

STAR TREK

FLEET CAPTAINS

ROMULAN EMPIRE

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The following provides updates to the rules included in the base set game. You must have the base set in order to play. The Header indicates the topic with (brackets) indicating the section being modified with this expansion.

Contents

- 12 Romulan Clix Starships.
- 2 Command Post Tiles
- 1 Mission Deck Console (Updated to Include Espionage Missions, replace the original with this one)
- 10 Location Tiles
- 100 Command Cards
- 10 Encounter Cards
- 25 Missions (Espionage)
- 14 Starship Display Cards (12 Romulan, 1 Alternative for Federation and Klingon ships) – all 14 have the new Espionage Mission type – just like with science/influence or combat, take a corresponding card from this mission deck when you have a ship with this mission type.
- 3 Away Team Tokens
- 14 Romulan Cloak Tokens
- 30 Control Tokens
- 12 Scan Tokens
- System Tokens
- 6 Victory Point Tokens
- 2 Dice
- 6 Action Tokens

Alternate Versions of Ships (Setting Up The Game):

The Romulan Expansion is the first to provide Alternate versions of ships. The Federation player (*U.S.S. Excelsior*) and the Klingon Player (*I.K.S. Kronos One*) have a ship card that is added to their starting fleet set-up that can replace the base set card. Either randomly choose which is included before shuffling them into your fleet deck or ignore the 2nd appearance of these cards when appropriate (you do NOT get to use the 2nd card to bring in the same ship as a reinforcement after the first one is destroyed). These cards allow the Federation and Klingon players to have the new Espionage Mission type and a new special ability for each ship while keeping the same dial and model.

3-Player set up (Preparing the Unknown):

With this expansion you can now play 3 players. The suggested first time playing with 3 players is shown below – any map configurations that players can agree to is fair game. Some cards care about the most direct path (“center line”) between player’s command posts – that is highlighted below for 3 players with the first game recommendation.



3 Player Timing (System Tests)

Timing in a three player match can be tricky during System tests (such as with an encounter when players can play an opposing card), but the general guideline should be that the player who acts first (i.e. speaks first with specific game play implications) has the initiative when it comes to breaking ties involving other players trying to intervene at the same time. In the unusual case where two players act for all intents and purposes at precisely the same time, the player whose turn was last gets to act first. That player’s card is figured into things first, and only one opponents card can be played per System Test.

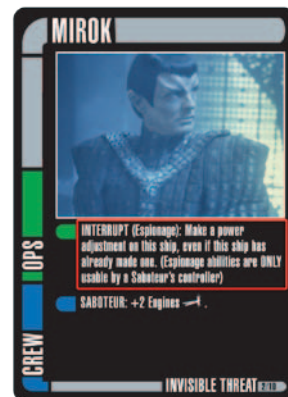
Transmission Interference Sensor Action (Actions):

You may use your sensor system to interfere with your opponent’s transmissions. As a Sensor Action, make an opposed Sensor test against an enemy ship - the enemy ship gets +1 to its roll for each point of movement it would take to move your ship into the target ship’s location via the most direct route (zero if in same location). Note: you cannot spend engine points to move a partial distance across a location to reduce the +1 per point of movement.

If you succeed, the target ship’s controller must discard one mission card of your choice (secret missions remain face-down during this choice). If the target player has missions from the beginning of the game left, they draw from their deck to replace the discarded mission. If none remaining, you choose which deck of missions your opponent must draw from for their new mission.

Saboteurs (Crew Cards):

This expansion includes a new crew type: Saboteur. These crew may only be assigned to your opponents’ ships and only 1 may be assigned per ship (just like any crew type). Any abilities, negative or positive, affect the ship the Saboteur is assigned to. When you play a Saboteur on an enemy ship, put one of your scan tokens on the crew card - this indicates who controls the Saboteur.



The player who plays the Saboteur can play it on any ship in play of their choosing regardless of location of ship or if cloaked etc.

Saboteurs will often have abilities labeled “(Espionage)”. Espionage abilities are usable only by the player who controls the saboteur (i.e. the player whose scan token is on the crew card), even though the crew card is on a ship controlled by another player. An Espionage Ability may not be played out-of-hand, and its text is always addressed to the player who controls the Saboteur, so read it accordingly.

This means that a player with a Saboteur aboard one of his/her ships may not choose to discard that Saboteur to use a printed ability labeled as “(Espionage).” Such saboteurs are designed to be placed on an enemy ship and actually be helpful to that ship and player, but at the opportune moment be revealed as an enemy agent in order to do something treacherous.

On the other hand, a Saboteur with a non-Espionage Combat or Action ability may indeed be discarded by the player to whose ship the saboteur is assigned - such saboteurs usually have negative crew effects and even more negative Action or Combat effects a player can suffer voluntarily in order to get rid of the enemy agent once and for all.

Other than the above rules, Saboteurs function as crew normally. They are limited by type (so a ship may have no more than one Saboteur assigned at one time), and may be the subject of enemy Transporter actions and the target of effects which manipulate or force the discard of assigned crew just as any other crew card.

Remember that the saboteur counts as a crewmember of the ship it is assigned to, and thus can only be Transported between ships of the same fleet by that ship's controller no matter who placed the saboteur.

The playing of an Espionage ability stops any chance the sabotaged player has of being able to renege on his action (i.e. once declared you must carrying through).

Espionage Timing

Espionage abilities are always resolved last when it comes to timing disputes. For instance V'las ability allows for a combat to occur between the ship they are assigned to and another ship. This could occur on the ship controller's turn or V'las controller's turn. However if the ship controller has declared a combat (with this ship or any other) that combat must resolve before V'las Espionage ability can work.

Espionage abilities may allow their controllers to activate them based on an opponent's actions, but an Espionage ability does not allow you to force your opponent to take a particular action unless the ability specifically says that it does so. For example, a "Movement (Espionage)" ability is only usable by the controlling player during that ship's movement, but it does not allow the controlling player to force that ship to move.

No player may respond to an espionage interrupt with another interrupt ability until the espionage ability has been resolved.

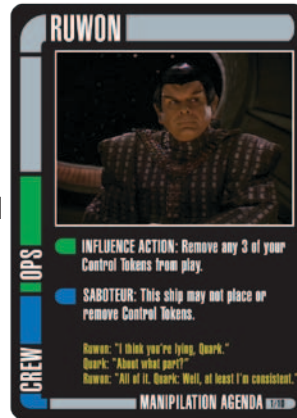
Reminder that using the action text on a crew card causes it to be discarded for saboteurs, examples include Pardek and Ruwon. These discarded crew cards go back to the owner's discard pile.

Emergency Cloaking (Cloaking Action)

Once per turn (each ship may only do it once per turn), instead of using a Cloaking Action to cloak your ship, you may do so as part of your movement. Doing so uses 5 points of movement - if your ship has an Engines rating of less than 5, you cannot use this ability. This ability may not be used to generate Echo Tokens.

New VP rule

The first Starbase a player builds is worth 2 VP instead of 1VP. The first ship of each opponent a player destroys is worth 2 VP instead of 1VP.



Q. Can you give more detail on when crew that are assigned to ships can use their ops and combat affects?

A. They must first have been previously assigned to a ship (i.e. you can't play a card during an encounter or combat to assign a crew to a ship mid event) and can only impact the ship they are assigned to. Trashing or discarding a crew card are the same for timing - the difference is where the card ends up. Doing either is outside the normal rules of playing a card (per the note on page 27 of the base set rules) - i.e. it doesn't impact Command Cards you can play (you can still play a command card in addition to discarding/trashing 1 or more crew).

If you trash or discard a crew it replaces the benefit the crew was providing. You may do it at any time as long as other conditions are correct. Ex. Tasha Yar can be trashed for +4 weapons in combat (losing the +2 she was providing) but other cards may be only during system tests etc. Your opponent may respond and also discard or trash crew cards in response (typically in combat). Espionage Abilities occur last when disputes in terms of timing occur.

Example - I discard a Crew to improve my shields to prevent a point of damage I would otherwise have to take (i.e. after dice have been rolled). My opponent discards a crew to improve their weapons. I trash Data to prevent the damage. While there are edge cases of timing - in general they should be rare and common sense between parties should prevail.

Please see wizkidsgames.com for FAQs for this game

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