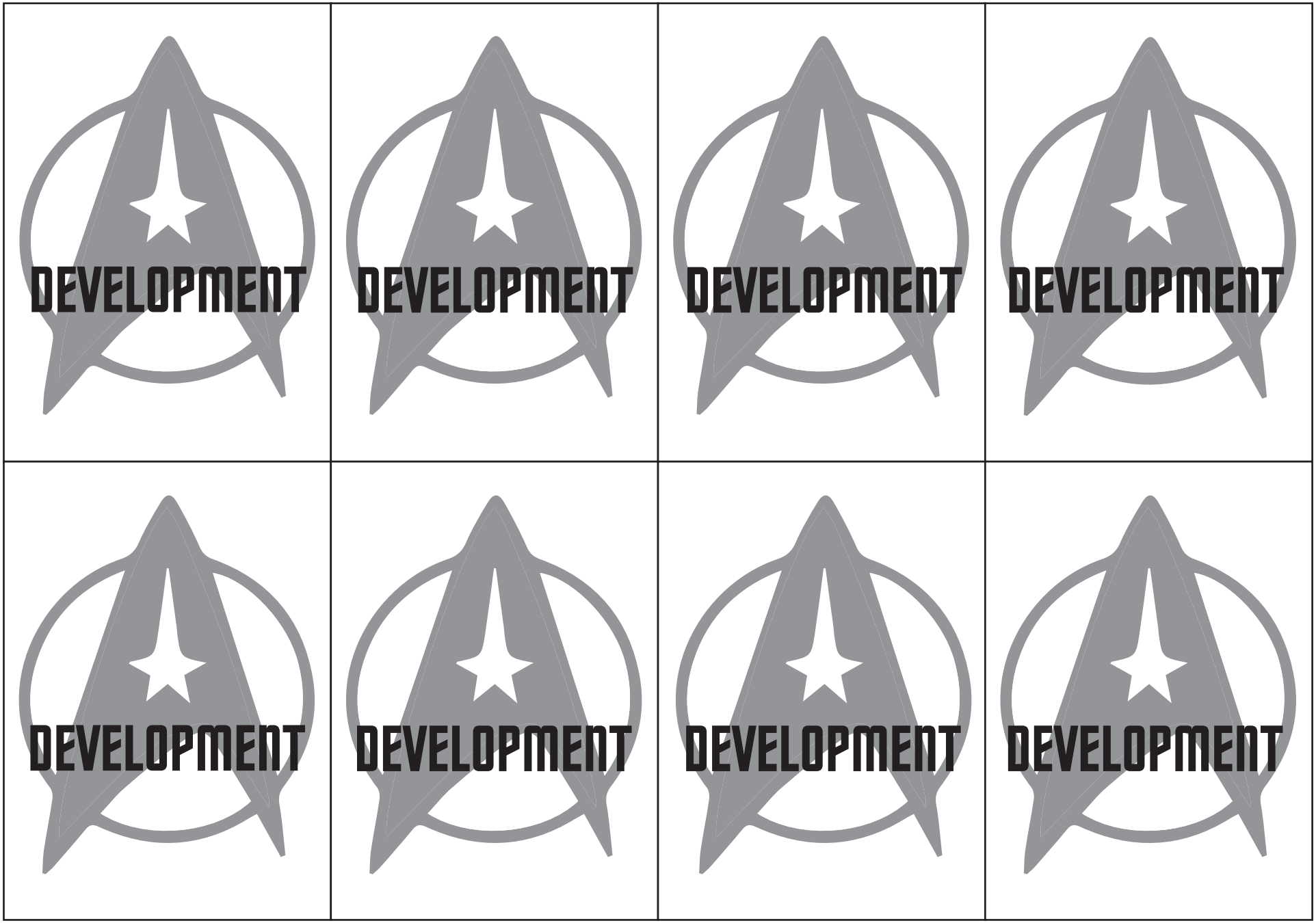
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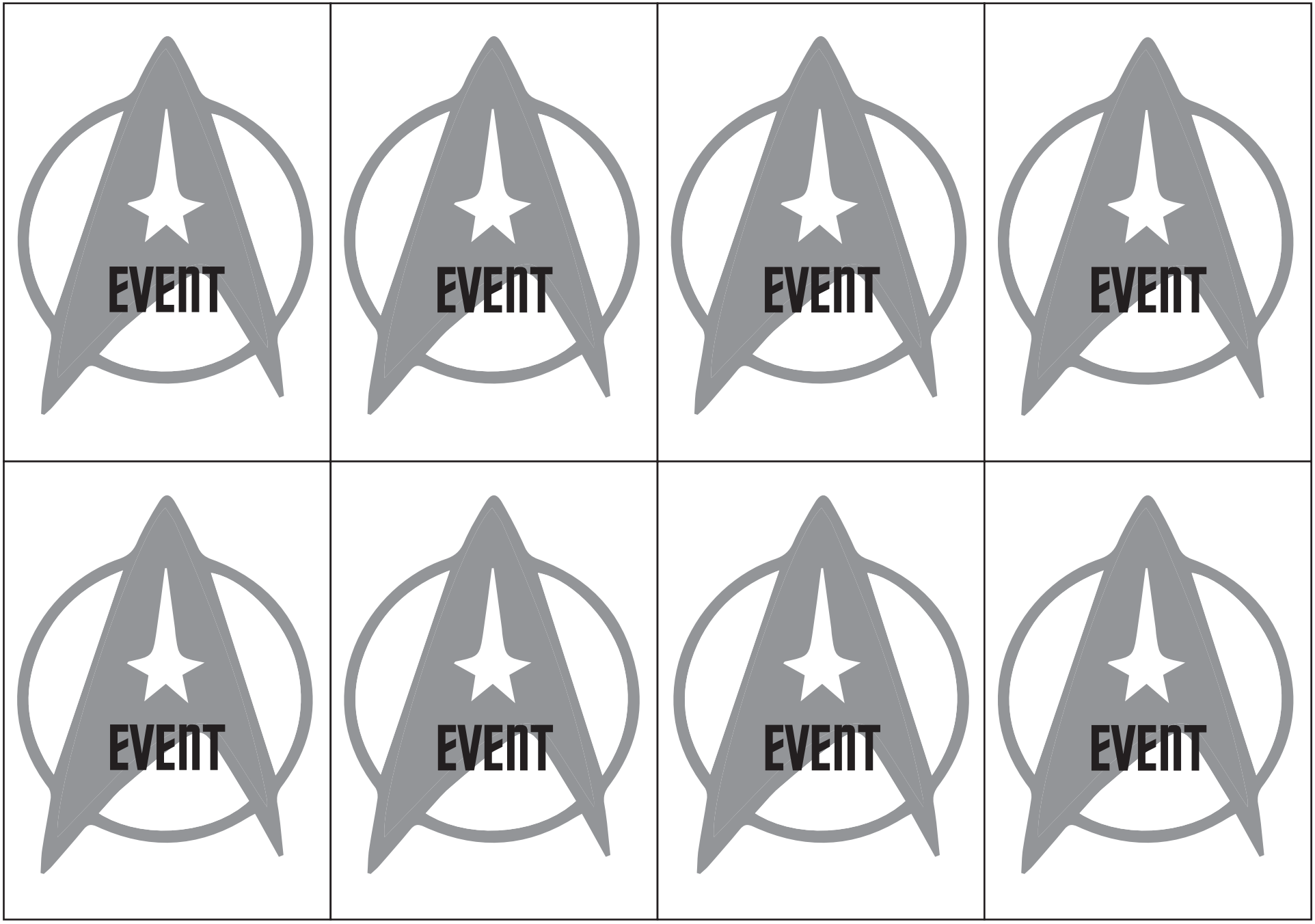
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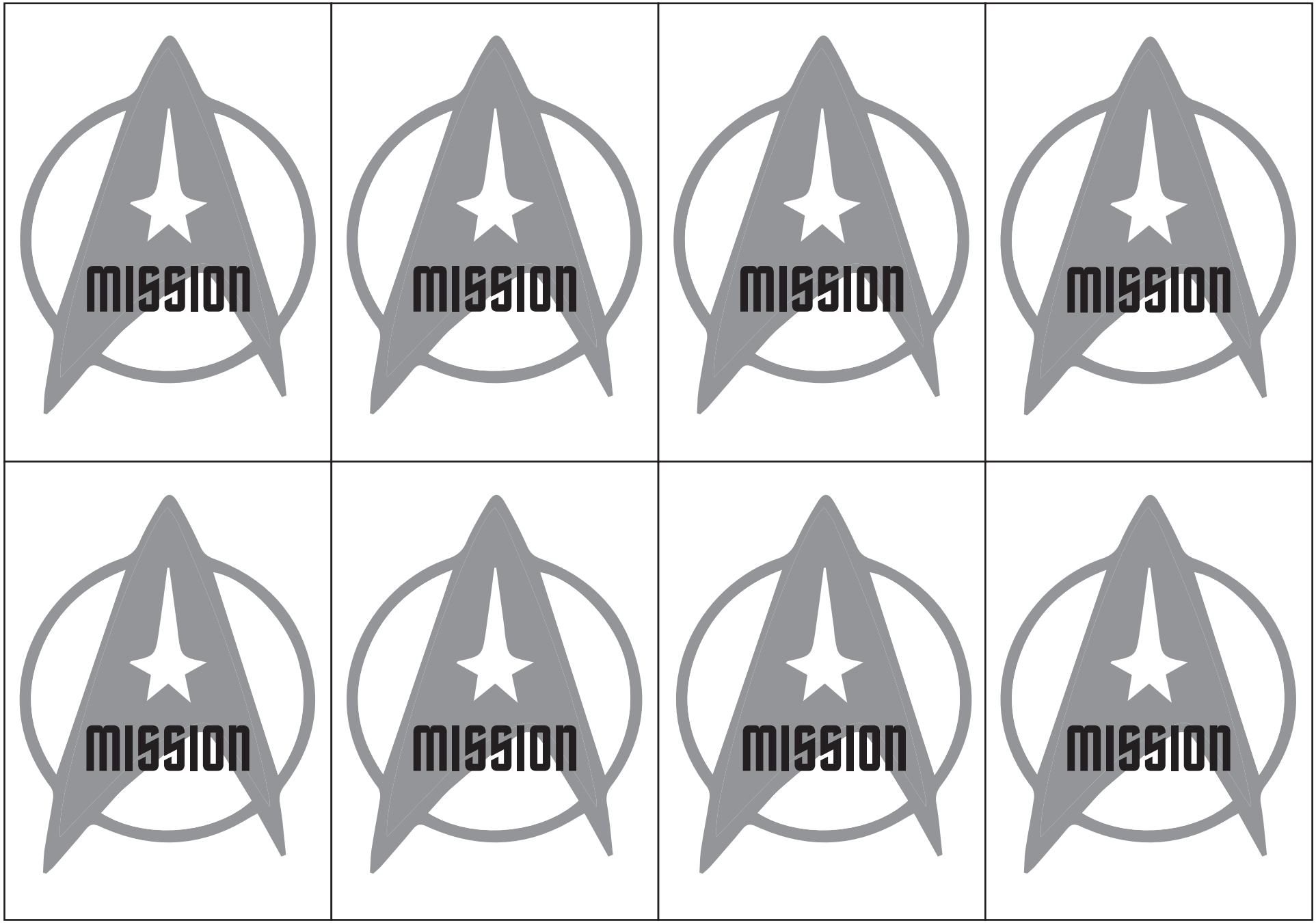
MISSION
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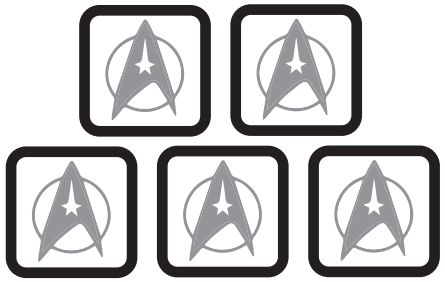
DEVELOPMENT

James T Kirk

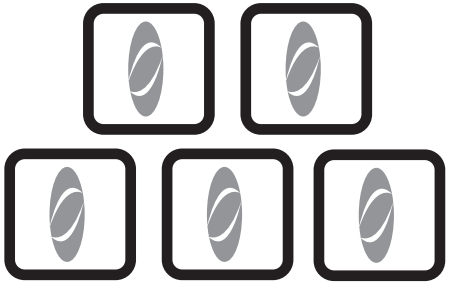
+1 COM each turn



DEVELOPMENT

Mr Spock

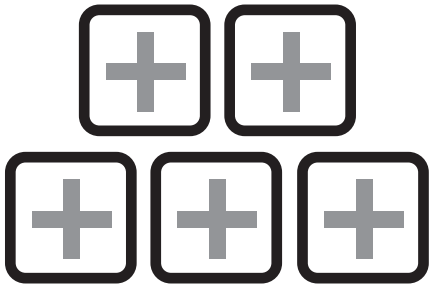
+1 SCI each turn



DEVELOPMENT

Dr Leonard McCoy

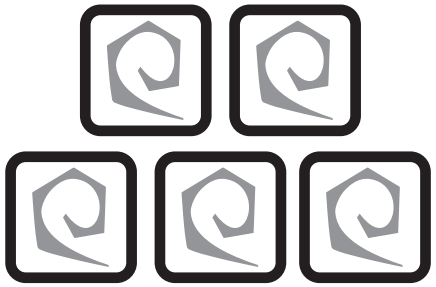
+1 MED each turn



DEVELOPMENT

Montgomery Scott

+1 ENG each turn



DEVELOPMENT

Dilithium Deposits (1)

Add 1 crystal to the Dilithium Track.

DISCARD

DEVELOPMENT

Dilithium Deposits (2)

Add 2 crystals to the Dilithium Track.

DISCARD

DEVELOPMENT

Dilithium Deposits (3)

Add 3 crystals to the Dilithium Track.

DISCARD

DEVELOPMENT

Corbomite Manoevre

Prevent Damage From one source.

DISCARD

DEVELOPMENT

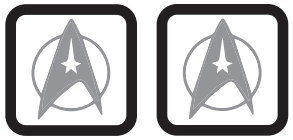
Reassigned

Reroll 1 Crew Dice during Rollcall, other than THR results

DEVELOPMENT

Reassigned

Reroll 1 Crew Dice during Rollcall, other than THR results



DEVELOPMENT

Dilithium Deposits (1)

Add 1 crystal to the Dilithium Track.
DISCARD

DEVELOPMENT

Dilithium Deposits (2)

Add 2 crystals to the Dilithium Track.
DISCARD

DEVELOPMENT

Security Station

This card acts as an additional Crew Station

DEVELOPMENT

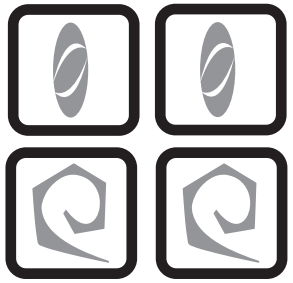
Rousing Speech

Reroll 1 THR during Rollcall
DISCARD

DEVELOPMENT

Long Range Sensors

Return 1st THR rolled to Quarters



DEVELOPMENT

Electrified Hull Plating

The ENG "Repair Hull" action repairs 2 Hull

DEVELOPMENT

Diagnostic Scanner

The "Heal" action moves 2 Crew Dice From Sickbay to Quarters

DEVELOPMENT

Sensor Probe

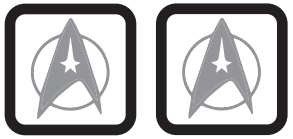
Draw the top 5 Event cards. Replace in any order

DISCARD

DEVELOPMENT

Cyrano Jones

Keep 4 Development Cards Face up



DEVELOPMENT

Boosted Sensors

The "Clear Sensors" action clears 2 THR

DEVELOPMENT

Tricorder

Add 2 SCI to one Challenge.

DISCARD

DEVELOPMENT

Tricorder

Add 2 SCI to one Challenge.

DISCARD

DEVELOPMENT

Photon Torpedoes

Add 2 SEC to one Challenge.

DISCARD

DEVELOPMENT

Photon Torpedoes

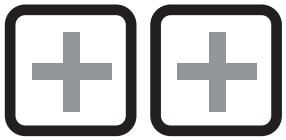
Add 2 SEC to one Challenge.

DISCARD

DEVELOPMENT

Medical Tricorder

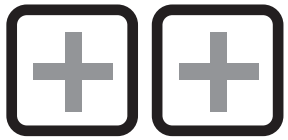
Add 2 MED to one Challenge.
DISCARD



DEVELOPMENT

Medical Tricorder

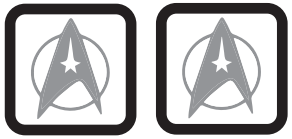
Add 2 MED to one Challenge.
DISCARD



DEVELOPMENT

Communicator

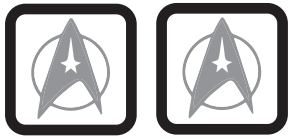
Add 2 COM to one Challenge.
DISCARD



DEVELOPMENT

Communicator

Add 2 COM to one Challenge.
DISCARD



DEVELOPMENT

Engineering Kit

Add 2 ENG to one Challenge.
DISCARD

DEVELOPMENT

Engineering Kit

Add 2 ENG to one Challenge.
DISCARD

DEVELOPMENT

Red Alert

Raise Shields.
Change 2 Crew Dice to SEC.
DISCARD

DEVELOPMENT

Security Station

This card acts as an additional Crew Station

DEVELOPMENT

Medical Station

This card acts as an additional Crew Station

DEVELOPMENT

Dilithium Deposits (3)

Add 3 crystals to the Dilithium Track.

DISCARD

DEVELOPMENT

Command Station

This card acts as an additional Crew Station

DEVELOPMENT

Science Station

This card acts as an additional Crew Station

DEVELOPMENT

Engineering Station

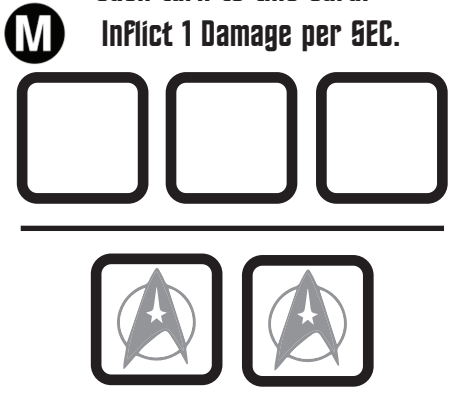
This card acts as an additional Crew Station

EVENT

Alien Entity

Place the 1st SEC From Rollcall each turn to this card.

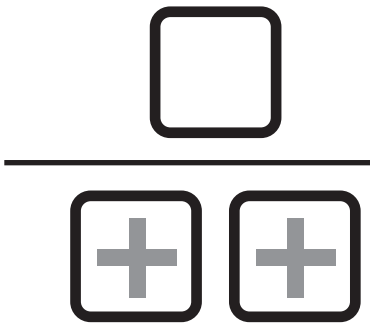
Inflict 1 Damage per SEC.



EVENT

Alien Parasites

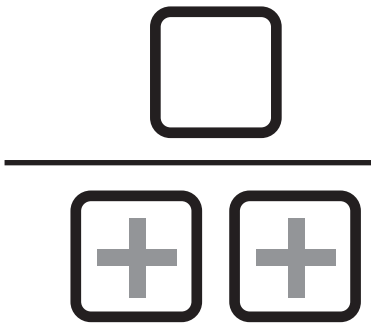
IF there is no Crew Dice in this space add one From Quarters



EVENT

Alien Parasites

IF there is no Crew Dice in this space add one From Quarters

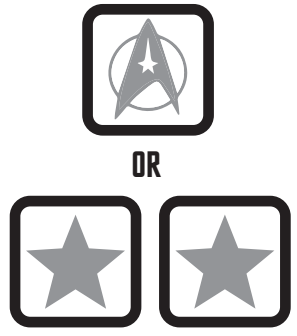


EVENT

Alien Probe

Reroll SCI results once

OR



EVENT

Station Offline

Roll a Crew Dice. Place a token on a corresponding Crew Station. This station is blocked.

EVENT

Solar Flare

Reduce Shields to zero

Discard

EVENT

Space/ Time Disruption

Complete this event before completing current Mission, or discard one Active Development Card at random. Reshuffle the Event Deck and Discard pile

EVENT

Communications Blackout

Reroll COM results once

EVENT

Coolant Leak

Reroll ENG results once

EVENT

Explosive Decompression

1 Active Crew Dice to Sickbay

M 1 Hull Damage.

EVENT

Explosive Decompression

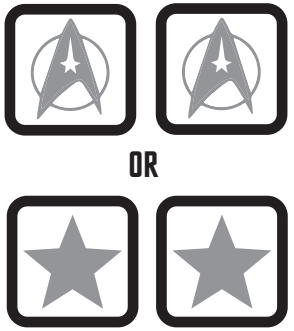
1 Active Crew Dice to Sickbay

M 1 Hull Damage.

EVENT

Alien Attacker

M 1 Active Crew Dice to Sickbay



EVENT

Hull Breach

M 2 Hull Damage,

EVENT

Hull Breach

M 2 Hull Damage,

EVENT

Klingon Battlecruiser

M 2 Damage

EVENT

Klingon Battlecruiser

M 2 Damage

EVENT Klingon Battlecruiser M 2 Damage 	EVENT Love Interest Immediately move one Active Crew Dice to Quarters. IF all Crew Dice in Quarters, move one to Sickbay. Discard	EVENT Love Interest Immediately move one active Crew Dice to Quarters. IF all Crew Dice in Quarters, move one to Sickbay. Discard	EVENT Quarantine Reroll MED results once
EVENT Meteor Strike 2 Damage Discard	EVENT Meteor Strike 2 Damage Discard	EVENT Dissention in the Ranks Crew Dice may not be left Locked In 	EVENT Quarantine Reroll MED results once

EVENT

Raiders

M 1 Damage

EVENT

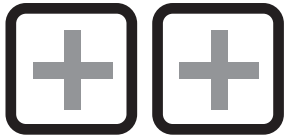
Raiders

M 1 Damage

EVENT

Redshirts

1st SEC roll each turn is sent to Sickbay



EVENT

Report to Sickbay

Move one active Crew Dice to Sickbay

Discard

EVENT

Report to Sickbay

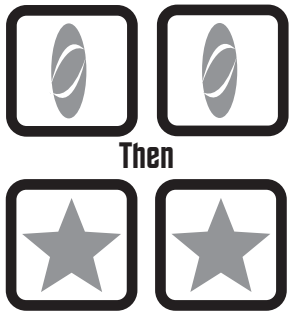
Move one active Crew Dice to Sickbay

Discard

EVENT

Romulan Bird of Prey

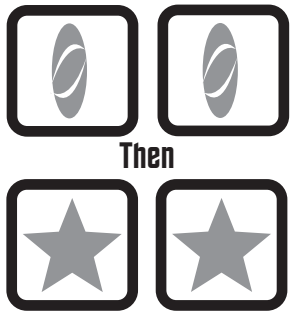
M 2 Damage



EVENT

Romulan Bird of Prey

M 2 Damage



EVENT

Scanner Malfunction

Place a token on one Scanner Station. This station is blocked.

EVENT

Scanner Malfunction

Place a token on one Scanner Station. This station is blocked.

EVENT

Scanner Malfunction

Place a token on one Scanner Station. This station is blocked.

EVENT

Shields Down

Shields cannot be raised.

EVENT

Station Offline

Roll a Crew Dice. Place a token on a corresponding Crew Station. This station is blocked.

EVENT

Station Offline

Roll a Crew Dice. Place a token on a corresponding Crew Station. This station is blocked.

EVENT

.

Transporter Malfunction

The Transport action may not be used.

EVENT

Warp Drive Offline

The Travel action may not be used.

EVENT

Weapons Malfunction

Reroll SEC results once

MISSION: Avert Diplomatic Crisis

M Draw Event

1	Travel	2 ENG
2	Combat	2 SEC
3	Influence	2 COM
4	Development	DRAW 1

MISSION: Deliver Emergency Medical Supplies

M Draw Event.
IF Sickbay is empty, move 1 Crew Dice From Quarters to Sicklbay

1	Travel	2 ENG
2	Transport	Shield/1 ENG
3	Cure	2 MED
4	Development	DRAW 1

MISSION: Investigate Deep Space Distress Beacon

M Draw Event

1	Transport	Shield/1 ENG
2	Scan	2 SCI
3	Event	DRAW 1
4	Repair	1 ENG/ 1 SCI
5	Development	DRAW 1

MISSION: Investigate Spatial Anomaly

M Take 2 Damage until Stage 1 complete, then Draw Event

1	Repair	1 ENG/ 1 SCI
2	Scan	2 SCI
3	Event	DRAW 1
4	Combat	2 SEC
5	Event	DRAW 1
6	Development	DRAW 1

MISSION: Stellar Cartography

M Draw Event

1	Travel	2 ENG
2	Scan	2 SCI
3	Event	DRAW 1
4	Development	DRAW 1

MISSION: Observe Planetary Phenomena

M Draw Event

1	Scan	2 SCI
2	Event	DRAW 1
3	Transport	Shield/1 ENG
4	Influence	2 COM
5	Development	DRAW 1

MISSION: Escort Diplomatic Vessel

M Draw Event

1	Travel	2 ENG
2	Influence	2 Com
3	Influence	2 COM
4	Development	DRAW 1

MISSION: Investigate Disappearance

M Draw Event

1	Transport	Shield/1 ENG
2	Event	DRAW 1
3	Combat	2 SEC
4	Cure	2 MED
5	Development	Draw 1

MISSION: Protect Outpost From Attack

M 2 Damage

1	Travel	2 ENG
2	Influence	2 COM
3	Combat	2 SEC
4	Development	DRAW 1

MISSION: Routine Cargo Drop

M Draw Event

1	Travel	2 ENG
2	Transport	Shield/1 ENG
3	Event	DRAW 1
4	Influence	2 COM
5	Development	DRAW 1

MISSION: Neutral Zone Rescue

M Draw Event

1	Travel	2 ENG
2	Event	Bird of Prey
3	Cure	2 MED
4	Travel	2 ENG
5	Development	DRAW 2

MISSION: Evacuate Research Station

M Draw Event

1	Travel	2 ENG
2	Transport	Shield/ 1 ENG
3	Cure	MED 2
4	Development	DRAW 1

MISSION: Search For Missing Vessel

M Draw Event

1	Scan	2 SCI
2	Event	DRAW 1
3	Repair	1 ENG/ 1 SCI
4	Transport	Shield/1 ENG
5	Cure	2 MED
6	Development	DRAW 1

MISSION: Establish First Contact

M Draw Event

1	Transport	Shield/1 ENG
2	Influence	2 COM
3	Influence	2 COM
4	Development	DRAW 1

MISSION: Top Secret Diplomatic Mission

M Draw Event

1	Travel	2 ENG
2	Influence	COM 2
3	Event	DRAW 1
4	Influence	COM 2
5	Development	DRAW 1

MISSION: Investigate Starship Wreckage

M Draw Event

1	Transport	Shield/1 ENG
2	Scan	2 SCI
3	Repair	1 ENG/ 1 SCI
4	Development	DRAW 1

MISSION: Obtain Mining Rights

M Draw Event

1	Scan	2 SCI
2	Transport	Shield/1 ENG
3	Event	DRAW 1
4	Influence	2 COM
5	Development	DRAW 1

MISSION: Escort Colonist Vessel

M Search Event Deck and Discard Pile for Raiders. If none, search for Klingon Battlecruiser.

1	Travel	2 ENG
2	Combat	2 SEC
3	Repair	1 ENG/ 1 SCI
4	Development	DRAW 1

MISSION: Transport Conference Delegates

M Draw Event

1	Travel	2 ENG
2	Transport	Shield/1 ENG
3	Influence	2 COM
4	Event	DRAW 1
5	Development	DRAW 1

MISSION: Shore Leave

M Draw 2 Events

1	Travel	2 ENG
2	Influence	2 COM
3	Development	DRAW 1

MISSION: Report to Starbase for Repairs

M Gain 1 Hull.
Draw Event.

1	Reduce Hull to zero	
2	Transport	Shield/1 ENG
3	Event	DRAW 2
4	Restore Hull to 7	
5	Development	DRAW 1

MISSION: Assist with Medical Crisis

M Draw Event

1	Travel	2 ENG
2	Scan	2 SCI
3	Transport	Shield/1 ENG
4	Cure	2 MED
5	Development	DRAW 1

MISSION: Defend Colonists

M 1 Damage, Draw Event

1	Travel	2 ENG
2	Combat	2 SEC
3	Cure	2 MED
4	Development	DRAW 1

MISSION: Assist Crippled Mining Vessel

M Draw Event

1	Repair	1 ENG/ 1 SCI
2	Event	DRAW 1
3	Repair	1 ENG/ 1 SCI
4	Repair	1 ENG/ 1 SCI
5	Cure	2 MED
6	Development	DRAW 1

5 YEAR MISSION

EASY (10)

YEAR 1: No Effect

YEAR 2: No Effect

Year 3: No Effect

Year 4: "Repair Hull" action costs +1 ENG

Year 5: "Raise/ Lower Shields" action costs +1 SCI

5 YEAR MISSION

MEDIUM (9)

YEAR 1: No Effect

YEAR 2: No Effect

Year 3: "Repair Hull" action costs +1 ENG

Year 4: "Raise/ Lower Shields" action costs +1 SCI

Year 5: "Heal" action costs +1 MED

5 YEAR MISSION

HARD (8)

YEAR 1: No Effect

YEAR 2: "Repair Hull" action costs +1 ENG

Year 3: "Raise/ Lower Shields" action costs +1 SCI

Year 4: "Heal" action costs +1 MED

Year 5: "Clear Sensors" action costs +1 SEC

5 YEAR MISSION

Kobayashi Maru (7)

YEAR 1: "Repair Hull" action costs +1 ENG

YEAR 2: "Raise/ Lower Shields" action costs +1 SCI

Year 3: "Heal" action costs +1 MED

Year 4: "Clear Sensors" action costs +1 SEC

Year 5: Damage increased by +1