

## STAR TREK® EXPEDITIONS 11/2011 REV D

**If you are missing or have damaged components,**  
**please visit our Support page at <http://wizkidsgames.com/support>**  
**and follow the instructions for Product Replacement.**

Please note, the majority of our contacts have been “missing cards”. In most instances a card is usually stuck to another (please look closely for this). Once separated there is no damage to the cards.

### **Rules Clarifications**

Stardate Deck

- Needs to be reshuffled when exhausted and reused

Energize Deck

- **CANNOT BE RESHUFFLED WHEN USED UP**  
Hint: conserve your Energize cards for when you need them most

### **Rules Reinforcements/Questions**

- You must roll all dice (even if impossible to win the challenge or inflict damage on the Klingons)
- If you fall “negative” on a score, you do not keep track of the negative points – just go to the “-“ space and proceed.
- “All power to phasers” is in addition to the clix of damage – the Klingon ship is moved to the right and takes a clix of damage if the score is more than 3.

**Situation:** Captain’s Log Supplemental: *The President’s Wife/Rebel Spy/Dilithium Transport Vehicle*

- Q:** Must the original discoverer be the one who completes this challenge?  
**A:** As long as *one* player is present on this card, then no penalty is imposed.

**Situation:** Captain’s Log: *Presidential Palace* [Klingon evidence]/*Rebel Hideout* [Klingon Decoder]/*Temple of the Soul & The Artifacts* [Artifacts]; *Nibian Power Generator/Dilithium Processing Centre/Dilithium Mine* [all Dilithium Samples]/*Rebel Headquarters* [Rebel Items]

- Q:** Does the challenger themselves need to hold the items mentioned? How does the bonus work?  
**A:** Yes, but discovery tokens are freely exchangeable between characters if they are in the same location, so it is within the rules for the players to exchange (at no cost) to improve outcomes. For each sample you are given the +2 bonus. You do not have to discard them for this bonus.

- Q:** Are we supposed to play with all 4 characters?  
**A:** The game is designed to play with one to four characters.
- Q:** Do I need to complete a Challenge before picking up a Discovery token?  
**A:** No— You can pick up a Discovery token irrespective of the status of a Challenge in the same area.
- Q:** The shields on the *Enterprise™* are too weak! Is this a mistake?  
**A:** This was intended and illustrates the crew’s ability to respond to a superior enemy and still succeed. You can increase the *Enterprise™* shields by collecting the Discovery tokens that boost the shields as soon as you can, and keep drawing Energize cards to Boost Shields and Repair.
- Q:** I keep getting bogged down in side-missions.  
**A:** The supplemental missions can be very valuable in boosting your final score. One way to prevent getting bogged down is to use Spock’s special ability to detect at long range possibly difficult situations or to focus the rest of the crew’s energies on the core missions so you can prepare for them. But it is up to you to focus on those challenges which bring you closest to winning the game.
- Q:** Can items (Discovery tokens) be left on board the *Enterprise™* or dropped by a character on a board location for another player to pick up?  
**A:** No— Once picked up, items may not be “dropped” (the ones that can be placed on the *Enterprise™* to improve her shields/weapons etc being the exception). However, they may be freely swapped between characters on the same space.
- Q:** Can any character trigger the tokens that are assigned to the *Enterprise™* for their one time improvement, even if they are not on the *Enterprise™*?  
**A:** Yes— During a combat, any player can discard the token for the one time improvement on their turn, even if their character is not on the ship.
- Q:** Are the Klingon Frequency Pad/Scrambling Pad/Transmitter/Decoder also “Klingon Evidence” for the mission bonuses?  
**A:** No— only the Klingon Evidence tokens are “Klingon Evidence” (the word Evidence is not on the other items).
- Q:** Is the Ancient Artifact able to be used for the “Artifact” bonus?  
**A:** Yes— it contains the word Artifact, so may be used.
- Q:** The Hard Setting is really hard to do well at!  
**A:** Yes. Yes it is.
- Q:** When is the last turn? Can I keep going once I’ve completed all the main story lines?

- A:** If the Time Tracker lands on the Klingon symbol the game is over (you lose as the Klingon Fleet arrives). If you complete the last main story the game is complete (i.e. you cannot perform starship battles once the plots are completed).

### **Component Clarifications**

- Captain's Log Supplemental: *The President's Wife*  
The purple text may be hard to read, it reads: "Politics -3".
- Captain's Log Politics 2A: *Senate Chambers*  
The font makes the 10 look like 18 for some readers. It is "10". The text reinforces that the Stardate symbol is "10".
- Mission Tracking Board error: Ecology. Rules & other Components: Energy  
The Cards are correct, sorry for the confusion.

### **Missing or Broken Pieces**

If you have shipping damage you should work directly with the store you purchased from, WizKids is not responsible for shipping damage between retailers and consumers.

For other replacement/damage inquiries please visit <http://wizkidsgames.com/support>.

### **List of Tokens and Cards**

#### 15 Regular Discovery Tokens

Temple Priestess  
Ambassador  
Dilithium Engineer  
Scientist  
Minister  
2x Dilithium Samples  
2x Artifact  
2x Klingon Evidence  
2x Rebel Items  
Klingon Frequency Pad  
Klingon Scrambling Pad

#### 5 Major Discovery Tokens

Amulet of Friendship  
Klingon Transmitter  
Klingon Decoder  
Soul's Blessing  
Ancient Artifact

Energize Deck (standard bonus followed by +2 bonus if any)

Red Crew

+1 Communications

+1 Engineering

+1 Transportation

+2

+2

Blue

+1 Analysis

+1 Medical

+2

+2

Yellow

+1 Combat

+1 Diplomacy

+1 Stealth

+2

+2

2x System Bypass +3 red

2x Computer Uplink +3 blue

2x Tactical Advantage +3 yellow

5x Leadership (+2 to any challenge or die roll)

5x Repair Enterprise

2x Surprise Attack Enterprise

2x Boost Shields Enterprise

3x Star Fleet Training

5x Command Authority

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