

## *STAR TREK® EXPEDITIONS 6/2011 REV A*

### 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

**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?

**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.

**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). They may be freely swapped between characters on the same space, however.

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.

### **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.

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