

# ***STAR TREK***

## **THE DICE Game**

### **Rules v1.0**

Space. The final frontier. These are the voyages of the starship Enterprise. Its five year mission: to explore strange new worlds, to seek out new life and new civilizations, to boldly go where no man has gone before.

#### **1. Introduction**

In Star Trek: The Dice Game you alone are responsible for the Starfleet crew members aboard the U.S.S. Enterprise during its five year mission of exploration. In order to succeed you will need to complete missions and overcome the unpredictable challenges that may arise during them. If you complete the full five years of exploration you will return to Starfleet Headquarters in glory and be promoted to Admiral. But beware; as you travel ever further from Federation space the challenges and constraints you face will grow more and more extreme. Do you have what it takes to survive?

#### **2. Components**

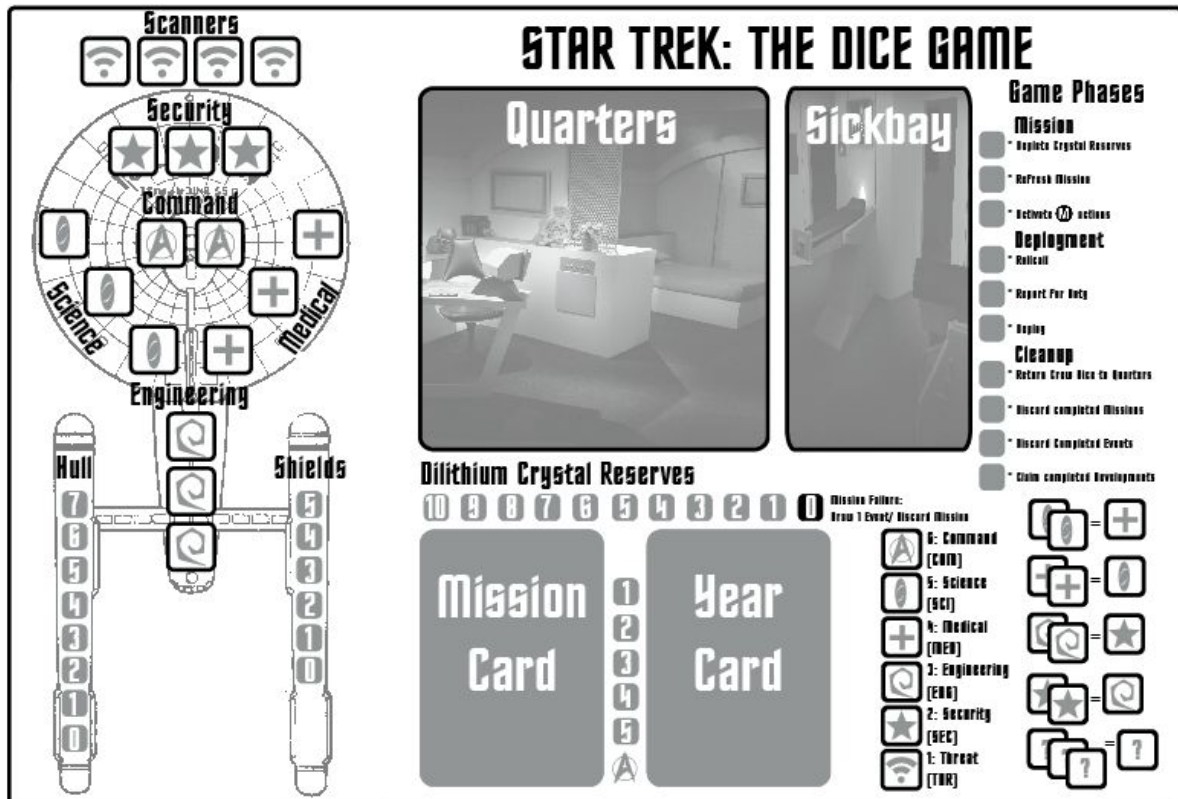
- 10 Crew Dice
- A deck of Mission Cards
- A deck of Event Cards
- A deck of Development Cards
- 2 double sided 5 Year Mission Cards (easy/ medium / hard/ Kobayashi Maru)
- 10 marker tokens (Hull, Shields, Miscellaneous)
- Game board

#### **3. Game Setup**

- Shuffle the Event, Mission and Development decks and place each of them face down next to the game board.
- Turn the first three Development Cards face up
- Place the Hull token on Hull space 7
- Place the Shield token on Shield space 0
- Place a token on Year space 1

- Select your 5 Year Mission card (Easy/ Medium/ Hard/ Kobayashi Maru) and place it on the board
- Place a token on the corresponding Dilithium Crystal Reserves space (10, 9, 8 or 7)
- Place 10 Crew Dice in the Quarters area of the board
- Place the remaining spare marker tokens to one side

#### 4. The Board



- **Crew Stations:** the ship is made up of five locations, which correspond to the five Crew Dice roles. Each location has a fixed number of Crew Stations to which corresponding Crew Dice may be assigned during the Reporting for Duty phase. If more of a given role is rolled than there are available Crew Stations, the excess Crew Dice are returned to Quarters. Certain Development cards may adjust the number of crew stations.
  - Command: two Command (COM) stations
  - Science: three Science (SCI) stations
  - Medical: three Medical (MED) stations
  - Engineering: three Engineer (ENG) stations
  - Security: three Security (SEC) stations
- **Sensors:** There are four Sensor Stations. Any Crew Dice Threat results rolled must be placed here. Unlike normal stations these do not clear during the Cleanup Phase. Crew Dice placed here may only be returned to Quarters when all Sensor Stations are filled, or when a SEC Crew Dice is assigned to move one Threat Crew Dice from Sensors to Quarters (see “Crew Dice: Security: Clear Sensor action”)

- **Shield track:** Although they are down at the start of the game, the Enterprise has the ability to raise shields. The SCI Crew Dice action “Raise Shields” increases Shields to 5, regardless of the value it was on before. Damage inflicted on the Enterprise by Event Cards with the keyword “Damage” is subtracted first from Shields. If Shields are at 0 and damage is inflicted, it is applied to the Hull track. Event cards inflicting “Hull Damage” bypass Shields and damage the Hull directly.
- **Hull track:** Damage inflicted on the Enterprise that bypasses Shields is inflicted upon the Hull. If the Hull is reduced to 0 and there are no Shields active, subsequent damage is taken in the form of Crew Dice; for each point of damage one Crew Dice assigned to Quarters or a Crew Station is moved to Sickbay. If no active crew remain in Quarters or Crew Stations the ship is destroyed and the game is over.
- **Quarters:** Everyone needs downtime, even on a busy starship. Crew Dice begin the game here, and form the dice pool at the start of each turn. Those dice that are not Locked In to Developments or Events, or that are assigned to Scanner Stations, are returned here after they have activated an ability, or during the Cleanup Phase.
- **Sickbay:** Your crew may become injured or sick and moved to Sickbay during the course of the Enterprise’s adventures. Crew Dice moved to Sickbay may only be returned to Quarters through the use of the MED Crew Dice action “Heal”.
- **Mission Card:** The active Mission Card is placed here.
- **Dilithium Crystal Reserves:** You only have finite reserves of fuel to complete your missions. If you run out of fuel you’ll have to abandon your current mission and start another. Careful, if you fail two missions in a row you lose the game.
- **Year Track:** You are on a five year mission of exploration. Each year you undertake a Mission, and upon successfully completing it you move the Year track up by one space. If you complete all five Missions you win the game.
- **Year Card:** Missions become harder as the years pass and you move further into unknown space. To represent this, and to provide easy/ medium/ hard/ impossible settings for the game, a Year Card is selected and placed on the Year Card space during setup. The card lists how much fuel you have at the start of each mission, as well as additional rules to implement as the years pass, adding ever-greater challenges and constraints to overcome. There is even a Kobayashi Maru setting for true gluttons for punishment.

## 5. The Game Turn

The game is played over a series of turns. Each turn is broken down into the following three phases:

- **Mission Phase:**
  - Deplete Crystal Reserves: If a Mission is in play advance the Dilithium Crystal Reserves track one space. If the token reaches space zero, discard the Mission as failed and draw an Event Card.
  - Refresh Mission: If no Mission Card is in play, draw one and place it on the game board, adding any marker tokens required and returning Crystal Reserves to the starting value . See “Mission Cards” below.

- Activate Mission Actions. These may listed be on Mission cards, Event cards or Development cards. Mission Actions are indicated by this symbol:



- **Deployment Phase:**

- Rollcall: Gather all Crew Dice from Quarters and roll them. Do not take any Dice in Sickbay, assigned to Sensors or “Locked In” to an Event or Development.
- Report For Duty: Crew Dice report to their Ship Stations. See “Crew Dice” and “Crew Stations” for details on how to place Crew Dice.
- Deploy: Apply any positive or negative effects from Mission, Event or Development cards or Command results and place Crew Dice as required

- **Cleanup Phase**

- Return any dice from Crew Stations to Quarters.
- Return any dice from completed Mission Stages or Event Cards to Quarters
- Place any completed or failed Mission Cards in the appropriate Mission Discard pile
- Place any completed Event Cards in the Event Discard pile
- Claim any completed Development Cards (maximum 9)

## 6. Crew Dice

Your primary resource In Star Trek: The Dice Game are the brave crew of the Starship Enterprise. These are represented by your pool of 10 Crew Dice.

Crew Dice have the following faces, which represent different roles that different abilities and uses in the game.

- 6: Command (COM): Gold
  - Meet a COM challenge OR
  - Orders: Change one other Crew Dice to a result of your choosing
- 5: Science (SCI): Blue
  - Meet a SCI challenge OR
  - Two SCI Crew Dice may act as one MED Crew Dice OR
  - Raise or Lower Shields: Move Shield track to maximum or minimum
- 4: Medical (MED): Blue
  - Meet a MED challenge OR
  - Two MED Crew Dice may act as one SCI Crew Dice OR
  - Heal: Move one Crew Dice from Sickbay to Quarters
- 3: Engineering (ENG): Red
  - Meet an ENG challenge OR
  - Two ENG Crew Dice may act as one SEC Crew Dice OR
  - Repair: Hull damage is reduced by 1
- 2: Security (SEC): Red

- Meet a SEC challenge OR
- Two SEC Crew Dice may act as one ENG Crew Dice
- Clear Sensors: Reduce Sensor Threat by 1 (return Threat to Quarters)
- 1: Threat
  - Threat rolls must immediately be placed in the Scanner Crew Stations. These dice remain in place until all available Scanner Stations are filled. When this occurs the assigned Crew Dice are returned to Quarters, and an Event card is drawn. If there are any additional Threat results still to assign, these are returned to Quarters.

In addition any three Crew Dice assigned to Crew Stations may act as any other Crew Dice.

Once a Crew Dice has used its ability it is normally returned to Quarters. The player may instead choose to leave a Crew Dice “Locked In” on a partially completed Event Card, or Development Card. Crew Dice may not be “Locked In” to partially complete Mission Stages. Threat results are not returned to Quarters, but must remain in place in Scanner Crew Stations.

Where multiple Crew Dice have been used to achieve a result, for example three dice to achieve a COM result, in order to Lock In that result all Crew Dice used to achieve it must be assigned, stacked on the space where the Locked In result is required.

## 7. Mission Cards

The Mission Card deck is shuffled at the start of the game, and one Mission Card is drawn during the Mission Phase of each turn if no others are in play. Each Mission represents your current goal, much like the setup for a TV episode. You may need to transport medical supplies to a distant colony, intervene in a potential diplomatic crisis or sneak into the neutral zone to rescue a lost ship.

When a Mission Card is played the Dilithium Crystal Reserve track is set back to maximum, as specified on the 5 Year Mission Card.

Mission Cards typically have one or more Mission Stage actions listed, indicated by this icon:



These actions are carried out during the Mission Phase of each turn unless otherwise indicated.

Each Mission Card lists the completion criteria. Typically Mission Cards are broken down into numbered Mission Stages, with a space for a tracking token against each. As each Mission Stage is completed the token is moved to the next Mission Stage.

There are three types of Mission Stage::

- Challenge Actions: The most common method for completing a Mission Stage is to assign the appropriate Crew Dice to the Mission Card during the Deploy section of

the Deployment Phase. Crew Dice assigned to a completed Mission Stage are returned to Quarters during the Cleanup Phase. An example Challenge Action might be “Cure: 2 MED”, indicating that two MED Crew Dice must be assigned to complete the stage.

- Card Actions: Some Mission Stages may trigger the drawing of a card rather than requiring Crew Dice to complete. Once this action has been completed the Mission Stage tracker is moved to the next Mission Stage. The final Mission Stage listed on most Mission Cards is “Development: Draw 1”, indicating that the player must draw one card from the Development Deck and replace an existing Development Card.
- Special Actions: Certain Mission Stages have additional instructions. The Transport action, for example, reads “SHIELD/ 1 ENG”, indicating the Shields must be lowered using the Lower Shields action (1 SCI), and 1 ENG deployed.

If all Mission Stages have been completed the Mission Card is moved to the Completed Mission pile during the Cleanup Phase, and a new Mission Card is drawn during the next Mission Phase.

If the Dilithium Crystal Reserves track runs out before the Mission is complete, the Mission Card is moved to the Failed Mission pile during the Cleanup Phase, and an Event card is drawn. If two missions are failed in a row, the Enterprise’s 5 year mission ends in failure, and the game is lost.

Each time a Mission Cards is completed, advance the Year Track one space.

## **8. Event Cards**

If all you had to worry about was completing your Missions life aboard the Enterprise would be a breeze. But as anyone who has seen an episode of Star Trek knows, things never go that smoothly.

Event Cards represent the plot twists and unpredictable events, the equipment failures, alien interventions and human frailties that plague the Enterprise crew. The challenge you face in completing your five year mission is to balance the wellbeing of your ship and crew against both the goals of your current Mission Card and the challenges posed by any Event Cards in play. Making the right decisions when deciding how to commit your limited resources is the difference between triumph and ignominious defeat.

Some Event Cards have an immediate effect and then are discarded. For example “Report to Sickbay” requires you to move one of your active Crew Dice to Sickbay. Once this action is completed the Event Card lists the action ”Discard”; the Event Card is moved to the Event Card Discard pile.

Other events list criteria that must be completed before the Event Card may be discarded. Typically a negative effect will remain in play until this criteria is met. For example the Event Card “Transporter Malfunction” states that the “Transport” action listed on some Mission Cards may not be taken until two ENG Crew Dice are Deployed to the Event Card. Once

they have been deployed the Event Card is completed. During the Cleanup Phase the Crew Dice are returned to Quarters and the Event Card is moved to the Event Card Discard pile.

Some Event cards are more complex, and include a number of Stages, much like Mission Cards. These Event Stages function in the same way as Mission Stages. Some Events may even include rewards for completion.

Some Event Cards have one or more Mission Stage actions listed, indicated by this icon:



These actions are carried out during the Mission Phase of each turn unless otherwise indicated. For example an enemy ship will typically inflict damage to the Enterprise as a Mission Stage action.

You may have a maximum of nine Event cards in play at one time. If a game effect instructs you to draw an additional event, discard an existing one at random.

## **9. Development Cards**

It's not all dilemmas and disasters out in deep space. Sometimes you get rewards, in the form of Development Cards. Development Cards provide benefits that may change game rules in your favour, and are critical to surviving the countless dangers that await you on your five year mission.

At the start of the game three Development Cards are placed face up next to the Development Deck. During the Deployment Phase you may commit Crew Dice to Development Cards in the same way as you would to Mission or Event Cards. If you meet the Development Card requirement you gain that Development, and move the card to your Active Developments area. You now gain the benefit of that Development.

Move the remaining Development Cards to the left and draw a replacement, placing it on the right..

You may have a maximum of nine Development Cards in play at any time. You may choose to discard an existing card in order to gain another.

Whenever a game effect instructs you to Draw a Development card you must discard the lefthand card of the three face up Development Cards and draw a replacement, placing it on the right. If you had Crew Dice assigned to the discarded card they are returned to Quarters.

## **10. Winning and Scoring the game**

The game is won by completing the five year mission, a total of five Mission Cards. However the game can be difficult, and many missions won't survive that long. In order to track your progress and determine how well you did in each game use the following scoring mechanism.

For each year completed, you are awarded the following rank:

0 years: Crewman 3rd Class

1 year: Ensign

2 years: Lieutenant

3 years: Commander

4 years: Captain

5 years: Admiral

Note the Year Card game setting (easy, medium, hard, Kobayashi Maru) as an initial (E, M, H, K).

As an example, if a Romulan Bird of Prey blows the Enterprise to bits during the third mission on Hard mode your final rank would be Commander (H).

## 12. Example of Gameplay

The following example presents two turns of gameplay.

Narrative	Mechanics
<p>The Enterprise leaves Earth orbit to embark upon a five year mission of exploration.</p>	<p><u>TURN 1</u>  <u>Preparation</u>                      The Medium Difficulty Year card is chosen.                      The Dilithium Track is set to 9.</p> <p>3 Development cards are revealed:                      Command Station, Engineering Kit and Medical Tricorder.</p>
<p>First order of business; travel to the Omnicron Nebula to conduct detailed stellar cartography.</p> <p>Unfortunately it seems the last minute ship preparations could have used some quality control; a coolant leak in the engine room forces a complete evacuation of Engineering. The Enterprise is dead in space.</p>	<p><u>Mission Phase</u>                      Mission: Stellar Cartography is played.                      Mission Card M action: Draw Event: Coolant Leak. ENG results rolled during Rollcall must be rerolled once.</p>
<p>The captain barks orders...</p>	<p><u>Deployment Phase: Rollcall</u>                      The 10 Crew Dice in Quarters are rolled: 2 COM, 1 THR, 3 SEC, 3 MED, 1 SCI.</p>
<p>...and crew scramble to their stations.</p>	<p><u>Deployment Phase: Report for Duty</u></p>



	Crew Dice report to their stations. 1 THR is assigned to Sensors.
Blue-shirted technicians trigger venting protocols that allow the engineers back into Engineering. They start work preparing for Warp.  Aware that it is always best to be prepared the captain has sickbay prep a medical tricorder, just in case.	<u>Deployment Phase: Deploy</u> COM used to change 1 MED to SCI and 1 SEC to ENG. COM dice returned to Quarters.  2 MED assigned to Medical Tricorder.  2 SCI assigned to Coolant Leak.
Everyone breathes a sigh of relief. Back on track, the crew focus once more on the mission at hand.	<u>Cleanup</u> Medical Tricorder moved to Active Developments, and replacement Development card drawn (Boosted Sensors). Crew Dice returned to Quarters.  Coolant Leak moved to Event Discard pile. Crew Dice returned to Quarters.  All Crew Dice on Crew Stations, not including the one on Sensors are returned to quarters.
The calm is shortlived. The captain curses those spacedock boffins as a series of rivets blow on deck 7, venting air into space. Which pencil-pusher passed this ship as mission ready?	<u>TURN 2</u> <u>Mission Phase</u> Crystal Reserves reduced to 8.  Mission Card M action: Draw Event: Hull Breach. 2 Hull Damage/ turn until 2 ENG are deployed.  M action: Hull track reduced by 2.to 5 (Hull Breach).
	<u>Deployment Phase: Rollcall</u> The 9 Crew Dice in Quarters are rolled: 1 SCI, 3 ENG, 2 SEC. 3 THR
An ominous groan reverberates through deck 7. "The bulkhead is giving way" yells the chief engineer. "Everybody get back!". Johnson is too slow, and is badly burned by venting plasma.	<u>Deployment Phase: Report for Duty</u> Crew Dice report to their stations. 3 THR is assigned to Sensors. As all 4 stations are full this triggers the drawing of an Event.  Explosive Decompression is drawn: 1 Active Crew sent to Sickbay, 1 Hull damage each round until 1 SCI, 1 MED, 1 ENG are

	<p>deployed. This damage only triggers during the Mission Phase, and so has no effect this turn.</p> <p>The 4 THR results in the Sensor stations are returned to Quarters.</p>
<p>The brave men and women of the crew think nothing for personal safety as they brace the bulkhead with localised shields.</p> <p>One crewman is slightly wounded in the repair work, but is soon healed thanks to the captain's prescient request for the medical tricorder, and in short order the ship is back underway at full warp.</p>	<p><u>Deployment Phase: Deploy</u>  1 SCI, 1 ENG assigned to the Explosive Decompression along with the Medical Tricorder.</p> <p>2 ENG assigned to Mission Stage 1, Mission Token moved to Mission Stage 2.</p> <p>1 ENG takes the "Repair Hull" action, returning the Hull to 7. ENG Crew Dice returned to Quarters.</p> <p>The 1 SEC result is left unused.</p> <p>.</p>
<p>In next to no time the Enterprise has reached the nebula and prepares to begin scanning.</p>	<p><u>Cleanup</u>  2 ENG returned to Quarters from Mission Stage 1</p> <p>1 SCI, 1 ENG returned to quarters from Explosive Decompression. Explosive Decompression to Event Discard, Medical Tricorder to Development Discard.</p> <p>3 SEC results returned to Quarters.</p>