STAR TREK
FLEET CAPTAINS
DOMINION
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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 (parentheses) indicating the section being modified with this expansion.

Contents
12 Dominion 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 Dominion, 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
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 Dominion Expansion provides alternate versions of ships. The Federation player (*U.S.S. Excelsior*) and the Klingon player (*IKS 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 players' command posts — that is highlighted below for 3 players with the first game recommendation.
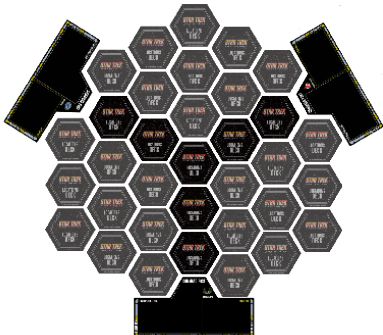
3-Player Timing (System Tests)
Timing in a three-player match can be tricky during System tests (such as with an encounter when players can play an opposing card), but the general guideline should be that the player who acts first (i.e., speaks first with specific game play implications) has the initiative 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 most recent gets to act first. That player's card is figured into things first, and only one opponent's 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 the ships are in the 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 remain, 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 the location of the ship, whether it is cloaked, etc.

Saboteurs 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. Once used, the Saboteur is discarded to the controller's discard pile. An Espionage ability may not be played out of your 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 cannot 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 can 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. (Note that there are no cards of this type in this set, but there are some in the Romulan Expansion.)

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 that 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 (E.g., once it is declared, you must carry the action through).

Shapeshifters

This expansion introduces a new subtype of Saboteur cards: Shapeshifters. Shapeshifters use their innate camouflage skills to infiltrate and replace crew aboard other vessels.

When you play a Shapeshifter card, you place it over a crew card on an enemy ship. The Shapeshifter has assumed that crew card's identity. The overlaid crew card loses all of its game effects, although it retains its crew type (Captain, Officer, Engineer, or Specialist). You cannot play a Shapeshifter card in a manner other than by overlaying an opposing crew card.

When a Shapeshifter is somehow removed from a ship, the crew card that it overlaid remains and resumes all its normal effects.

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 cannot be used to generate Echo Tokens.

New VP rule

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

Mixing this with the Romulan Expansion

The alternate ship cards and Espionage Mission deck included in this expansion are the same as those included in the Romulan Empire expansion. If you also own the Romulan Empire expansion, you should not use both copies of either the alternate ship cards or the espionage deck.

4-Player with the Romulan Expansion

With this and the Romulan Expansion, you could play a 4-player free-for-all game with the Federation, Klingons, Romulans, and Dominion. However, due to the downtime that players will experience between their turns, we suggest that four players play the team version instead.

Q. Can you give more detail on when crew that are assigned to ships can use their Ops and Combat effects?

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 - common sense between parties should prevail.

Please see wizkidsgames.com for FAQs for this game