figure D

Maneuvering Forward with Threat in Short Range: when Shield is defending. Threat does NOT move.

Maneuvering Forward with Threat in Short Range: when there is NO Shield. Threat becomes a BOARDER and deals Damage equal to its current defense value.

Example of Maneuvering the *Enterprise* "Forward" with Threat in Short Range.
Figure C shows the Threat in Short Range with a Shield defending the *Enterprise*. In this case, the Threat remains in Short Range.
Figure D shows the same Threat where there is NO Shield. In this case, the Threat becomes a BOARDER (see page 13 for details) and deals Damage.

WHEN PLAYERS ARE NOT ALLOWED TO MANEUVER:

There are three scenarios when players may NOT Maneuver the *Enterprise*:

1. **When 3 or more sections of the Hull are Destroyed**
2. **When stated as a Mission Parameter (page 7)**
3. **When a Tholian ship is in Short Range (see page 16)**

A token has been provided as a reminder that there is no Manevering during the Play Cards & Maneuver phase for these scenarios. This "No Maneuver" token is shown at right as well as its placement on the *Enterprise* model.
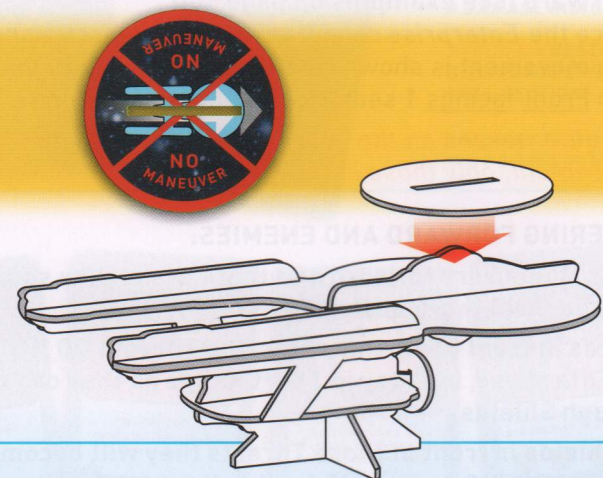
The NO MANEUVER token is not mandatory, yet highly recommended for clarity during gameplay.

This is when players determine if they have completed all of the required Mission Objectives and/or check for next steps.

MISSION STATUS SCENARIOS

INCOMPLETE MISSION:

If all requirements have NOT been met during the Check Mission Status phase, continue with play under the current Mission Parameters until Mission Objectives have been met.

If the Mission has a Time Limit, tick down the Timer Marker by one. **If the Timer reaches zero without completing the Objectives, the Mission FAILS!** Players do not earn credit for completing the Mission and follow the instructions below in FAILED MISSION.

COMPLETE MISSION:

A Mission is considered completed if all of the required Objectives have been met.

- Place any cards committed to the Mission in the discard pile.
- Players claim the Rewards listed on the Mission Card.
- Return any Mission Tokens used in the Mission to the Mission Token pile.
- The completed Mission Card is set aside and a Marker is placed on the Game Board in the Completed Missions area, indicating success.

FAILED MISSION:

If all the Mission Objectives are not completed in time, the Mission FAILS.

- Place any cards committed to the Mission in the discard pile.
- Return any Mission Tokens used in the Mission to the Mission Token pile unless otherwise directed on the Mission Card.
- Place the Mission Card for this failed Mission at the bottom of the Mission Card deck.

MISSION TIMER CARD

0 1 2 3 4
5 6 7 8

Use clear blue circle token as the marker for this timer. Place the marker on the value stated on that particular Mission Card. If at any time the timer reaches zero, the Mission FAILS and is not counted toward winning the game.

THE IMMUNITY SYNDROME
A giant single-celled life form threatens to destroy the Galaxy.

MISSION PARAMETERS:
Mission Timer starts at 5.
Roll the die and place the SPACE AMOEBA in that Long Range sector.
SPACE AMOEBA does NOT move or fire.

Players may NOT Repair or Rebuild Shields.

MISSION OBJECTIVE:
Players must Maneuver the *Enterprise* so that the SPACE AMOEBA is in Short Range AND commit 2 PHASERS (any kind) and 1 DILITHIUM. This completes the Mission launching an anti-matter charge in the Amoeba's chromosome-like body.

⊟ + 2x + 1x

REWARD:
You may Repair and/or Rebuild up to 2 Shield sections.

LONG RANGE SIDE PHASERS
Hit 1 Target in either

MEDIUM RANGE REAR PHASERS
Hit 1 Target at Medium Range in either Rear Facing

DILITHIUM
1 Damaged Shield OR h Tritanium to Rebuild troyed Hull or Shield.

OR commit as ENGINEERING Credit

U.S.S. ENTERPRISE
1 2 3

COMPLETED MISSIONS

AFTER MISSIONS ARE COMPLETED NO NEW THREATS ARE DRAWN AND

STAR TREK *Panic*

MISSION CARD

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Each turn, the Threats will move toward the *Enterprise* and fire at it.
To keep changes clear, it is recommended to resolve moving and firing for all Threats in one facing at a time.

THREATS MOVING AND FIRING

- **First, the Threats move one sector closer to the *Enterprise*.**
  For example, Threats in Long Range move to Medium Range, and Threats in Medium Range move to Short Range.

- **Then, after resolving all movement in a facing, the Threats will fire SIMULTANEOUSLY at the *Enterprise* (*see below*).**

- If a Threat token is in Short Range **AND** there is a Shield defending that facing of the *Enterprise*, it can NOT move through the Shield, but instead stays in Short Range. It **WILL** still fire.

- If a token is in Short Range **AND** there is NO Shield defending that facing, that Threat will move **into** the *Enterprise* and become a **Boarder!** *See BOARDERS on the next page for details. The one exception to becoming a Boarder is THOLIANS. See page 16 for details on the special behavior of Tholians.*

- There may be some Threat and Mission tokens on the board that follow unique move and fire rules. These are explained in the Special Threat Tokens section on pages 15–16 and/or on the Mission cards.

Threat moves 1 sector closer to Enterprise. In this example, from Medium Range to Short Range.

After moving, the Threat fires, dealing 1 Damage. This example results in a Damaged Shield and is displyed by placing the Indicator.

DAMAGE FROM ENEMY FIRE

- The *Enterprise* has 6 facing sections, each of which is comprised of 1 Shield section and 1 Hull section. *See the "Quick Reference Guide to Enterprise Facings" card.*

- When a Threat fires, it will deal 1 Damage to that facing of the *Enterprise*.

- Damage dealt by an enemy Threat firing at the *Enterprise* will Damage a **Shield first. After a Shield is Destroyed, then Damage is dealt to the Hull section in that facing!**

- Each section—Shield or Hull—of the *Enterprise* can take two Damage.
  The first Hit on an intact section *Damages* that section.
  The second Hit *Destroys* that Damaged section.

- A Shield or Hull section may be Destroyed in a single turn if two or more Damage are dealt at the same time.

Note: When a Shield gets Destroyed, any remaining Damage done in that facing for _that_ turn is ignored. DAMAGE DOES NOT "OVERFLOW" PAST THE SHIELD.

- Hits taken by enemy fire are indicated by placing Damage Indicators onto a Shield or Hull section (shown at right).

  – A Hit on a Damaged Shield section Destroys it and that Shield piece is removed from the *Enterprise* base.

  – A Hit on a Damaged Hull section Destroys that section, and the Damaged Indicator is replaced with a Destroyed Indicator.

Shield DAMAGED Indicator

Hull DAMAGED Indicator

Hull DESTROYED Indicator
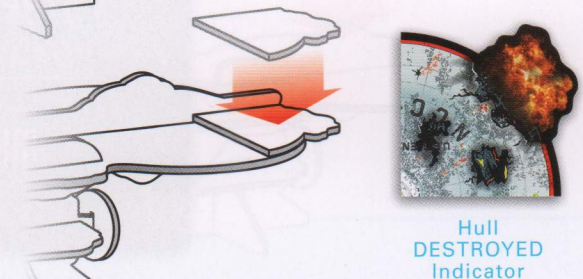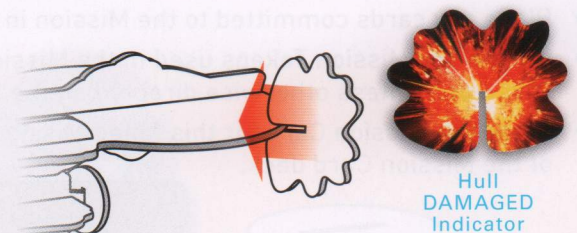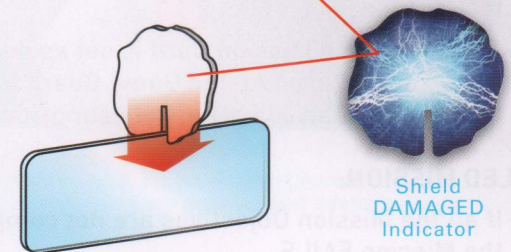
When 3 or more sections of the *Enterprise* Hull are DESTROYED, players may NO LONGER MANEUVER the *Enterprise*!

DAMAGE TO DESTROYED HULL SECTIONS

If a Hull section that is already Destroyed takes Hits from enemy fire, no additional Damage Indicators are added to the *Enterprise*. **Instead,** for each Damage that would be dealt to that Destroyed section, the top card of the *Enterprise* deck is **permanently** removed from the game—NOT PLACED IN THE DISCARD PILE! *NOTE: If at any point during the game a player cannot draw cards because the Enterprise Deck has been depleted in this way, the players lose the game!*

If all 6 sections of the *Enterprise* Hull are DESTROYED the game ends immediately and the players lose!

BOARDERS

A Threat starting in Short Range during the Threats Move & Fire phase will become a __BOARDER__ IF there is NO Shield defending that facing of the *Enterprise*.

- When a Threat becomes a Boarder, its current Defense is applied immediately as the Damage dealt to the Hull section for the facing where it Boarded the *Enterprise*. Then, the Threat token is discarded.

- If the section a Boarder enters already has a Destroyed Indicator on it, the Damage is resolved the same way Hits to Destroyed Hull sections are—**by removing cards permanently** from the *Enterprise* deck equal to the Damage dealt.

- Boarding Damage can be reduced by playing SECURITY TEAM cards as follows:

  – Before the Damage from a Boarder is applied, players have a chance to "defend" the *Enterprise* by immediately playing SECURITY TEAM cards from their hands.

  – For every SECURITY TEAM card played, the total Damage from the Boarders is reduced by 1.

  – ANY player can play SECURITY TEAM cards to reduce Damage from Boarders, **even if it is not that player's turn.**
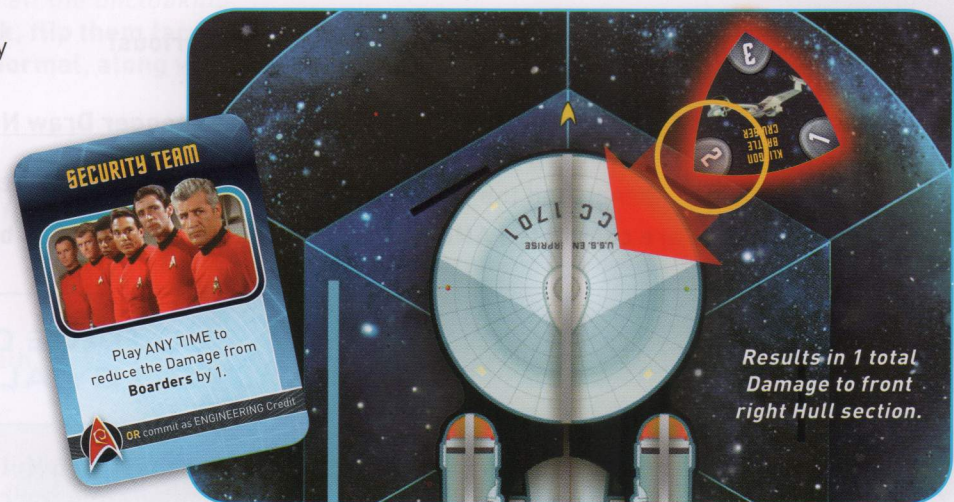
Example: Threat token becomes a BOARDER because it was already in Short Range on the Threats Move & Fire phase AND there is no Shield defending that facing. The Threat's Defense Value is 2, therefore the Boarder deals two Damage. *However,* one SECURITY TEAM card was played reducing the Damage by one.

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The last phase of each player's turn is to draw two new Threat tokens from the bag and place them on the board.

- Tokens should be drawn and then placed or <u>resolved</u> one at a time.
  See pages 15–16 for details about Special Threat behaviors.

- Most tokens in the bag are Enemy ships. Ships are always placed with their highest Defense Value pointing towards the *Enterprise*. Roll the die to determine in which Long Range sector to place the ship.

- Some tokens are effects and they do not go on the board. ***Instead, they are resolved immediately when the player draws them.*** Follow the instructions on the token and then discard.

- If there are not enough tokens in the bag to draw, return all discarded Threat tokens to the bag, and then continue drawing. Remember, the bag being out of tokens has no effect on the end of the game because the bag can never "run out" of Threats.

REMINDER: Spock draws three tokens from the bag all at once and then chooses two to resolve in any order and returns one to the bag.

Example shows Threat token placed in Long Range sector 6 according to the roll of the die.

Threat token always starts with highest Defense Value pointing toward Enterprise.

NOTE: Threats do NOT fire until the next player's Threats Move & Fire phase.

WINNING THE GAME

When the players complete 5 Missions, they are <u>almost</u> victorious!
The only step remaining is for the *Enterprise* to warp to safety.

- **As soon as the 5th Mission is completed, <u>players will no longer Draw New Threat Tokens or Reveal a New Mission</u>** and skip those phases entirely for the remainder of the game.

- Play continues as normal, and the players now only need to Destroy all remaining Threats on the board.

- **When 5 Missions are completed AND the last Threat on the board has been Destroyed, the players win the game!**

CONGRATULATIONS! YOU HAVE COMPLETED YOUR TREK AND ARE HONORED BY ALL OF STARFLEET!

If at any time (even after completing 5 Missions) all 6 Hull sections of the *Enterprise* are Destroyed, the *Enterprise's* Hull collapses, annihilating the crew and ending the game in defeat!

If you are unsuccessful with 5 Missions, try reducing the number of Missions on the next game until you perfect your skills! Then start increasing the number of Missions (up to 10) required to win the game.

Some Threat tokens have special rules and/or behaviors, as detailed below.

CLOAKING SHIPS

Threats that can cloak are indicated by a special light blue dotted border pattern. Cloaking ships are placed faceup as usual, but have a different behavior during the Threats Move & Fire phase:

- **Faceup (uncloaked) cloaking ships will:**

    – Move 1 sector forward, and then flip facedown to indicate they are "CLOAKED" and NOT fire.

    - **Cloaked ships cannot be attacked or affected by cards NOR will they fire!**
    - **FORCE FIELD and TRACTOR BEAM cannot be played on any cloaked ship.**
    - **It is very important to flip a Cloaking Ship token so that it maintains its Defense value status both Cloaked and Uncloaked!**
    - **If the _Enterprise_ Maneuvers forward, cloaked ships DO NOT move closer to the _Enterprise_.**

    NOTE: for Uncloaked ships in Short Range during the Threats Move & Fire phase:
    - If that facing of the _Enterprise_ is underlined shielded, the ship remains where it is _(see page 12)_ and cloaks.
    - If that facing is unshielded, the Threat moves forward and becomes a Boarder _(see page 13)_.

- **Facedown (cloaked) cloaking ships will:**

    – Uncloak and Fire on the _Enterprise_.
    To represent the surprise nature of attacks from uncloaking ships, roll the die. On 1–2: move the uncloaking ships one facing clockwise, on 3–4: the uncloaking ships remain where they are, and on 5–6: move the uncloaking ships one facing counter-clockwise. _(Just roll once for all the uncloaking ships.)_ **After determining where the ships will uncloak, flip them faceup and resolve all simultaneous firing on the _Enterprise_ as normal, along with other attacks.**
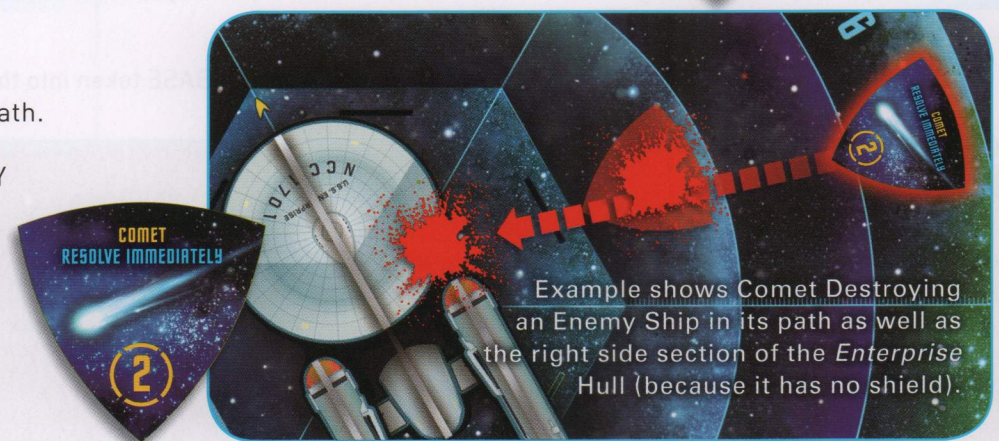
ROMULAN BIRD-OF-PREY

This powerful, stealthy ship deals 2 Damage when it fires, as is indicated on the token. It is also a Cloaking Ship and behaves as previously described for CLOAKING SHIPS.

COMETS

Comets fly from deep space and Destroy **everything** in their path. To determine the path and impact of a Comet, roll the die. The Comet starts in that Long Range sector and IMMEDIATELY flies toward the _Enterprise_. ANY non-Mission Tokens in its path are immediately Destroyed. When the Comet reaches the _Enterprise_, it deals a 2 Damage hit, Destroying whatever it impacts first, either Shield or Hull, and is then discarded. If a Comet impacts a Hull Section that is already Destroyed, players must remove the top two cards of the _Enterprise_ deck from the game permanently. _(See page 13 for details.)_

Cloaked · Uncloaked

Defense Value Maintained

TURN 1 – UNCLOAKED SHIP MOVES FORWARD AND THEN CLOAKS (FLIPS FACEDOWN).

TURN 2 – CLOAKED SHIP MOVES CLOCKWISE PER DIE ROLL, AND THEN UNCLOAKS (FLIPS FACEUP) AND FIRES.

Fires for 2 Damage after Uncloaking

Example shows Comet Destroying an Enemy Ship in its path as well as the right side section of the _Enterprise_ Hull (because it has no shield).

THOLIANS

THOLIANS move and fire as normal until they enter a Short Range sector.
As soon as a THOLIAN enters a Short Range sector, it stops moving and firing. **Instead** it now uses its Tholian Web to trap the *Enterprise*.

- As long as the THOLIAN is in Short Range, the *Enterprise* CANNOT Maneuver. It is trapped in the Tholian Web. Use the No Maneuver token as a reminder.

- Tholian ships will NOT move or fire again once they are in Short Range and remain there until they are destroyed *(Tholians NEVER become Boarders)*.

KLINGON CAPTAINS

THE FOLLOWING THREE THREAT TOKENS (with a red border) TRIGGER SPECIAL EVENTS AFTER THEY ARE PLACED. THE SPECIAL EVENT OCCURS ONLY ONCE AND THEN THEY ACT AS NORMAL THREATS.

KANG'S BATTLE CRUISER:

Roll the die and place token in that Long Range sector. Then ALL Klingon ships *(including this one)* immediately **fire** on the *Enterprise* AND cloaked Klingon ships uncloak as their behavior dictates and also fire. *This is in addition to normal firing from the Threats Move & Fire phase.*

KOLOTH'S BATTLE CRUISER:

Roll the die and place token in that Long Range sector. Then ALL uncloaked Klingon ships *(including this one)* immediately **move** one sector closer to the *Enterprise*. Cloaked ships remain cloaked and do NOT move. *This is in addition to normal movement from the Threats Move & Fire phase. (Ships do NOT fire again.)*

KOR'S BATTLE CRUISER:

Roll the die and place token in that Long Range sector. Then ALL Klingon ships GAIN one Defense Value. *A Klingon ship at its maximum Defense Value ignores this effect.*

STARBASE

Even though it is in the Threat Token bag, the STARBASE is actually not a Threat and is very beneficial for the *Enterprise* to encounter. This token does NOT move or fire (yellow border as reminder). If the players can Maneuver the *Enterprise* so the STARBASE is in Short Range, they immediately dock with it and **receive ALL 3 of the following rewards:**

1. Repair up to 2 Damaged Shields **OR** Rebuild 1 Destroyed Shield.
2. Repair up to 2 Damaged Hull sections **OR** Rebuild 1 Destroyed Hull section.
3. All players Draw 1 card.

Once the players have collected their rewards, discard the STARBASE token into the Threat discard pile.