

STAR TREK[®]

CATAN

ALMANAC

A Detailed Explanation of the Game Rules and Examples.

These are not Game Rules.

This Almanac contains detailed alphabetical explanations and examples for *Star Trek Catan*. Game terms marked with a  in the Game Rules are explained in more detail here.

You do not have to read this material prior to your first game. Instead, use the Game Rules. This almanac includes advanced rules and clarifications. Refer to it if any questions arise during a game.



Game Components

2 Dice

19 Sector Tiles

- Red planet (4)
- Yellow planet (4)
- White gas planet (4)
- Green planet (3)
- Blue planet (3)
- Asteroid field (1)



6 Frame Pieces

with 9 trading posts



95 Resource Cards (19 of each resource)

- Tritanium = from the red planet
- Food = from the yellow planet
- Oxygen = from the white gas planet
- Dilithium = from the green planet
- Water = from the blue planet



25 Development Cards

- "Starfleet Intervenes" (14)
- Progress Cards (6)
- Victory Point Cards (5)



10 Support Cards



2 Special Cards

4 "Building Costs" Cards



Longest Supply Route



Largest Starfleet



Game Pieces (in 4 player colors)



4 Starbase Expansions
(Habitat Rings for Outposts)



7 Outposts



15 starships



1 Klingon Battle Cruiser
(green non-player)

18 Number
Tokens



*Detailed Explanation of the
Game Rules and Examples for
Star Trek Catan*

INDEX:

Asteroid Field	3
Border Trade	3
Build	4
Combined Trade/Build Phase	4
Development Cards	5
End of the Game	5
Federation Border	5
Federation Trade	5
Klingon Battle Cruiser	6
Longest Supply Route	6
Number Tokens	7
Outposts	7
Planets, Planet Sectors	7
Progress Cards	8
Resource Production	8
Rolling a "7" and Activating the Klingon Battle Cruiser	8
Set-up Phase	9
Set-up, Variable	10
Space Intersection	10
Space Route	11
"Starfleet Intervenes"	11
Starbases	11
Starships	12
Support Cards	13
Tactics	13
Trades	13
Trading Posts	13
Victory Point Cards (VP Cards)	13
Victory Points (VPs)	14

A

 Asteroid Field

The asteroid field is the only sector that doesn't produce resources. The **Klingon battle cruiser**  starts the game here. If you build an outpost or starbase adjacent to the asteroid field, it will produce fewer resources than those built by more planets.

B

 Border Trade

During the trade phase of your turn, you can also trade resource cards without your opponents being involved – the border trade makes this possible.

 Without a **trading post** 

The most simple (and unfavorable) option is the 4:1 trade: you return 4 resource cards of the same type to the corresponding supply stack and, in exchange, take 1 desired card from another stack.

 For the 4:1 trade:

You don't need a trading post (i.e., an outpost or starbase at a trading post).

***Example:** William returns 4 water cards to the supply stack and takes 1 tritanium card. Of course, it would be wiser if he first tried to trade more favorably with his opponents (**Federation Trade** .*

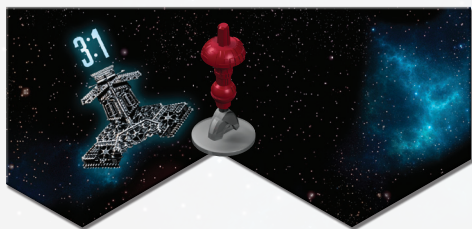
⌚ With a trading post:

Your trading options are better if you have built an outpost or starbase at a trading post.

There are two different kinds of trading posts:

1. Generic Trading Posts (3:1):

During the trade phase of your turn, you may return 3 resource cards of the same type to the corresponding supply stack and take any 1 different resource card of your choice.



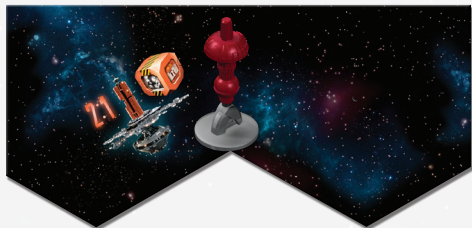
Example: Mark places 3 tritanium cards on the tritanium supply stack and takes 1 water card.

2. Special Trading Posts (2:1):

For each resource type, there is one special trading post. The favorable 2:1 trade applies only to the resource depicted on the special trading post.

Please note: A special trading post does not entitle you to trade the other resource types at 3:1!

Example: Bruce has built an outpost at the



tritanium trading post. When trading, he may return 2 tritanium cards to the supply stack and take any 1 different resource card in exchange. He can also trade 4 tritanium cards for any 2

cards, etc.

Important: Only the active player may perform border trades.

🏗️ **Build (Building)**

You may build on your turn after you have rolled for resource production and finished trading. To build, you must pay certain combinations of resource cards (see Building Costs Cards). Return the resource cards to the supply stacks. You can build multiple starships and outposts, upgrade numerous outposts, and buy as many development cards as you desire – as long as you have enough resources to “pay” for them and they are still available in the supply. (See [development cards](#) 📄, [outposts](#) 📍, [starbases](#) 📍, and [starships](#) 🚀.)

Each player has a supply of 15 starships, 7 outposts, and 4 starbase expansions. At the beginning of the game, 2 outposts per player are set aside as a reserve. No player may have more than 5 outposts on the game board. When you upgrade an outpost to a starbase, add 1 outpost from your reserve to your supply. Once built, all game pieces remain on the board until the end of the game.

Your turn is over after building, and the player to your left continues the game. Rule variant: [Combined Trade/Build Phase](#) 📄.

C

📄 **Combined Trade/Build Phase**

The separation of the trade and build phases was introduced to make the sequence easier for beginners to learn the game. We recommend experienced players ignore this

separation between trade and build phases.

After rolling for resource production, you can trade and build in any order. Naturally you can trade, build, trade again, and build again. You can even use a trading post on the same turn you build an outpost there. This will also speed up the game.

D

Development Cards

There are 3 different kinds of development cards: “**Starfleet Intervenes**” , **Progress** , and **Victory Points (VPs)** . When you buy a development card, take the top card of the draw stack into your hand. Keep your development cards hidden until you play them.

You may only play 1 development card during your turn – either 1 “Starfleet Intervenes” card or 1 progress card. You may play the card at any time, even **before you roll the dice**. You may not, however, play a card during the turn that you bought it.

Exception: *If you buy a card and it is a **VP card**  that brings you to 10 points, you may immediately reveal this card and win the game.*

You only reveal VP cards when the game is over – once you or an opponent reaches 10 VP and declares victory.

Purchased development cards never change hands. You cannot trade or give away development cards, nor can they be stolen by the Klingon battle cruiser. Keep these cards separate when resources are about to be stolen from you.

E

End of the Game

If you have (or reach) 10 victory points on your turn, the game ends immediately and you win! You can only win during your turn. If you find you have 10 victory points during another player’s turn you must wait until your next turn to claim victory.

Example: *A player has 2 outposts (2 VPs), the Longest Supply Route special card (2 VPs), 2 starbases (4 VPs), and 2 VP cards (2 VPs). He reveals his two VP cards, giving him the 10 VPs needed to win.*

F

Federation Border

When a planet borders the frame, a “Federation border” is formed. You can build a starship along the Federation border.

You can build outposts on the **space intersections**  bordering the frame. However, you only receive resource production from 1 or 2 planets.

Along the Federation border there are **trading posts**  that allow improved **border trade** . Here you can trade resources more favorably. However, outposts or starbases on space intersections without trading posts do not give you any trade advantages.

Federation Trade (Trade with Opponents)

On your turn, after resource production, you may trade resource cards with your opponents. You and the other players negotiate the “terms of trade” – how many cards of which type you offer and want to receive, respectively. You may

trade as many times as you can using single or multiple cards.

Please note: You may **never** give away cards. Federation trade must always result in an exchange of resource cards between players.

Example: Nichelle has 8 cards in her hand and wants to get rid of one of them. So she offers Walter 1 dilithium for free. Since this is not allowed, Nichelle offers Walter 2 dilithium for 1 dilithium. This isn't allowed either, though, because Nichelle would actually be giving 1 dilithium away. Therefore, Nichelle and Walter agree to trade 2 dilithium for 1 tritanium.

Important: You may trade with another player between your turns, but only if it is their turn and they choose to trade with you. Players who are between turns may not trade with each other.

Example: It is William's turn. He needs 1 dilithium to build a starship. He has 2 tritanium and 3 water. William asks aloud, "I need 1 dilithium. I'm offering 1 water." "I'll give you 1 dilithium if you give me 3 water." replies Leonard. "I'll give you 1 dilithium for 1 tritanium and 1 water," interjects DeForest. William opts for DeForest's offer and trades 1 tritanium and 1 water for 1 dilithium.

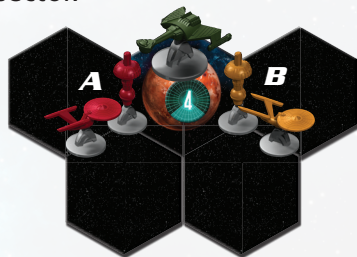
Important: Because it was William's turn, Leonard would not have been allowed to trade with DeForest.

K

Klingon Battle Cruiser

The Klingon battle cruiser begins the game on the **asteroid field** . It is moved only by rolling a "7" , by playing a "Starfleet Intervenes" card , or by activating the "Pavel Chekov" support card .

If the Klingon battle cruiser is moved to a planet, it prevents that sector from producing resources as long as the Klingon battle cruiser remains in this sector.



Example: It is Gene's turn, and he rolls a "4." The owners of outposts "A" and "B" do not receive a tritanium card. This lasts until the Klingon battle cruiser is moved again by another "7," a "Starfleet Intervenes" card or activating Checkov.

L

Longest Supply Route

If you are the first player to build a continuous route of at least 5 individual starships, you take this special card and place it face up in front of you. This card is worth 2 VPs. If your network branches you may only count the single longest route.

If you hold this tile and another player builds a longer route, they immediately take this special card from you and now they have those 2 VPs.

You can break an opponent's route by building an outpost on a free space intersection along this route!

Please Note: Your own outposts or starbases do not interrupt your supply route!

If the “Longest Supply Route” is broken and several players tie for the special tile then the following may occur:

1. If the tie includes the player who has the “Longest Supply Route” special card, he keeps the card.
2. If the tie does not include the player who has the “Longest Supply Route” special card, the card is set aside. It only comes into play again when only one player has the “Longest Supply Route.”

Also, the “Longest Supply Route” is set aside if none of the players have continuous routes of 5 or more starships, and is taken when one player qualifies for it again.



Example: The Majel had the “Longest Supply Route,” consisting of 7 starships. Then James builds the outpost marked with a white circle. This interrupts Majel’s supply route and now he is the owner of the “Longest Supply Route” and its 2 victory points.

N



Number Tokens

The 18 number tokens are marked with the numerals “2” through “12.” There is only one “2” and “12” and no “7.” Note that the physical size of each number on a token indicates the relative frequency of that number being rolled and thus

producing resources. Consider, a planet with a “6” or “8” (indicated by a field of red) is far more productive than a planet with a “2” or “12.”

O



Outposts

Each outposts are worth 1 VP. You receive resource production from each planet adjacent to your outposts.

When built, an outpost must:

- ⌚ Be built on a space intersection connected to 1 or more of your starships.
- ⌚ Observe the distance rule – no neighboring space intersections may contain any outposts or starbases.

Please note: Even though a player’s supply includes 7 outposts, each player may only have 5 outposts at a time on the game board. If you have built 5 outposts, you must first upgrade one of them to a starbase – only then you receive one of the outposts set aside as a reserve at the beginning of the game, and you can build a 6th or 7th outpost.

You can have up to 7 outpost pieces and starbases on the game board – if you have upgraded at least 2 of these outposts to starbases.

P



Planets, Planet Sectors

Planet, planet sector, and sector are collective terms for all hexagons in *Star Trek Catan* – even if not all planet hexes contain planets as such (asteroid field).

Progress Cards

Progress cards are a type of **development card** . **Remember, you may play only 1 development card during your turn.**

There are 2 each of the following progress cards:

Monopoly: If you play this card, you must name 1 type of resource. All other players must give you *all* their resource cards of this type. Players who don't have that resource in hand don't have to give you anything.



Research Station: If you play this card, you may take any 2 resource cards from the supply stacks. You may use these resource cards to build on the same turn.



Utopia Planitia: If you play this card, you may immediately place 2 new free starships on the game board. You must observe the normal rules for starship building.



R

Resource Production

At the beginning of your turn, roll 2 dice to determine the "resource production" for all players. All outposts or starbases on the sectors indicated by the roll receive the resource cards that those sectors produce. **If there are not enough resource cards in the supply to give ALL players the production they earn, then no player receives any of that resource this turn.** Production of other types of resources is not affected

The roll and the resource distribution are inseparable. Support and development cards may be played only before the dice roll (if applicable) or after the resource distribution. Exception: only the "James T. Kirk" support card is allowed to break this rule.

Rolling a "7" & Activating the Klingon Battle Cruiser

If you roll a "7" for resource production, none of the players receive resources. Instead:

- ⌚ Each player counts his resource cards. Any player with more than 7 resource cards (i.e., 8 or more) must choose and discard half of them. Return the discards to the supply stacks. If you hold an odd number of cards, round down (e.g., if you have 9 resource cards, you discard 4).

Example: Majel rolls a "7." She has only 6 resource cards in his hand. George has 8 cards and James has 11. George must discard 4 cards and James 5 (rounding down).

- ⌚ Then you (the player who rolled the "7") must move the **Klingon battle cruiser**  to any other sector of your choice (including the asteroid field). This blocks any resource production in this sector.
- ⌚ Afterwards, you steal 1 random resource card from the hand of the player who has an outpost or starbase adjacent to this new sector. If 2 or more players have outposts or starbases there, choose which one to steal from (see also "**Starfleet Intervenes**" ). Afterwards, your turn continues as usual.

Set-up Phase

Begin the “set-up phase” after you have assembled the **variable game board**.

- Each player chooses a color and takes the corresponding game pieces: 7 outposts, 4 starbase expansions (habitat rings), and 15 starships. Each player also takes one building costs card. Create an outpost reserve by setting 2 of the 7 outposts aside. As you upgrade each of your first 2 outposts to starbases, add 1 of the outposts from the reserve to your supply.
- Sort the resource cards (oxygen, food, tritanium, dilithium and water) into 5 stacks and put them face-up next to the board.
- Shuffle the **development cards** and place them face-down forming a stack.
- Place the **support cards** with their A-sides face up as a display beside the gameboard.
- Place the 2 special cards “Largest Starfleet” & “Longest Trade Route” and the dice beside the game board.
- Place the Klingon battle cruiser on the asteroid field.

The set-up phase has two rounds. Each player places 1 starship and 1 outpost per round.

Round One

Each player rolls both dice. If you roll highest, you are the starting player. Place one of your outposts on a free **space intersection**, and one of your starships on an adjacent **space route**. The facing of the starship is irrelevant. The other players then

follow clockwise. Each of them places 1 outpost and 1 starship similarly.

Important: When placing the **outposts**, the distance rule always applies!



Round Two

Once all players have built their first outpost and starship, the player who went last in the first round begins round two and places a second outpost with an adjacent starship as before. Look for helpful hints for set-up in the **Tactics** section.

Please note: After the build, the other players follow counter-clockwise. So, as the starting player in round one you place your second outpost and starship last.

The second outpost can be placed on any space intersection, as long as the distance rule is observed.

Each player receives their first resource income immediately after building the second outpost; for each planet adjacent to this second outpost, they take a corresponding resource card from the supply.

In addition, after building his second outpost and starship, each player takes a **support card**.

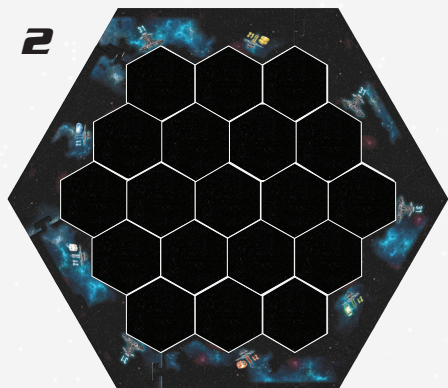
The first player to take a card receives the A1 support card (Uhura), the next player the A2 support card (Scott), etc. As the starting player you now begin the game. Roll both dice for resource production.

Set-up, Variable

1. First join the 6 frame pieces in a random order. Please note that one side of the frame pieces does not depict trading posts. Only use the side that depicts the trading posts.



2. Shuffle the hexagons face down and place them face down in a stack. Beginning from the top of the stack, one by one place the hexagons **face up** inside the frame. Start at one side of the frame and continue until the frame is filled.



3. Place the number tokens:

-  Place the number tokens beside the game board with their letter sides face up.

3

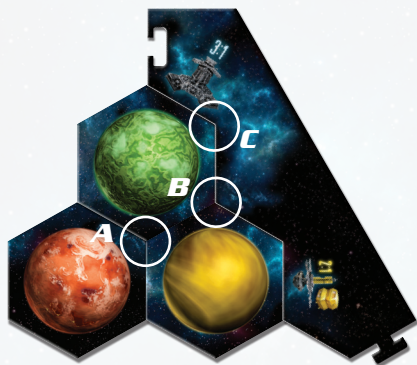


-  In alphabetical order, place the tokens on the planet hexes. Start with any corner hex and place the number tokens counterclockwise in alphabetical order. **Please note:** The asteroid field does not receive a number token, just skip over it.
-  When all number tokens are distributed, turn them over to their number sides and continue with the **Set-up Phase** 

Space Intersections

Each hex has 6 corners; each corner either touches 2 other hexes (A) or 1 other hex and the frame (B) or only the frame (C). These corners, whether next to another planet or not, are called space intersections.

-  Outposts may only be built on space intersections.



Space Routes

Space routes are the edges where 2 sectors (A) or 1 sector and the frame (B) meet. You can only build 1 **starship**  on each space route.



Each space route leads to 2 **space intersections** , where you can build **outposts** .

"Starfleet Intervenes"

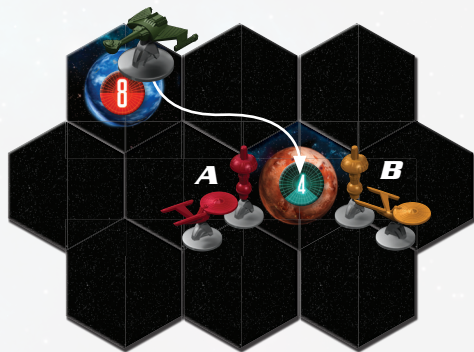
If you play a "Starfleet Intervenes" development card during your turn you must immediately move the **Klingon battle cruiser** . You can also do this before production.

-  Once played, place the "Starfleet Intervenes" card face up in front of you.
-  You must now move the Klingon battle cruiser to any other sector of your choice.
-  You then steal (and keep) 1 resource card from the player who has an outpost or starbase adjacent to this sector. If 2 or more players have outposts or starbases there, you may choose which one to steal from.
-  The player you choose to steal from keeps their hand of resource cards face down while you randomly draw 1 of their cards. If they have no cards you get nothing. You may ask how many cards players have.

-  If you are the first player to have 3 "Starship Intervenes" cards face up in front of you, you receive the "Largest Starfleet" special card. This special card is worth 2 VPs.

If another player ever has more "Starfleet Intervenes" cards than you, they take the special card from you, and the 2 VPs go with it.

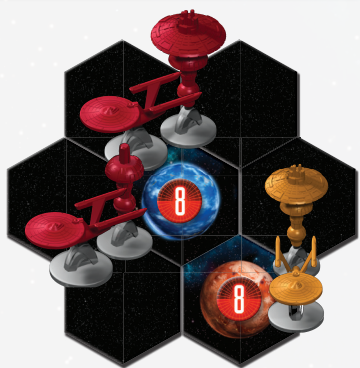
Important: When you play a "Starfleet Intervenes" card, no one need check whether anyone has more than 7 cards in hand. A player whose hand contains more than 7 cards need only discard the excess if a "7" was rolled.



Example: On her turn, Grace plays a "Starfleet Intervenes" card and moves the Klingon battle cruiser from the blue planet to the red planet marked with a "4." Grace may now steal a resource card from player A's or player B's facedown hand.

Starbases

You cannot directly build a starbase. You can only upgrade an existing outpost to a starbase. Each starbase is worth 2 VPs, and you receive double resource production (2 resource cards) from the adjacent planets where those numbers are rolled.



Example: An “8” was rolled. Red receives 3 water cards – 1 water for the outpost and 2 water for the starbase. Orange receives 2 tritanium for his starbase.

Each player can have no more than 7 outposts and/or starbases on the game board, 4 of which he may have upgraded to starbases.

Hint: It is extremely difficult to win the game without upgrading outposts. Since you can only have 5 outposts on the game board, you can only reach 5 VPs with the outposts alone.

Starships

Starships represent fixed routes between any outposts or starbases. You may only build 1 starship on each **space route** . When built, you must place a starship either adjacent to a space intersection containing one of your outposts or starbases, or adjacent to an unoccupied space intersection that borders one of your own starships.

You can't build new outposts without building new starships. Starships will only earn you VPs by qualifying for the “Longest Supply Route” special card.



Support Cards

Throughout the game, each player will always have 1 Support card in front of them.



Support cards have two sides (A and B) that are nearly identical. Having a support card provides you with a special advantage. Most of these advantages you can only use during your own turn.

The “James T. Kirk” and the “Spock” support card can also have effects during an opponent's turn. After you use the advantage of a support card whose A-side is face up, you decide whether you want to return the support card (A-side up) to the support cards display and take another one of the support cards exhibited there, or whether you want to turn the card over to its B-side and use it again on a subsequent turn. If you use a support card whose B-side is face up, you must return the card to the support card display, A-side face-up. Take a new, different support card.

Important: You are not allowed to use a support card during the same turn you have received it. If you have a support card you may not exchange it for another one without using it. You may only activate a support card by actually using its advantage. For example, it is not allowed to activate the “Janice Rand” support card without performing a trade afterwards. See the back page of this Almanac for details on individual support cards.

T

Tactics

Since you play *Star Trek Catan* with a variable game board, the tactical considerations for each game are different. There are, nevertheless, some common points you should consider.

- ⌚ Dilithium and tritanium are the most important resources at the beginning of the game. You need both to build starships and outposts. You should try to place at least 1 of your first outposts adjacent to a good dilithium or tritanium planet.
- ⌚ Do not underestimate the value of trading posts. A player with outposts or starbases with good oxygen production should consider building an outpost adjacent to the oxygen trading post as a goal.
- ⌚ Leave enough room to expand when placing your first 2 outposts during the set-up phase. It is dangerous to build both outposts at the center of the Federation territory. The space routes will quickly be occupied by your opponents! If you plan to build toward a trading post, building in the center will mean that you could be easily cut off from the Federation border.
- ⌚ The more you trade, the better your chances of victory. Even if it is not your turn, you should offer trades to the active player!

Trade

After you perform resource production, the trade phase begins. You may trade cards with your

opponents (**Federation Trade** ) or you may also trade without your opponents (**Border Trade** ); in which case you trade your own resource cards for cards from the supply stacks.

During your turn, you may trade as long as you have resource cards in your hand. You **may not** trade support or development cards. You **may not** trade like resources (e.g. 2 water for 1 water).

Trading Posts

Trading posts allow you to improve the results of your **Border Trade** . In order to use a particular trading post, you must build an outpost on one of its two **space intersections**  at the **Federation border** .



Important: You cannot access the trade advantage from a trading post that you build *this* turn unless all players have agreed to play with the alternative rule **Combined Trade/Build Phase** .

V

Victory Point Cards (VP Cards)

Victory point (VP) cards are **development cards** , so they can be "bought." These development cards represent important achievements and milestones of the Federation. Each VP card is worth 1 VP. When you have bought a VP card, keep it

hidden. If, together with your VP cards, you have 10 VPs during your turn, reveal the VP cards so you can declare victory.

Victory Points (VPs)

The first player to have – or reach – 10 VPs on his turn wins the game. You receive VPs for the following:

Outpost : 1 VP

Starbase : 2 VPs

Longest Supply Route : 2 VPs

Largest Starfleet: 2 VPs

Victory point card : 1 VP

Since each player begins with 2 outposts, each player begins the game with 2 VPs. Therefore, you only need 8 more VPs to win the game!

Credits

Designer: Klaus Teuber
(www.klausteuber.de)

License: Catan GmbH (www.catan.com)

Art: Franz Vohwinkel,

Sculpt Design: Andreas Klover

Graphic Design: Imelda Vohwinkel

Concept: Gero Zahn, Sebastian Rapp.

Chief Editor: Sebastian Rapp.



The Settlers of Catan®

Continue your journey with the most acclaimed board game of our time.

You can extend your game to 5-6 players. You can even explore the saga further by adding any of Catan's great expansions: **Cities & Knights**, **Seafarers**, and **Traders & Barbarians**. Each expansion provides additional depth and variety.

English Edition

Translation: Gavin Allister, Gero Zahn.

Production: Pete Fenlon, Coleman Charlton, Ron Magin, Morgan Dontanville.

Development: Guido Teuber, Gero Zahn, Benjamin Teuber.

Special Thanks: Peter Bromley, Robert T. Carty, Jr., Robert T. Carty, Sr., Marinda Darnell, Dan Decker, Jonathan Hart, Nick Johnson, Kim Marino, Marty McDonnell, Brad McWilliams, Jim Miles, Chuck Rice, Bridget Roznai, Larry Roznai, Loren Roznai, Brad Steffen, Bill Wordelmann, Elaine Wordelmann, Alex Yeager, Julie Yeager.



You have purchased a game of the highest quality. However, if you find any components missing, please contact us for replacement pieces at: custserv@mayfairgames.com



WWW.MAYFAIRGAMES.COM

Copyright © 2012 CBS Studios Inc. "STAR TREK" and all related marks and logos are registered marks of CBS Studios Inc. "Catan", "The Settlers of Catan", and the "Catan sun" marks are trademark properties of Catan GmbH and are used by Mayfair Games under exclusive worldwide English-language license. All rights reserved.

GAMES OF OUR GENERATION™



Catan Junior™

Introduce kids ages 6+ to the world of *Catan*!®. Explore a ring of tropical isles—including the mysterious Spooky Island, home of the dreaded Ghost Captain. Produce cutlasses, goats, molasses, and wood, or find gold. Start with 2 pirate lairs, and then build ships in order to expand your network.

Use your resources to build ships, lairs, or to get help from wise Coco the Parrot. You can even trade in the nearby market. Learn *Catan Junior* in about 10-15 minutes and get playing right away. Averaging about 30 minutes, games are quick, interactive, and loads of fun.

For Kids & Families



For 2 Players



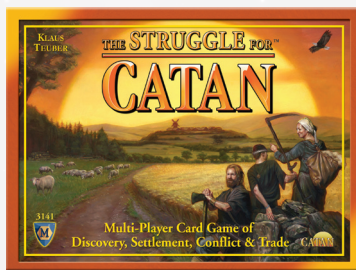
The Rivals for Catan™

It's "Catan for two!"

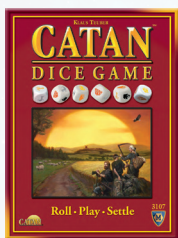
It's also an intriguing card game. Use your unique card mix to create your own principality. Explore and settle new lands. Acquire resources and trade to develop your domain. Expand your settlements and cities, recruit heroes, and defend your lands through politics, invention, and intrigue. Your cunning and a dash of luck decide who'll be Prince of Catan!

The Struggle for Catan™

Enjoy a fast-paced, portable, standalone card game for 2-4 players. Manage your resources to build settlements, cities, city expansions, knights, and roads that generate victory points or special abilities. While your settlements, cities, and city expansions remain yours, valuable roads and knights change hands. City expansions give you additional victory points and lasting advantages. It's a casual take on *Catan*.



Casual Card Game



Catan Dice Game™

Discover, explore, and settle *Catan* anywhere and anytime! ... even all by yourself! The *Catan Dice Game*™ is the perfect portable adventure experience. Play it in only 15-30 minutes! It's a great casual introduction to the world of *Catan*. With 6 colorful, embossed dice and your scoring map, you can roll—and risk—your way to victory.

SUPPORT CARD OVERVIEW



Uhura - Forced Trade: 1x on your turn you may demand 1 resource card each from up to 2 players. The cards must be the same resource type.

For each resource card you receive, give the respective player 1 resource card of your choice in return



Scott - Help with Starship Building: 1x on your turn, when building a starship you may replace 1 dilithium or 1 tritanium with any other 1 resource of your choice.



Spock - Resource Compensation: if any production roll is not a "7" and you receive no resources, take any 1 resource card of your choice (before any other support card is used).



Sulu - New Heading: 1x on your turn you may remove 1 of your starships from the board (as long as 1 of its 2 ends is not connected to any of your other pieces - ignore opponent's pieces when checking connections) and rebuild it for free.



Kirk - Protection from the "7": When any "7" is rolled, you may immediately use this advantage. If you have more than 7 resources, you do not lose any; otherwise take any 1 resource of your choice.

Note: 1x is short for "One Time."



McCoy - Choose a Development Card: 1x when buying a development card you may replace 1 of the 3 resources with any 1 other resource of your choice. Choose your development card from the 3 top cards of the stack, then reshuffle the deck.



Chekov - Klingons to the Asteroid Field: 1x on your turn, before or after resolving your production roll, you may move the Klingon battle cruiser to the asteroid field. You receive 1 resource of the type produced by the planet that the Klingon battle cruiser left.



Rand - Free Trading Outpost: On your turn choose 1 resource type and perform border trades with that resource type at a 2:1 rate as often as you like during your turn.



Chapel - Resource for the Poor: 1x on your turn, after your production roll has been resolved, you may look at the hand of resource cards of 1 opponent who has more victory points than you and take 1 resource card of your choice.



Sarek - Swords to Plowshares: 1x on your turn you may discard 1 "Starfleet Intervenes" card from your hand and either build an outpost for 1 tritanium plus 1 dilithium or upgrade an outpost to a starbase for 2 water plus 1 oxygen.