

CAPTAIN'S LOG

Captain's Log: Supplemental, Stardate 2259.28 – The Enterprise has entered orbit around Nibia, responding to an invitation from the Nibian government to open discussions about the planet joining the United Federation of Planets. However, now that the Enterprise has arrived, we find the President of Nibia less happy to see us than the invitation suggested, and Mr. Spock has detected evidence that another starship may have recently been in orbit. We must form an away team and beam down to the planet to investigate what has changed the Nibian's attitude towards the Federation.

Welcome to the first *Star Trek: Expeditions* expansion! Three new characters have been added to the basic game, creating even more playing options for you to explore. With the additional crew members, you can now play the game with up to 5 players on your team.

The lives of every sentient being on Nibia could rest on the outcome of your mission. Can you succeed?

GAME COMPONENTS

Star Trek: Expeditions Expansion includes:



A) 3 Clix Figures

Like the Clix Figures in the basic game, these figures represent famous characters from the *Star Trek* film. Now you can try to fill the shoes of Chief Engineer Montgomery Scott, the talented Lieutenant Hikaru Sulu, or the brilliant Ensign Pavel Chekov.

B) 3 Character Cards

Each character has a matching card that lists his skills and special ability.

PREPARING THE GAME

Set up the game according to the rules outlined in the *Star Trek: Expeditions* rulebook!

Ready the Crew:

There are now seven different characters that you may choose to play in the game. Choose or randomly assign a character for each player. Place the matching Clix Figure on the Enterprise space and place your Character Card face up in front of you.

The three new characters have different skills and abilities than the characters included in the basic game, so you will have to approach your mission differently depending on which character you play!

Tip: Playing without a Command, Operations, or Science expert will result in a tougher game.

YOUR OBJECTIVE

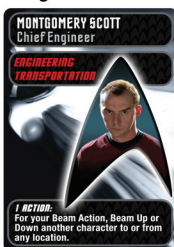
Your mission in this expansion is the same as the basic game: uncover the mysteries of Nibia and complete all three missions before the Klingon fleet arrives.

Playing the Game

All of the rules from the basic game apply. Aside from the new characters, you don't need any new rules to play with the expansion!

THE NEW CHARACTERS

Like the characters in the basic game, each of the three new characters has his own special ability that only he can use during the game. Clever use of these abilities may be the key to winning the game!



Montgomery Scott

Chief Engineer Montgomery Scott's special action allows him to beam up or beam down other characters. He can beam up 1 character from any location to the Enterprise, or he can beam down 1 character from the Enterprise to any location.

Scotty cannot beam himself up or down on the same turn that he uses his special action. This counts as Scotty's single Beam action for his turn, so he can only beam up or beam down 1 character on his turn. He cannot use this ability if the Stardate Card states that Beaming is not allowed.

Example: Scotty is three spaces away from Mr. Spock on the planet's surface. He uses his beam action for the turn to beam up Mr. Spock to the Enterprise.

Lt. Hikaru Sulu

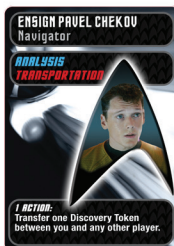


Lieutenant Sulu's special action allows him to take advantage of the skills of other officers and crew in his location. He may gain the skill bonus multiple times. This is in addition to the normal +2 bonus for having another character in his location. Sulu cannot copy from his own card (i.e. he may only copy "Stealth" or "Combat" from another character or crew) and he cannot copy from the same character or crew more than once in a turn.

Sulu must spend 1 Action to use this ability. He chooses one skill bonus that is listed on a Crew Card or fellow Character Card at his location. For the rest of his turn, Sulu acts as if he also had that skill, and can receive the skill bonus when he attempts a challenge that lists the matching skill. The 1 Action to use this ability is in addition to the Action cost to attempt a challenge.

Sulu can use the copied ability until the end of his turn, even if he moves away from that location.

Example: Sulu and Captain Kirk are together on the planet when Sulu faces a challenge that lists the Diplomacy Skill. Since Kirk has that ability and Sulu does not, Sulu can spend 1 Action to copy Kirk's Diplomacy skill and receive the +2 bonus. If Sulu or any other character in that location had a Crew Card with the Diplomacy skill, Sulu could use a second action to copy that skill bonus as well.



Ensign Pavel Chekov

Ensign Pavel Chekov's special action allows him to transfer a Discovery Token to or from any player anywhere on the board. They do not have to be in the same location (including one character on the planet and the other on the Enterprise). He can give or receive one Discovery Token each time he takes this action. Using this ability does not count as a Beam action and the rules for using Discovery tokens do not change.

Example: Chekov sees that Uhura is in the same location as a challenge that lists "Artifact" as a Discovery Token bonus. He spends an action on his turn to take an "Artifact" token from Spock to himself and another Action on his turn to give Uhura the "Artifact" Discovery Token he is holding, even though she is many spaces away.

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WIZKIDS
HEROCLIX

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Our thanks to all the playtesters!

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