



CAPTAIN'S LOG

Captain's Log: Stardate 2259.26 - The Enterprise has entered orbit around Nibia, responding to an invitation from the Nibian government to open discussions about the planet joining the United Federation of Planets. However, now that the Enterprise has arrived, we find the President of Nibia less happy to see us than the invitation suggested, and Mr. Spock has detected evidence that another starship may have recently been in orbit. I'm beaming down to the planet with Mr. Spock, Dr. McCoy, and Communications Officer Uhura to begin the negotiations, and find out what's changed the Nibian's attitude towards the Federation.

Welcome to *Star Trek: Expeditions*! You are now in the shoes of Captain Kirk and his fellow officers of the *U.S.S. Enterprise*. In addition to your diplomatic duties, you must investigate why the Klingons are so interested in Nibia. You will beam down to the planet, uncover numerous challenges and mysteries, and attempt to survive as dramatic events unfold on the planet and the Klingon fleet approaches...

The balance of power between the Federation and the Klingon Empire rests on the outcome of your mission. Can you succeed?

SETTING UP THE GAME: YOUR MISSION BEGINS

Before you can begin your adventure, you have to set up the game. Use the illustration to guide you:

COMPONENT LIST

- A. 4 Clix Figures
- B. 4 Character Cards
- C. 2 Clix Starships
- D. 1 Game Board
- E. 21 Captain's Log Cards
- F. 25 Captain's Log Supplemental Cards
- G. 1 Time Tracker
- H. Mission Tracking Board
- I. 3 Mission Trackers
- J. 20 Discovery Tokens
- K. 42 Energize Cards
- L. 14 Stardate Cards
- M. 3 Special Dice
- N. 4 Summary Cards

**"We're all ship-shape and ready for action, Captain."
- Scotty**

GAME COMPONENTS

Star Trek Expeditions includes:



James T. Kirk

Mr. Spock

Dr. Leonard McCoy

Nyota Uhura

A) 4 Clix Figures

Each Clix Figure represents a famous character from the *Star Trek* film. Each player controls one or more of these characters as they attempt to complete the mission. Characters beam back and forth between the *Enterprise* and the planet and encounter challenges in an attempt to complete missions before the Klingon fleet arrives or the *Enterprise* is destroyed. Your figure has three “clix values” showing on the figure base. See “How to Clix” to learn how the unique Clix figures are used.

HOW TO CLIX:

Each Clix Figure has a special base showing that character’s or starship’s current abilities. The unique base is designed to turn. The abilities change each time you turn or “clix” the base.

To clix your figure, simply pick it up and rotate the base until you hear it click, then return your figure to its original location.

Now your character has different abilities!

During the game, you will add clix to your figure (turn counterclockwise) and lose them (turn clockwise).

Each Clix Figure has a maximum value, marked with a green line on the left side of the numbers, and a minimum value (which is always zero). You can never clix above the maximum or below the minimum value!

If a Starship is reduced to its minimum clix value (all 0’s and black backgrounds in the base window), it is destroyed. Characters, however, can continue to take actions even if they have been reduced to the minimum clix value (all 0’s).

All Clix Figures begin the game at the maximum value.

B) 4 Character cards

Each character has a matching card that lists his or her skills and special ability.



James T. Kirk
CHARACTER CARD



Mr. Spock
CHARACTER CARD



Dr. Leonard McCoy
CHARACTER CARD



Nyota Uhura
CHARACTER CARD

C) 2 Clix Starships

The starships orbit the planet in a tense and dangerous standoff. Like the character figures, each starship has a Clix base to record its status. See “How to Clix.”



U.S.S. Enterprise



Klingon D7
Battle Cruiser

D) 1 Game Board

The game board shows the surface of the planet Nibia and part of the orbital space around the planet. The planet’s surface is divided into 15 areas. The orbit above the planet is also divided into 15 spaces, each with an “orbit value.” At the top of the board is a special area representing the *U.S.S. Enterprise*. Along the right side is the Time Track, split into 31 spaces.

E) 21 Captain's Log Cards

There is a stack of Captain's Log Cards for each mission: the **political crisis (purple)**, **rebels (yellow)**, and the **energy crisis (green)**. These cards describe the challenges you must face to complete each mission, possibly earning rewards as you go. If you can successfully complete all three missions, you win!

Captain's Log Cards are the key missions you must complete.



Captain's Log Back: Energy 1

- Mission Type (Energy, Politics or Rebels) and stage
- Image of location
- Stardate that impacts success
- Possible outcomes



Captain's Log Front: Energy 2b

- What is occurring
- Skills that give +2 to winning the Challenge for each occurrence
- Challenge level you must meet or exceed to beat the challenge

F) 25 Captain's Log Supplemental Cards

- 9 Location Cards
- 16 Event Cards

Until your crew beams down to the planet and begins exploring, you don't know where you will face your next challenge or what unforeseeable events you will have to contend with. The 2 types of cards are combined and randomly placed on the game board, making every game a unique challenge (see "Setting up the Game").

Captain's Log Supplemental Cards are standalone missions, or are swapped out for Captain's Log Cards.

SHARE A COMMON CARD BACK



Captain's Log Supplemental Back



Captain's Log Supplemental: Event Front



Captain's Log Supplemental: Locations Front

When revealed will be replaced with Captain's Log Card (Politics in this case)

G) 1 Time Tracker

This token is used on the Time Track to record the passage of time during the mission.

H) Mission Tracking Board

Nibia is facing three dangerous crises that you must attempt to resolve. Each crisis is called a “mission,” and is tracked on the Mission Tracking Board. At the end of the game, you can see the effect your efforts have had by reading the mission result on each tracking board. You also earn Victory Points based on your progress.



Mission Tracking Board

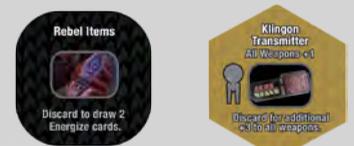
I) 3 Mission Trackers

One tracker is included for each of the three missions on the Mission Tracking Board.

J) 20 Discovery Tokens

- 15 Discovery Tokens (black square)
- 5 Major Discovery Tokens (gold hexagon)

During your exploration of the planet, you will encounter interesting people, strange artifacts, and important clues. These are represented in the game by Discovery Tokens. The gold hexagon Major Discovery Tokens are more valuable, but much harder to collect.



Discovery Tokens Major Discovery Tokens

K) 42 Energize Cards

These cards represent the resources your character can use from the *Enterprise* to help with your mission: crewmen from the *Enterprise*, clever tricks and tactics, and valuable equipment. There are two types of Energize Cards:

• Crew Cards



Energizer Card Back Energizer Card Fronts

The crewmen of the *Enterprise* will follow your character and assist you in overcoming challenges. Crew Cards are always played face up in front of you when drawn, and remain in play unless something happens to them.

• Action Cards



Energizer Card Back Energizer Card Fronts

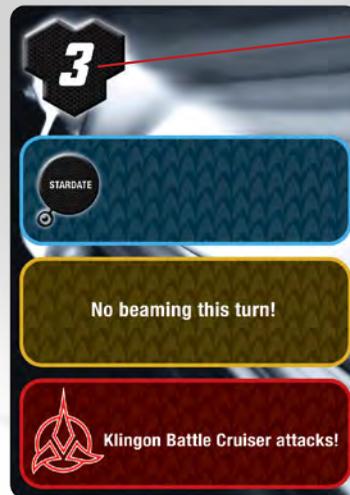
Special tricks and helpful gear, these cards are held in your hand until you use them. You can only play Action Cards on your turn, and they are discarded after use.

L) 14 Stardate Cards

Each turn, you will turn over one of these cards. Any events shown on the card must be resolved before you continue your mission.



Stardate Card Back



Stardate Card Front

HOW MANY ACTIONS
A PLAYER RECEIVES

BLUE (easiest, only the blue events occur)

YELLOW (blue and yellow occur)

RED (hardest, all events listed occur)

Stardate cards have 3 levels of difficulty with each level likely requiring entirely new strategies.

M) 3 Special Dice

- 2 white Federation Dice and 1 black Klingon Die



The Federation Dice are used whenever your character attempts to overcome a challenge, or when the *Enterprise* attacks. These dice have numbers 1 through 5 and 7. The face with "7" also has a -1. Any time you roll a 7 the -1 indicates that your Clix Figure (or the *Enterprise* if you are rolling for space combat) suffers one clix of damage due to extraordinary exertion.

The Klingon Die is used each time the Klingon Battle Cruiser attacks. This die is numbered 2 through 6. The last face has the Klingon repair symbol  that when rolled causes the Klingon Ship to repair one clix of damage.

Starship combats use 1 of each die; Planet Challenges use both Federation dice.

N) 4 Summary Cards

These cards have helpful information you can refer to during the game.

PREPARING THE GAME

o Prepare the Planet: Captains Log Supplemental Cards and Discovery Tokens:

Place the board on the table. Set the Time Tracker in the "0" space of the Time Track. (Refer to the diagram on the next page.)

Separate the 9 Location Cards from the other Captain's Log Supplemental cards (the Event Cards). Shuffle the 16 Event Cards face down. Choose 6 of them at random and return the other 10 to the box (without looking at them!). Shuffle these 6 cards together with the 9 Location Cards (also face down). Now randomly place one card face down on each of the 15 areas of the planet's surface.

25 CAPTAIN'S LOG SUPPLEMENTAL CARDS



SEPERATE THE CARDS INTO THE FOLLOWING TWO DECKS



SHUFFLE ALL 16 CARDS

THEN DRAW 6 RANDOM CARDS



ADD ALL 9 CARDS TO THE 6 PREVIOUSLY DRAWN



SHUFFLE ALL 15 CARDS

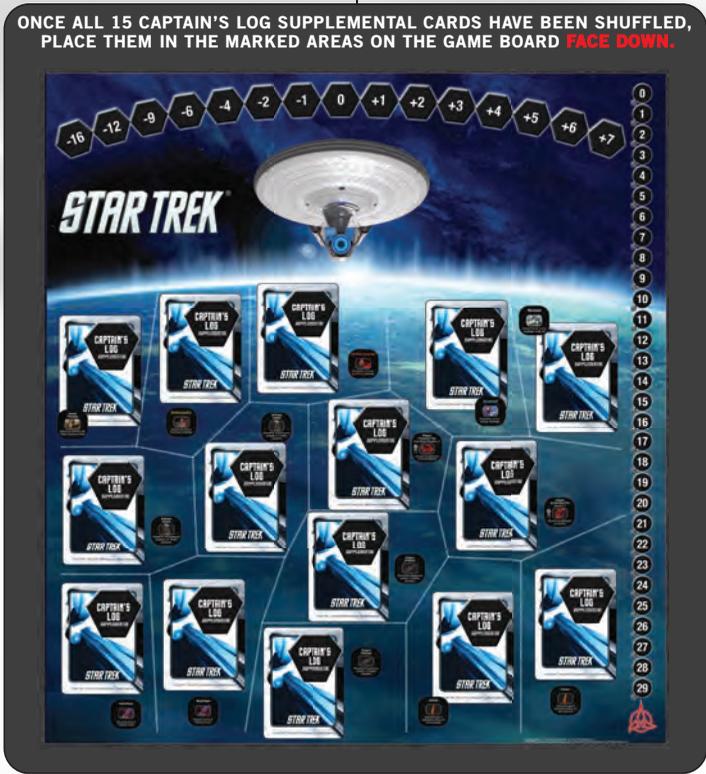
ONCE ALL 15 CAPTAIN'S LOG SUPPLEMENTAL CARDS HAVE BEEN SHUFFLED, PLACE THEM IN THE MARKED AREAS ON THE GAME BOARD **FACE DOWN.**



SHUFFLE TOKENS THEN RANDOMLY PLACE ON BOARD **FACE UP**



5 MAJOR DISCOVERY TOKENS ARE KEPT TO THE SIDE OF THE BOARD **FACE UP**



Mix the regular (black square) Discovery Tokens completely and randomly place one face up on each of the 15 areas of the planet's surface.

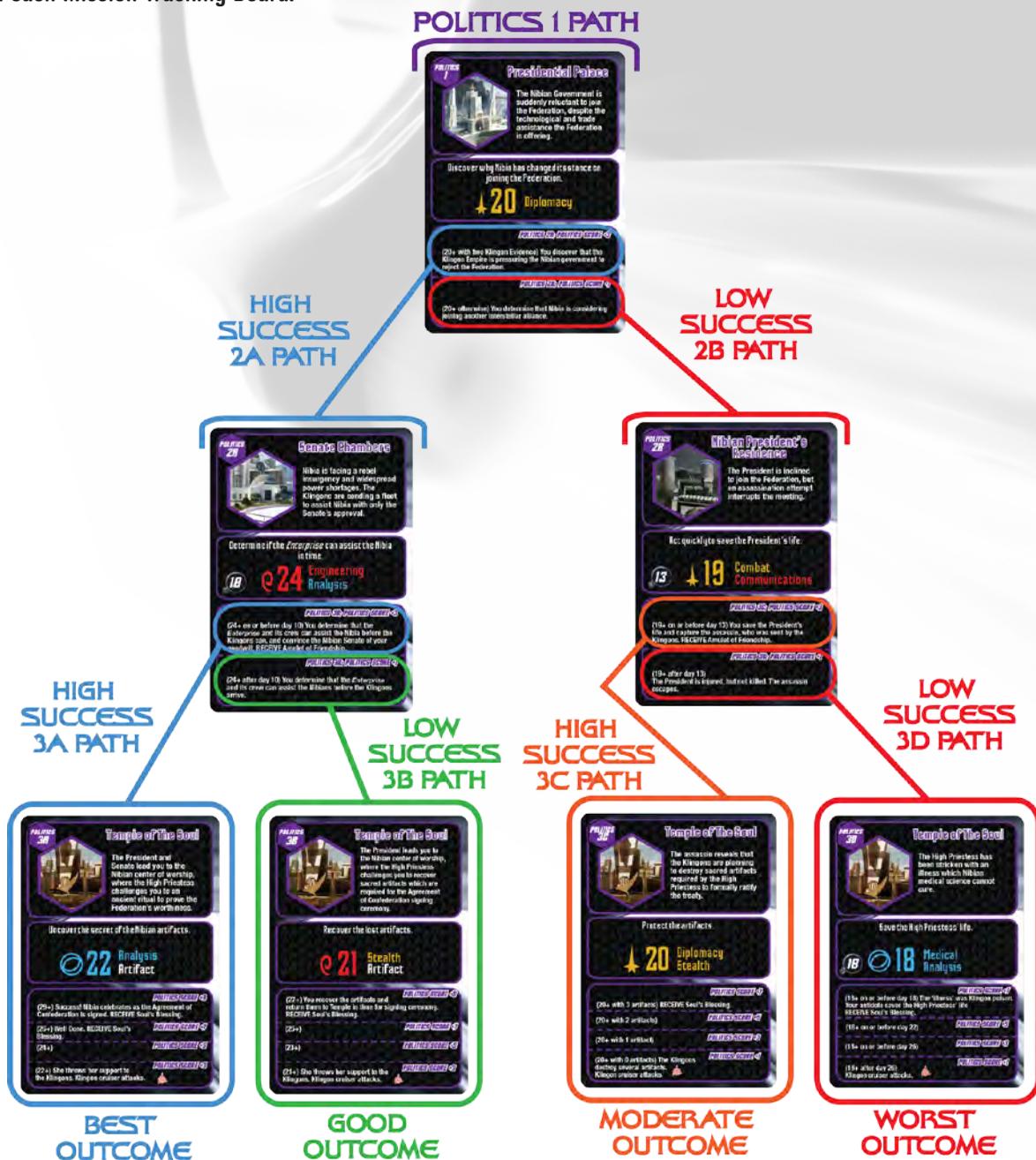
These face up tokens represent the little bit of knowledge you have about the planet.

Place all 5 Major Discovery Tokens (gold hexagon) face up near the bottom edge of the play area.

Trigger the Crisis: Captain's Log Cards and Mission Tracking

Sort the 21 large Captain's Log Cards by color/type: the **political crisis (purple)**, the **civil war (yellow)**, and the **energy crisis (green)**, to create three different stacks. Arrange the cards in each stack in order by the numbers on the back, with the "1" card on top, followed by 2a, 2b, 3a, 3b, 3c, and finally 3d on the bottom. Turn over the top card ("1") and place it on top of the matching stack. Put all three stacks near the board.

Set each Mission Tracking Board next to the matching stack of Captain's Log Cards. Place the Mission Trackers on the "0" space of each Mission Tracking Board.



◦ **Ready the Crew: Character Cards, Stardate, and Energize Cards**

Shuffle all 14 Stardate Cards and make a face down deck near the top of the game board. Shuffle the 42 Energize Cards. Deal two cards to each player, and place the rest face down near the Stardate Cards.

If you receive any Crew Cards in your starting hand, place them face up in front of you immediately. Keep any other Action Cards hidden in your hand.

Each player chooses or is randomly assigned a character to play. If there are less than 4 players, multiple characters can be played by each player, with Energizer Cards being kept separate for each character. Take your Character Card and place it face up in front of you, and place the matching Clix Figure on the *Enterprise* space. Make sure your Clix Figure base is turned to the maximum position. See “How to Clix.” Any characters that are not used are returned to the box.

Give each player a Summary Card.

◦ **Enter Orbit: Place the Ships**

Clix both starships to maximum. Place the *U.S.S. Enterprise* on the “0” space of the planet’s orbit, and place the Klingon Battle Cruiser on the “7” space. Set the dice nearby where everyone can reach them. You’re ready to begin!

YOUR OBJECTIVE

“To boldly go...”

- James T. Kirk

Star Trek: Expeditions is a co-operative game. You and your friends all win or all lose together! Like the heroes of the *U.S.S. Enterprise*, you must work together if you are going to complete all three missions in time and keep Nibia from falling into the hands of the Klingons!

You will beam down to the planet and attempt to complete all three missions, scoring as many Victory Points as you can on the Mission Tracking Board. You must act quickly! The missions must be completed before too much time passes.

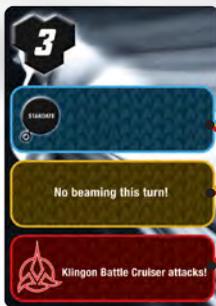
You will also have to make sure that the *Enterprise* can stay in a favorable position in orbit, to keep from losing your Victory Points.

At the same time, you must protect the *Enterprise* during its battle against the Klingon Battle Cruiser. If the *Enterprise* is destroyed, you lose the game!

◦ **Choose Your Difficulty**

“We’re encountering interference.”

- Nyota Uhura



STARDATE CARD

Star Trek: Expeditions offers three levels of difficulty. Before you begin the game, all players need to agree on which difficulty level you will play:

- **Academy Cadet:** Use only the **blue** events on the Stardate Cards.
- **Starship Captain:** Use both the **blue** and **yellow** events on the Stardate Cards.
- **Starfleet Admiral:** Use all events on the Stardate Cards.

The first time you play, it is recommended that you play the Academy Cadet version. Your objective is to survive the mission and complete it successfully—regardless of how many points you score.

Open Hailing Frequencies!

Star Trek: Expeditions is a co-operative challenge. You must work together if you are going to successfully complete your mission. Since you are all working together, you may freely exchange information with the other players. You should also feel free to advise the other players when you wish to do so. The only restriction is that you cannot show any Action Cards you have in your hand to the other players. You can tell them what you have, but you cannot show them!

PLAYING THE GAME

**“Dammit Jim, I’m a doctor, not a diplomat!”
– Dr. McCoy**

Captain Kirk starts the game. If Kirk is not in the game, then Mr. Spock starts, and if both characters have not been chosen, Dr. McCoy begins. After the starting player’s first turn, play proceeds clockwise. Players take individual turns until the game ends (see “Mission’s End.”) Each turn is divided into two steps, which you must complete in order:

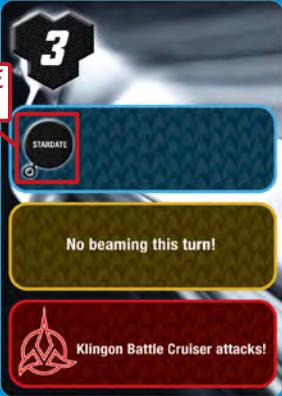
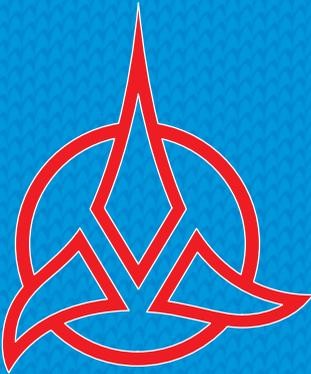
1. Stardate: turn over the top Stardate Card and resolve any events.

The player whose turn it is turns over the card and resolves any combat that occurs between the *Enterprise* and Klingon ship.

2. Actions: your character can take the number of actions shown on the Stardate Card.  = 3 Actions Card.

TIME

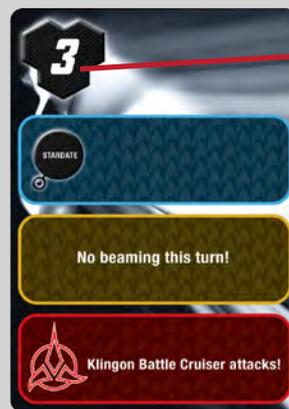
The passage of time in the game is controlled through the Stardate Cards. At the start of your turn, you will turn over the top Stardate Card, placing it face up on a discard pile next to the deck. Depending on the difficulty level you are playing, you will resolve one or more colors of events shown on the card. There are three types of events:

Stardate	Klingon Attack	Special Event
 <p>STARDATE SYMBOL</p>		<p>Example: <i>If you are alone in your location lose 2 clix.</i></p>
<p>Each Stardate symbol indicates that a day has passed. Advance the Time Tracker 1 space on the Time Track for each Stardate symbol.</p>	<p>When the Klingon logo appears, it means that the Klingons are attacking the <i>Enterprise</i>, and a starship battle begins. See “Starship Battles.”</p>	<p>If the Stardate Card has special event text, follow the instructions on the card.</p>

ACTIONS

The Stardate Card you turn over at the beginning of your turn tells you how many actions your character can take after all events have been resolved. You may also receive additional actions from some Energize Cards and Discovery Tokens.

You can choose any of the actions from the list, but some actions can only be taken when you are in a specific location. For example, you can only choose the Visit Sickbay action when your character is on the *Enterprise*. You can take your actions in any order you choose, and you can repeat the same action more than once during the same turn except for beaming. But, you must complete each action before you start the next one.



NUMBER OF ACTIONS YOU CAN TAKE

STARDATE CARD

Example: Captain Kirk turns over this Stardate Card. If you are playing the Academy Cadet game, the only event is a single Stardate (in blue), so the Time Tracker is advanced one space. In a Starship Captain game, both the blue and yellow events occur, so the Time Tracker advances one space and Captain Kirk cannot beam up or beam down this turn. And if it is a Starfleet Admiral game, all three events happen: the Time Tracker moves forward, Captain Kirk cannot beam up or down, and the Klingons attack. After completing all events, Captain Kirk will take three actions this turn.

ACTIONS YOU MAY PERFORM

- Can be performed on *Enterprise*
 - Can be performed on planet

There are ten different actions you can take:

- Visit sickbay
- Enterprise Attacks
- Either Beam down to the planet or Beam up to the *Enterprise*
- Move one space on the planet
- Make a Discovery (pick up token)
- Special character action
- Draw 1 Energize Card
- Transfer 1 crew member
- Attempt one Challenge

○ **Visit Sickbay: Only on the Enterprise**

During your adventure, your character will suffer fatigue and injuries, reducing his or her abilities (see “How to Clix”). With this action, you can heal some of this damage.

Roll one Federation die. Add the number of clix rolled to your Clix Figure. You cannot clix your figure above its maximum value.

If you roll a “7” first add 7 clix to your figure, then lose 1 clix.

Example: Mr. Spock has lost four clix, and is now on the Enterprise. He decides it’s time to heal. He rolls the white die and gets a “7.” He adds clix until he reaches his maximum value. The extra clix are lost. Now, because he rolled the clix symbol, he must lose 1 clix. In total, he healed 3 clix.

Strategy Hint: *If your character has lost a lot of clix, return to the Enterprise to recover your strength!*

“Bones”

Dr. McCoy’s special action allows him to heal other characters in the same location. He rolls 1 Federation die as normal, and the other character gains the number of clix rolled. If McCoy rolls a “7,” he loses one clix, instead of the other character. Dr. McCoy cannot use this ability on himself.

o **Enterprise Attacks: Only on the Enterprise** 

You take command of the *Enterprise*. Move the *Enterprise* figure forward one space on the Orbit Track toward the Klingon ship where you must fight the Klingon Battle Cruiser! See “Starship Battles.”

The *Enterprise* cannot enter the same space as the Klingon Battle Cruiser. If the *Enterprise* is already adjacent to the Klingons, you may use this action to trigger a starship battle without moving the *Enterprise*. Neither Starship Figure may ever move above the “+7” space or below the “-16” space on the Orbit Track.

Example: *The Enterprise is on the “0” space of the Orbit Track when Dr. McCoy takes command. He advances the Enterprise to the “1” space. Since he moved the Enterprise forward, a starship battle begins!*

Strategy Hint: *The standoff between the two starships can have a huge impact on your score. Be careful not to let the Enterprise move too far to the left on the Orbit Track. Also, remember that if the Enterprise is destroyed in combat, you lose the game!*

o **Beam Down to the Planet: Only on the Enterprise** 

Move your figure from the *Enterprise* to any area on the planet’s surface. If there is a face-down card in the area, turn it over (see “Captain’s Log Supplemental Cards”).

Example: *Nyota Uhura decides to beam down to the planet’s surface. She chooses a promising location, and moves her Clix Figure to that area. Since there is a face down card here, she turns it over and discovers something new!*

You can only take one Beam action per player’s turn! If you Beam Down to the Planet, you cannot also beam up on the same turn.

o **Beam Up to the Enterprise: Only on the planet’s surface** 

Move your figure from any area on the planet to the *Enterprise*.

Example: *Captain Kirk has found a Klingon Decoder that can help the Enterprise fight the Battle Cruiser, so he needs to take it to the ship. He chooses this action to move from the planet surface to the Enterprise.*

Strategy Hint: *Beaming is a very fast and efficient way to travel around the board, but it can only be used once per player’s turn. Make sure you have done everything you need to do in your current location before you beam away.*

o **Move: Only on the planet’s surface** 

Move your character to an adjacent area on the planet. You can move in any direction. If there is a face-down card in the new area, turn it over (see “Captain’s Log Supplemental Cards”).



Example: *Mr. Spock is near the previously revealed location of the Nibian Power Generator, so he uses this action to move into the adjacent area. Since there is already a face up card here, his action is done.*

Strategy Hint: *Moving from location to location can be a very efficient way to explore the planet and reach mission locations, since beaming back and forth from the Enterprise always takes two turns. Keep in mind that you must complete all three missions before time runs out, so focus on moving towards the mission locations. Try not to get distracted by other events unless you have the time!*

Scanning...

Mr. Spock's special action allows him to examine a face down card in any area of the planet (even in areas that are far away). After viewing the card, return it to the same area face down. You cannot show the card to the other players although you can describe what you found. Mr. Spock can use this ability even when he is on the *Enterprise*.

○ **Make a Discovery: Only on the planet's surface**

If your character is in an area with a Discovery Token, you can use this action to pick up the token (see "Discovery Tokens"). Place the token face up in front of you.

Example: Dr. McCoy is in the same area as the Engineer token. He takes the token and places it in front of him.

Strategy Hint: You will find it extremely difficult to complete some of your missions with the highest score without the help of these valuable tokens.

○ **Special Character Action** OR

Each character has a unique special action that can only be used by that character. Your character's special action is described on your character card (and in the matching section of the rules).

Strategy Hint: Using your character's special ability can often be the key to successfully completing the missions. Most special abilities allow you to help the other players in powerful ways. Remember that this is a team.



SPECIAL
CHARACTER
ACTION

○ **Draw an Energize Card** OR

Draw the top Energize Card. If you draw a Crew Card, place it face up in front of you. If it is an Action Card, add it to your hand. There is no limit to the number of cards you can hold in your hand.

Example: Nyota Uhura decides to draw an Energize Card. She gets a Helmsman and places him face up in front of her.

Strategy Hint: Energize Cards are very valuable and powerful resources. You will probably need many of them to successfully complete your missions. Don't forget to take an action to draw a card from time to time. On the other hand, remember that you are working under a time limit. Don't spend too many actions drawing cards!

Incoming Transmission

Nyota Uhura's special action allows her to draw an Energize Card, look at it, and either keep it for herself, or give it to any other player, anywhere on the board. She can only use this ability *immediately* after the card is drawn. If Uhura draws Energize cards for any reason other than taking this action (such as using a Discovery Token), she cannot use her special ability.

○ **Transfer Crew** OR

If your character is in the same location as another player, you can use this action to transfer one Crew Card between you. You can either give the other player one of your Crew Cards, or he or she can give you one. Both players must agree to the crew transfer or it does not take place.

Example: Dr. McCoy and Captain Kirk are both on the Enterprise Bridge. Captain Kirk is getting ready to face a difficult Command Challenge, so McCoy uses this action to transfer a Crew Card to Captain Kirk.

Strategy Hint: Since you gain Crew Cards randomly, there may be times that another player could make better use of your crewmen than you can. This action allows you to make sure that each player has the Crew Cards they need to complete the challenges.

Battle Stations!

Captain Kirk's Special Action allows him to transfer a Crew Card to or from any player anywhere on the board. They do not have to be in the same location (including one character on the planet and the other on the *Enterprise*). He can give or receive one Crew Card each time he takes this action. Using this ability does not count as a Beam action.

◦ Attempt a Challenge

If your character is in a location with a face up card you can attempt to complete the challenge shown on that card (see “Challenges”).

Example: Mr. Spock is in an area with the Temple of the Soul card. He can attempt to recover lost artifacts.

Strategy Hint: In order to win the game, you must successfully complete all three missions. You can only do this by completing the challenges on the Captain’s Log Cards.

CHALLENGES

During the game, your character will face a number of challenges. Challenges appear on the Captain’s Log and Captain’s Log Supplemental Cards you will encounter as you explore the planet. Each challenge has a symbol that tells you the type of challenge you must face, and a target number that you must meet in order to succeed.

There are three types of challenges you can face:

- **Command (yellow)** ✨
- **Science (blue)** 🔬
- **Operations (red)** ⚙️

Your character has a clix value for each type of challenge. The numbers on your figure base are the same color as the matching challenge. When you attempt a challenge, you can only use the matching clix value.

You can also receive bonuses to help you with a challenge from Crew Cards, Action Cards, and Discovery Tokens. Like your character’s clix values, most of these bonuses are also colored to match one type of challenge.

A few Action Cards and Discovery Tokens have bonuses that can be used for any type of challenges. These bonuses are shown in **white**.

You can use any clix values or bonuses that match the type of challenge you are attempting.

The challenge will also list any skills or clues that can give you a bonus on your Challenge Roll.

Skills: All characters have two skills on his or her Character Card. Many Crew Cards also list one skill. You receive a +2 bonus for each skill that matches a skill listed on the challenge (on your Character Card or any Crew Cards you hold).

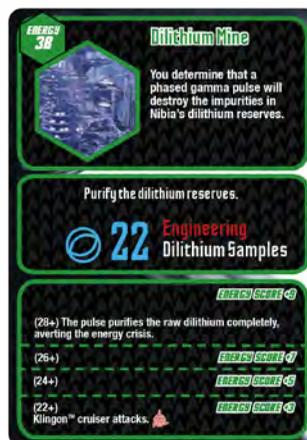
Clues: Some challenges list a type of Discovery Token. These tokens represent clues that you might collect during your exploration. Each token you hold that is listed on the challenge gives you a +2 bonus.

Crewmen: Some challenges offer a +2 bonus for each Crew Card in the same location (in addition to their other bonuses).



*Example: This is a **Command** challenge with a Target Number of 19. Each character or crewman with the **Combat** or **Communications** skill increases your total by +2.*

*Example: This is a **Science** challenge with a Target Number of 22. Each **Engineering** skill you have gives you +2, as does each **Dilithium Sample** you are holding.*



*Example: This is an **Operations** challenge with a Target Number of 17. You get +2 for each **Engineering** skill your character or crew provide. You also receive a +2 bonus for each crewman in that location, even if they are following a different player!*

Note: You can receive the +2 skill bonus more than once if you have the same skill listed multiple times. For example, Dr. McCoy's Character Card lists the “Medical” skill twice. If he attempts a challenge that lists “Medical” as a skill, he receives the +2 bonus twice, for a total of +4.

o Attempting a Challenge

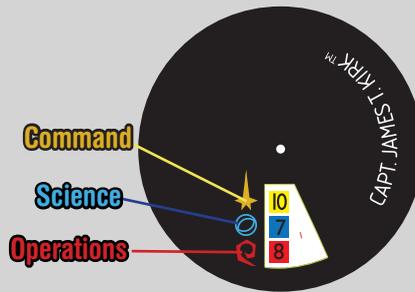
When you attempt a challenge, follow these steps:

1. Roll both Federation Dice

Remember that you must lose 1 clix from your figure at the end of the challenge for each “7” you roll, but do not record this damage yet. Add the value of both dice together.

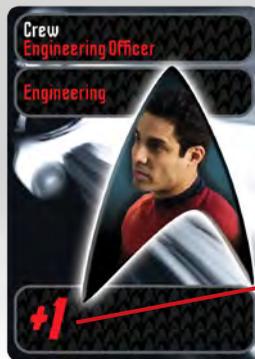
2. Add your clix value

Add the matching clix value (**Command**, **Science**, or **Operations**) on your figure base to the dice total.



3. Add crew bonuses

Add +1 or +2 for each Crew Card you (and only you) have that matches the type of challenge (**yellow**, **blue**, or **red**), as shown on each card.



CREW BONUSES

4. Add skill bonuses

Add +2 to your total if your character has the matching skill. Also add +2 for each crewman you (and only you) have with a matching skill.

DIPLOMACY AND COMBAT (SKILL BONUSES)



5. Add Discovery Token bonuses

Add +2 for each matching Discovery Token you hold (Artifact, Klingon Evidence, etc.). The tokens are *not* discarded.

Note: two characters in the same space can freely exchange or transfer tokens at any time, even in the middle of a challenge attempt! (see “Discovery Tokens”).

6. Add +2 for each other player

If other characters are in the same location, you receive a +2 bonus for each character.

7. “Crew in the Space” bonus

If the challenge lists “Crew in the Space,” then you receive this bonus. You get +2 to your total for *each* Crew Card following *all* characters in that location.

If your total is *greater than or equal* to the target number, you successfully overcome the challenge!

Strategy Hint: Each character has unique strengths and abilities. Not every character is equally strong at every challenge. Also, it is much easier to overcome a challenge if several players are in the same location.

The Final Effort

If the total of your challenge roll and bonuses is not high enough to succeed, you can increase your total by making a final effort:

None of these require an action to perform, and you may choose which, if any, to use, and in what order.

Play Action Cards

You can play any matching Action Cards from your hand, adding the value of the card to your total. Remember that Action Cards are discarded after use.

Discard Discovery Tokens

You can discard any matching Discovery Tokens you hold to add the bonus shown on the token.

Spend Clix

If your Challenge Roll total is still not high enough, you can spend clix off your character. Every 2 clix you lose adds +1 to your total.

If you receive a bonus just for holding a token, you keep the token after the challenge and it is not discarded. However, using the discard ability listed on the token requires you to discard it in order to receive the benefit. Crew Cards are also permanent, while Action Cards can be used only once before they are discarded.

Strategy Hint: Try to use your tokens for their challenge bonuses before you discard them to get the one-time benefit. Remember that tokens can be transferred instantly between players in the same location. Try to keep tokens with the character that can make the best use of them. Also keep in mind that you cannot transfer cards to another player during a challenge, nor can they use their cards to help you on your turn. You will need to plan ahead to make the best use of every crewman.

SUCCESS OR FAILURE

If your challenge roll total is less than the target number for the challenge:

Your attempt fails. You lose 1 clix on your figure, and the card remains face up in that space.

If your challenge roll total is greater than or equal to the Target Number for the challenge:

Your attempt is successful! Look at the bottom of the card to see what your reward is.

Your reward can vary based on your challenge roll total, the Discovery Tokens you hold, the position of the Time Tracker, or even the number of Crew Cards in the space.

Usually, your reward will include gaining or losing points on one of the Mission Tracking Board. The Mission Trackers can never fall below the red space at the bottom or go above the “20” space at the top of the track. Any excess points are simply lost.

Your reward may also include Energize Cards drawn from the deck, or Major Discovery Tokens, or almost any other benefit. These rewards are always listed on the card. If the reward shows the Klingon symbol,  you must immediately fight a starship battle! However, some rewards move the Klingon ship back one space without a battle occurring.

Many challenges show a chart with different possible results. Find the highest result you meet the minimum requirement for to see which reward you get. After you receive the reward, discard the card from the game.

Example:



POLITICS 7 Presidential Palace
 The Nibian Government is suddenly reluctant to join the Federation, despite the technological and trade assistance the Federation is offering.

Discover why Nibia has changed its stance on joining the Federation.

+20 Diplomacy

POLITICS 2a, POLITICS SCORE 3
 (20+ with two Klingon Evidence) You discover that the Klingon Empire is pressuring the Nibian government to reject the Federation.

POLITICS 2b, POLITICS SCORE 4
 (20+ otherwise) You determine that Nibia is considering joining another interstellar alliance.

Dr. McCoy has completed this challenge with a total score of 22. If he has 2 Klingon Evidence Discovery Tokens, he earns 3 points on the Politics Mission Tracking Board and turns over card 2a. If he does not, then he only earns 1 point, and turns over card 2b instead.

After the challenge, you must lose one clix for each “7” you rolled on the dice!

o **Captain's Log - Plotlines**

Before you discard a completed Captain's Log card, make sure you turn over the next card in the matching deck. Your level of success with each challenge will determine which Captain's Log Card comes up next. If you do well with Card 1, you will turn over 2a, which is more favorable than 2b. Completing the second Captain's Log Card will turn over a final plot card ranging from 3a (the best) to 3d (the worst).

You will only use three Plot Cards from each mission each time you play the game. When you complete one of the level 3 Plot Cards for a mission, that mission is complete.

o **Voluntary Failure**

If you succeed at a challenge, but you decide that you would rather try again to get a better result, you can choose to declare your attempt a failure. You must lose 1 clix as usual, and the card remains in play so you can try again with a future action.

o **Challenge Example**

MR. SPOCK
 Science / First Officer
 Analysis Engineering
 7
 1
 ACTION: Look at the face down card in any one location, then return the card face down.

+ 10 Science Clix Value + 1 for Blue Crewman + 2 SPOCK'S DISCOVERY TOKEN (+2) = 23

(+2) SPOCK'S Analysis

Dilithium Sample (+2)

7
 1
 ACTION: Analyze the crystalline element. (19) Analysis Dilithium Samples

23 > 19 ✓

Mr. Spock has beamed down to the location of the first Energy Captain's Log Card card: the Nibian Power Generator. He now attempts to complete the challenge:

First, he rolls the dice: a “1” and a “7.” This gives him an 8 to start. His current Science clix value is 10, and he gets +2 for his Analysis skill. He has one blue crewman, giving him another +1, and one Dilithium Sample for another +2. His total result is now 23 (8 + 10 + 2 + 1 + 2). That's good enough to succeed!

Looking at the results of the challenge, he notices that he can get a better reward if he can raise his total to 24 or higher. So, he plays an Action card from his hand, which adds +2 to the total of any challenge roll. Now his total is 25 and he receives the better reward!

He determines the element is dilithium, but now a sample from the mine is needed for further analysis. He moves the Mission Tracker on the Energy Mission Tracker Board up 3 spaces and turns over card 2a in the deck.

Lastly, Mr. Spock loses 1 clix on his figure base because he rolled a “7” on one of the dice.

STARSHIP BATTLES

“Arm Photon Torpedoes!”
– Captain Kirk

If you trigger a starship battle, you must immediately resolve the combat before you continue with the rest of your turn. There are two ways to trigger a starship battle:

◦ **Klingons Attack**

If a card shows the Klingon Battle Cruiser icon  (such as a Stardate Card or some challenge results), the Klingons attack! The battle follows these steps:

1. The Klingons advance

Move the Klingon cruiser one space closer to the *Enterprise*. Since the two ships cannot occupy the same space, if the Klingons are already adjacent to the *Enterprise*, the ship does not move.

2. Retreat the *Enterprise*?

If the Klingon Battle Cruiser is now adjacent to the *Enterprise*, you *may* choose to retreat by moving the *Enterprise* one space away from the cruiser. This does not cost an action.

Strategy Hint: The Klingon Battle Cruiser is a fierce enemy and can deliver a lot of damage at close range. You must keep the Enterprise intact or you lose the game!

3. Roll the Klingon Die

The Klingons use the black die when attacking.

KLINGON DIE



KLINGON REPAIR SYMBOL



If you roll the repair symbol, the Klingons are too busy repairing their ship to attack. Add 1 clix to the Klingon Battle Cruiser (if at maximum no clix is added), and the *Enterprise* takes no damage.

If you roll a number, the Klingons fire their weapons! First, determine the range between the ships: if they are in adjacent spaces, you are at close range. If there is at least one space between them, you are at long range. Look at the cruiser's base to find the clix value for the current range and add it to the die roll. Compare this total to the current shields clix value on the *Enterprise*. If the total is *greater than or equal to* the shield value, the attack hits and the *Enterprise* loses 1 clix. Otherwise, nothing happens.

Critical Hit:  If the ships are at close range, and the cruiser clix value has a Critical Hit icon, check if the attack total is at least 3 higher than the *Enterprise* shield value. If it is, then the *Enterprise* loses 2 clix instead of 1.

4. Roll the Federation Die

After the Klingon attack has been resolved, the *Enterprise* can shoot back. Roll one white die, and add the result to the current clix value for the *Enterprise* weapons. Use the short-range weapons if the ships are adjacent, or the long-range weapons if they are apart. If the total is greater than or equal to the current shields clix value on the Klingon Battle Cruiser, the attack hits and the enemy ship loses 1 clix. Otherwise, nothing happens.

As usual, if you roll a “7” on the Starfleet Die, the *Enterprise* must lose 1 clix.

Full Power to Phasers:  If the ships are at close range, and the *Enterprise* clix value has a Charge icon, check if the attack total is *at least 3 higher* than the cruiser's shield value. If it is, move both the *Enterprise* and the Klingon Battle Cruiser one space to the right on the Orbit Track if possible.



FEDERATION DIE

◦ **The Enterprise Attacks**

If you use an *Enterprise Attacks* action to move the *Enterprise* forward, there will be a starship battle. The starship attacks are made the same as above, except the order of the attacks is reversed:

1. Roll the Federation Die and resolve the *Enterprise's* attack.
2. Roll the Klingon Die and resolve the Klingon's attack.

◦ **Starship Destruction**

If either starship loses all of its clix it is destroyed! If the *Enterprise* is destroyed, the game ends and the players lose. If the Klingon Battle Cruiser is destroyed, it is removed from the board and there are no more starship battles for the rest of the game.

She Can't Take Much More of This!

You must carefully consider the status of the *Enterprise* and the Klingon Battle Cruiser. To help you determine how badly damaged each ship is, you will notice a small red number next to the clix values. This number gets higher the more damage the ship has taken. As the numbers get closer to 12, you'll know that the ship is in danger!

o **Starship Battle Modifiers**

Some Action Cards and Discovery Tokens grant bonuses to starship battle. The player who triggers the starship battle is the only one who can use these bonuses, and makes all decisions about which tokens and cards will be used.

Action Cards: If you trigger a starship battle you can play any Action Cards from your hand which modify the *Enterprise* or the Klingon Battle Cruiser. You can play Action Cards from any location—you do not have to be on the *Enterprise*.



ACTION CARD

Discovery Tokens: When you are resolving a starship battle you may discard any Discovery Tokens that you hold which give a bonus to the *Enterprise*. You can use these Discovery Tokens from any location—you do not have to be on the *Enterprise*.

Klingon Equipment Tokens: Four of the Discovery Tokens are Klingon equipment that you can use to improve the weapons and defenses of the *Enterprise*. These tokens have a small *Enterprise* icon as a reminder:



KLINGON EQUIPMENT TOKENS

If you have one or more of these tokens when your character is on the *Enterprise*, you can freely (no action required) attach them to the *Enterprise*. If you do, they provide a permanent bonus to the weapons or shields. Do not add or remove any clix from the *Enterprise*—the clix value does not change. Any tokens attached to the *Enterprise* cannot be picked up again, but may be discarded from the game for their one time bonuses.

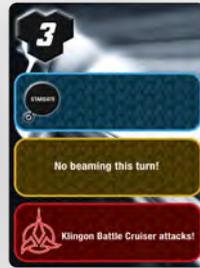
Any player that triggers a starship battle can also use and discard any tokens that have been previously attached to the *Enterprise* to use the extra bonus even if they are not on the bridge at the time of the battle.

Example: *Dr. McCoy has turned over a Stardate Card with the Klingon symbol, so he must resolve a starship battle. Earlier in the game, Mr. Spock attached a Klingon Transmitter to the Enterprise. Dr. McCoy receives a +1 bonus to his roll for the Enterprise weapons when he attacks. If he wishes, he can discard the token for an additional +3 bonus, for a total of +4 to his roll.*

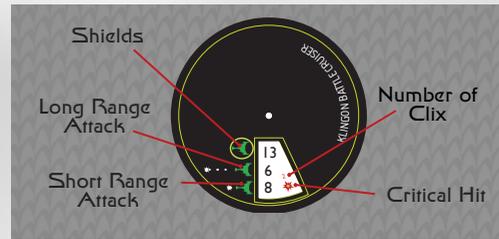
Strategy Hint: *Starship battle bonuses from tokens and cards are a vital part of keeping the Enterprise intact. Use these bonuses carefully! Taking Discovery Tokens with the Enterprise icon to the ship early can give you a big advantage in battle against the Klingons.*

◦ Example of a Starship Battle

On Captain Kirk's turn, he flips over this Stardate Card:



Clix Base Example:



Kirk moves the Klingon Battle Cruiser one space closer to the Enterprise. Since there are still three spaces between the two ships, this will be a long-range battle.

1.) Advance the Klingon Cruiser 1 space.

2.) Klingon Cruiser Attacks:

Die roll + Klingon Battle Cruiser = 10 Total Klingon Attack

3.) Compare to Enterprise's Shields:

Enterprise + +1 Shields + +3 Shields = 12 Klingon attack is less than Enterprise total shields - no damage

4.) Enterprise Attacks:

Die roll + Enterprise = 14 Total Enterprise Attack

5.) Compare to Klingon Cruiser's Shields:

14 > Klingon Battle Cruiser Total Enterprise attack is greater than Klingon Cruiser's shields. Cruiser takes one click of damage.

First, he rolls the black Klingon Die: he gets a "4." The clix value for the cruiser's long range weapons is currently a 6, which he adds to the die roll to get a total of 10. The Enterprise shield value is 8, but there is a Klingon Scrambling Pad attached to the Enterprise, which adds +1. Unfortunately, the total shields value is still only 9, which is not high enough to avoid the Klingon attack.

Captain Kirk could discard the Klingon Scrambling Pad to get another +2 to the shields, but then the token would be gone. So, he instead plays a Boost Shields Action Card from his hand, adding +3 to the Enterprise shields for a total of 12. No damage!

Now the Enterprise gets to shoot back. Captain Kirk rolls one white Federation Die and gets a "7" result. The current long-range weapons value on the Enterprise is 7, which is added to the die roll to get a total of 14. Compared to the shields clix value of 13 on the Klingon ship, the attack hits! The Klingon Battle Cruiser loses 1 clix.

Because Kirk rolled a "7" on the Federation Die, the Enterprise loses one clix at the end of the battle.

CARDS AND TOKENS

“Fascinating!”

-Spock

o Captain's Log Supplemental Cards

The Captain's Log Supplemental Cards are used to determine what your character encounters as he or she explores the planet. Before the game, you placed one of these cards face down on each area of the planet's surface. When a character enters an area for the first time, the face down card is turned over to reveal a new challenge.

When you turn over a Captain's Log Supplemental Card, you should read it aloud to all players so they know what you have encountered.

There are two type of Captain's Log Supplemental Cards: Event Cards and Location Cards (Further divided into **Politics**, **Rebels**, and **Energy** cards).

Event Cards

Example:



Example:



Event Cards show different situations your character may encounter on Nibia. Each card shows a challenge that a character can attempt (see “Challenges”). If you successfully complete a challenge on one of these cards, you will receive the reward shown. Event Cards normally remain on the board: place the card face up in the space.

Example: Mr. Spock moves into a new area with a face down Captain's Log Supplemental card. He turns it over and reveals the Remote Village Event Card. He places it face up in the same area. On a future action, he or another character could attempt to locate a safe water supply for the villagers.

Some Event Cards show a hostile action taken against the *Enterprise* by the Klingons. These cards tell you to place them on the *Enterprise* space on the board. These Event Cards inflict a penalty on the *Enterprise* as long as they remain in play! In order to face one of these challenges, you will need to beam up to the ship.

Example: The Klingon Disruptors Event Card is turned over. This card is immediately placed on the Enterprise. As long as it remains there, the Enterprise shields value is zero! In order to protect the Enterprise, the players will need to go up to the ship and successfully complete the challenge shown on the card.

Location Cards

Location Cards tell you where you can attempt the challenges shown on the Captain's Log Cards (see “Captains' Log Cards”). There are no challenges described on the Location Cards. Instead, each card shows one of the three missions: **Politics**, **Rebels**, or **Energy**.

When you turn over a Location Card, you must check the matching deck of Captain's Log Cards. If there is a face up card on top of the deck, it immediately replaces the Location Card (discard it from the game) and is placed face up in that area of the planet. If the top Captain's Log Card on that deck is face down, then the Location Card remains on the board and becomes a “Pending Captain's Log.”



Example: Nyota Uhura beams down to the planet's surface and turns over a Politics Location Card. She looks at the deck of Politics Captain's Log Cards and finds the Presidential Palace card (Politics 1) face up on top. She discards the Location Card from the game and replaces it with the Presidential Palace card. Now any player can attempt the challenge shown on that Captain's Log card.

Example: On the next turn, Mr. Spock moves into a different area and turns over another Politics Location Card. The top card of the Politics deck is still face down (it will be until someone completes the challenge on the Presidential Palace card), so he does not replace the Location Card. Instead, he returns it to the same area on the board and it becomes a Pending Captain's Log.

o *Captain's Log Cards*

The Captain's Log Cards determine the path you must follow to complete each of the three missions: **Politics**, **Rebels**, and **Energy**. These cards are not placed on the planet before the game begins. Instead, you created three decks of Captain's Log Cards—one for each of the three missions. You will work your way through these decks as you complete the challenges shown on the cards.

Each mission is divided into three steps. You must complete the first step before you can attempt the second, which you must complete before beginning the third. Each step is represented by one of the Captain's Log Cards. Your level of success when completing the challenge on the card determines how the story will unfold!

You cannot attempt the challenge on a Captain's Log Card until it is moved to the game board. Captain's Log Cards are moved to the game board when a matching Location Card is revealed. When you turn over a Location Card, you will replace it with the face up Captain's Log Card from the matching mission deck (if there is one—see "Location Cards").



CAPTAIN'S LOG CARD



Example: Captain Kirk has moved to an area of the planet with the Presidential Palace card (Politics 1). He successfully completes the challenge shown on the card. If he holds 2 Klingon Evidence tokens, he will turn over the Senate Chambers card (Politics 2a). If he does not have the evidence he needs, he must turn over the Nibian President's Residence card (Politics 2b) instead.

Pending Captain's Logs

If there is no face up Captain's Log Card on the matching deck when a Location Card is revealed, it becomes a Pending Captain's Log. When you turn over a new Captain's Log Card, you must check the board to see if there is a matching Pending Captain's Log. If there is, immediately replace it with the Captain's Log Card you turned over. If there are two matching Pending Captain's Logs, you choose which one to replace with the new card.

If there are no Pending Captain's Log cards on the planet for that mission, place the Captain's Log Card face up on the matching deck (where it will remain until a matching Location Card is found).

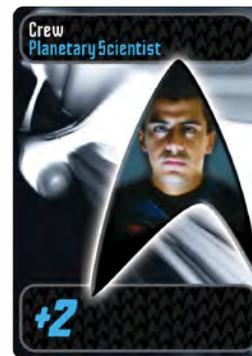
o *Energize Cards*

The resources and talents you have to help complete your mission are represented in the game by Energize Cards. Each player begins the game with two cards, and you can draw more by spending actions. You can freely use your cards at any time during your turn, but you cannot use any cards during another player's turn!

Crew Cards

These cards represent members of the *Enterprise* crew who can help you complete challenges. Whenever you get a Crew Card, you must place it face up in front of you. The crewman remains with you until a game event forces you to discard it or they are transferred to another player using the Transfer Crew action or Captain Kirk's special ability.

Each Crew Card gives you a bonus for one type of challenge, and may also provide you with valuable skills. You receive the benefits of all your crewmen every time you attempt to complete a challenge. See "Challenges" for more details.



CREW CARD

Action Cards

Unlike Crew Cards, Action Cards are held in your hand until you use them. Each Action Card can be used only once before it must be discarded. Many Action Cards give you a bonus when you attempt to complete a challenge. Other cards allow you to affect the game in a special way that is not normally allowed, such as repairing damage to the *Enterprise*.

Action Cards cannot be transferred to another player and you can never reveal the cards in your hand. You can hold any number of Action Cards in your hand. There is no limit to the number of Action Cards you can play on your turn, and playing an Action Card never costs you one of your actions for your turn.

Discovery Tokens

The people and things you can encounter during your adventure are represented in the game by Discovery Tokens. There are two types of Discovery Tokens: Regular Tokens and Major Discovery Tokens.

Each area on the planet's surface begins the game with one Discovery Token face up. You can collect them by visiting those areas and using an action to add them to your inventory. Major Discovery Tokens are harder to collect: You can only get them by completing challenges or using the Temple Priestess token.

The Temple Priestess token when used allows you to replace it with any of the Major Discovery Tokens still available.

Like Energize Cards, you may only use Discovery Tokens on your turn, however you may freely exchange them with other players in the same location. There is no limit to the number of tokens you can use each turn, and using a token never counts as an action.

Many Discovery Tokens give a bonus when you attempt to complete certain challenges (see "Challenges" for details). All Discovery Tokens have a special benefit that you can receive if you discard the token. All discarded tokens are removed from the game when used.



ACTION CARD

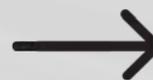
REGULAR



MAJOR



Example: Captain Kirk has acquired a Rebel Item. On his turn he can discard the token out of the game to draw 2 Energize Cards.



WINNING THE GAME

There are three ways that the game can end:

- If the Time Tracker reaches the last space on the Time Track, the Klingon fleet arrives and conquers the planet—all players lose!
- If the *Enterprise* is destroyed, the characters are stranded on the planet and will eventually be captured by the Klingons—all players lose!
- If you complete all three missions, the game ends. Now it's time to see how well you performed your duties!

First, check the location of the *Enterprise* figure on the Orbit Track. The orbit value for that space is added to or subtracted from the value on the tracks on the Mission Tracking Board. Move the Mission Trackers on the board. If this is a penalty that moves any Mission Tracker into the red space (below zero), a planetary disaster occurs despite your best efforts—all players lose!

Note: If a Mission Tracker is moved into the red space during the game, your mission is not over! You can still try to improve your score to prevent the disaster.

If there were no planetary disasters, check the results of your efforts for each mission on the Mission Tracking Board. Add the scores for all three missions together. This is your Victory Point total for the game. Check the chart below to see what award Starfleet presents you with when you return:

- **0 – 19 Points: Mission Complete! You are congratulated and sent on your next mission.**
- **20 – 29 Points: Well done! A record of commendation is put in your permanent file.**
- **30 – 39 Points: You are the proud recipient of the Prenatares Ribbon of Commendation.**
- **40 or more points: An Admiral is dispatched to award you the Starfleet Silver Palm.**
- **All three Mission Tracking Boards end in the top tier (16 or higher): You return to Starfleet to receive The Starfleet Medal of Honor and ensure the mission is forever recorded for Starfleet cadets to review in their studies.**

Credits

Reiner Knizia expresses his gratitude to Sebastian Bleasdale, Kevin Jacklin, and Simon Kane for their very enthusiastic contributions to the development of this game. Many thanks also to all researchers and playtesters, in particular Iain Adams, Chris Bowyer, John Christian, Gavin Hamilton, Ross Inglis, Bryan Kinsella, Chris Lawson, and Dave Spring.

WizKids would like to add their thanks to Ed Repka and Chris Raimo (Graphic Design), Drew Nolosco, William Niebling (editing) and the many playtesters: Derek Banks, Greg Beaton, Ian Dyer, Ryan Kinney, Josh Adams, Laura Hagen, Ramsey Salisbury, Scott Sims.

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