

STARFLEET COMMAND TRAINING PROGRAM

RULES FOR SOLO PLAY

The Starfleet Command Training Program allows you to play the game solo against an automated opponent. This mode does require you to learn some extra rules, so if this is your first time learning the game, consider checking out the Cadet Training Mode (described in the core rulebook) instead, which allows you to play a deck by yourself, without an opponent to worry about.

In the following pages, “you” will always refer to the lone human player, while “it” or “the Bot” will refer to your automated opponent. The core rules are in effect in every situation unless explicitly indicated otherwise.

When playing against a Bot, it ignores the text on its cards, and instead takes actions on its Automated Command cards based on the suit and traits of the card being resolved. It gains Glory and Specialties like you do, but does not typically gain other resources... You win by earning more Victory Points than the Bot after Resolution, and automatically lose if the Burn occurs.

SETUP

1. Choose a difficulty level. The available levels are (from easiest to hardest): **Ensign, Lieutenant, Commander, Captain, and Admiral.**
2. Perform the Common setup in its entirety, as explained in the core rules.
 - Use the Stardate cards marked “Solo vs [chosen difficulty] Bot”.
 - Do not give the Bot any Action tokens or Mission Completion tokens; it does not use these tokens.
 - Take the Starting Player token; you will start the game.
3. Perform your player setup in its entirety, as explained in the core rules.
4. Return the special Solo  **DIRECTIVE** cards *Reinforce* and *Conspiracy* to the box. (Refer to the “Five-Year Mission” campaign section on page 16 for how to use the former and the “Conspiring Admirals challenge” section on page 11 for how to use the latter.)
5. Place the Crew board corresponding to the Bot’s deck to the left side of the Bot’s player area, with its Basic side up. Place 3 Specialty markers on the zero space of all of the Bot’s Specialty tracks.
6. Separate the Bot’s Crew deck based on the position indicator at the bottom of each card
 - INCIDENT DECK
 - DEVELOPMENT
 - DISCARD
 - DEPLOYED
 - RESERVE
 - CONTROLLED LOCATION
 - AVAILABLE
7. Place the Captain card to the right of its Crew board. Return any Status card from the Bot’s deck to the box.
8. Shuffle all the Bot’s **DEVELOPMENT** cards, and place them in a facedown deck, above its Crew board. Then, shuffle all its **RESERVE** cards, and place them face down on top of the same deck. This is the Bot’s **Supplement deck**.
9. Shuffle all the Bot’s **AVAILABLE** cards, and place them in a facedown deck below the Captain card. This is the **Bot deck**. If the Bot has **DEPLOYED** and/or **CONTROLLED LOCATION** cards, place these (shuffle them together if multiple) face down on the top of the Bot deck.
10. If the Bot has **DISCARD** cards, place these face up to create the Bot Discard pile; otherwise, leave empty space for the Bot Discard pile.
11. Leave two rows for the Bot’s cards next to its decks: Control Area (where its Duty Officer,  **LOCATION** cards, and each deployed  **SHIP** will be placed) and Staging Area (where the cards currently being resolved will be placed).
12. Place the indicated number of Away Team tokens onto the Bot’s Captain card.
13. Find the two Automated Command cards corresponding to the Bot’s Crew, and place them near its player area with the sides titled “**TRAITS**” and “**SUITS WITH NO DUTY OFFICER**” face up.

NO BOT RESOURCES

Note: Unlike you, the Bot starts with no resources, including no Glory.

Its Captain card (and possibly a Status card) does not have a position indicator. Any “**INCIDENT DECK**” should already be shuffled into the common incident deck.

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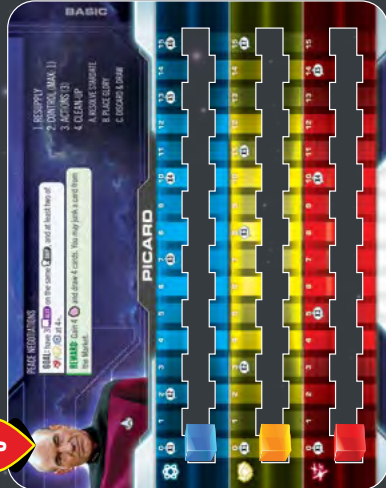


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SUPPLEMENT DECK

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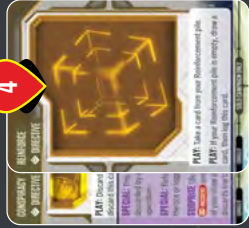


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BOT DECK

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CONTROLLED AREA

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DISCARD PILE SPACE

THE VALUE OF CARDS

Before we can dive into the rules of playing against the Bot, we need to define a concept used throughout these rules: the value of cards in the Market and the Neutral Zone. For gaining cards or fighting to secure locations, the Bot will often choose the “most valuable” one. The value of a card can be easiest explained as how many VP it would score for the Bot if the game ended after gaining it:

- A **printed VP**  contributes that amount to the card's value.
- Each **Focus icon**  /  / , if any, contributes the amount equal to the Bot's current multiplier on the corresponding Specialty track.
- An **ENDGAME operation** increases the card's value by 5.
- Each **Glory**  token on a card contributes 1 to the card's value. Other resources (such as Dilithium placed by *Burnham*), however, do not.

The card resulting in the highest VP value is considered the most valuable. Among cards of equal value, the one with more resource tokens (including Glory, Dilithium, and Latinum tokens) is considered more valuable. If multiple cards are still tied in the Market/Neutral Zone, the Bot chooses the **leftmost** of the tied ones (whether looking for the most or the least valuable).

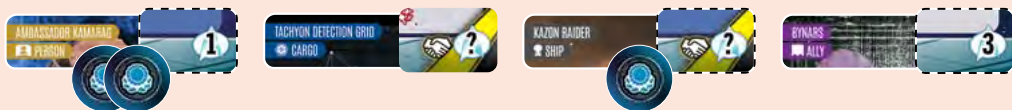
Occasionally, you are instructed to determine a card's value to **you**. This uses the same determination as above but uses **your current** Specialty multipliers instead of the Bot's. For **least valuable to you** (e.g., placing Glory in the Clean-up Step, see [page 4](#)), the Bot chooses the card with the lowest VP value; for **most valuable to you** (e.g., in the case of the Bot junking a card), the Bot chooses the card with the highest.

EXAMPLE: DETERMINING VALUE



The Bot wants to gain a  CARGO /  SHIP /  ALLY, and the market currently has *Mek'leth*, *Pakled Freighter*, and *Kelpiens* on offer for these suits, and *Pakled Freighter* has a  on it. So the *Mek'leth*'s value is 2, the *Freighter*'s 3, and the *Kelpiens*' is equal to the Bot's  multiplier. Which means if the multiplier is **X3** or less it grabs the *Pakled Freighter* (since the presence of the  token breaks ties), but if the multiplier is **X4** or higher, it grabs the *Kelpiens*.

If it was trying to junk a card in the same situation, it would have to ignore *Pakled Freighter* (since cards with tokens on them cannot be junked). If **your**  multiplier is **X2** or lower, it junks *Mek'leth* (in case of **X2** it's a tie, so it picks the leftmost one), but if it's **X3** or higher, it'll junk *Kelpiens*.



If the Bot is trying to place a  in this situation to the least valuable card for you in the Market (see [page 4](#) for the details), its choice depends on **your**  multiplier. If it's **X2** or lower, the  is definitely placed on *Tachyon Detection Grid*, as the other cards are worth more. But even if it is **X3**, the  is placed there, since out of the three cards now with a value of 3, *Tachyon Detection Grid* is the leftmost one with no tokens. However if your  multiplier is **X4** or higher, the  will be placed on *Bynars*, as out of the two cards with a worth of 3 it is the one with the fewer tokens.



If the Bot is trying to send an  to the Neutral Zone in this situation (see [page 9](#) for the details), it needs to find the most valuable  LOCATION. *Memory Alpha*'s value is definitely 5, while *Regula I*'s is 6 (1 for the VP, 5 for the **ENDGAME** operation). So if the Bot has a  modifier of **X6**, it will pick *Xahea* (since it's the leftmost); if lower (which is much likelier), it will pick *Regula I*.

FLOW OF THE GAME

You play the game the same way as described in the core rules. The Bot resolves each game step as follows.

RESUPPLY STEP

The Bot does not perform a Resupply Step.

CONTROL STEP

If the Bot has secured a  **LOCATION**, it takes control of it (dismissing/removing all tokens present at it, which can gain you Glory, as usual). If it has secured more than one  **LOCATION**, it takes control of the most valuable one. Refill the Neutral Zone from the Location deck as usual.

Place the  **LOCATION** it took control of into its Control Area, then resolve it using the Automated Command card (as described on [page 5](#)). Rarely, this resolution can cause the card to be logged; otherwise, the card stays in the Control Area.

ACTION STEP

Draw as many cards from the Bot's deck as the number of Bot actions shown on the current Stardate card (this can trigger a reshuffle of the Bot deck, see "Reshuffling the Bot's deck" on this page), and place them as a **facedown** row of cards in the Staging Area.



Flip the first card of the row face up, and resolve it using the Automated Command cards (see the next chapter, "Automated Command cards" on [page 5](#)), then repeat this process one by one with the remaining cards. It is possible that an effect triggers the resolution of another card (see [page 7](#)); once that has finished, return to the "triggering" card's resolution and continue. Once all of the facedown cards in the Staging Area have been flipped face up and completely resolved, proceed to the Clean-up Step.

CLEAN-UP STEP

1. If there is a Stardate card in the Bot's Staging Area (placed there because you emptied it on your previous turn), perform its indicated effect (i.e., wiping) as described in the core rules, then remove the card from play.
2. Discard any card still in the Bot's Staging Area.
3. Select the Market card that is **least valuable to you**. If there is a tie, select the card with **fewer** resource tokens on it; if there's still a tie, select the leftmost one. Place 1 Glory (from the Stardate card, or from the supply if the end of the game has been triggered) on that card.
 - For *Burnham's Bot*, **instead** discard 1 Glory from the Stardate card and place 2 Dilitium (from the supply) on the selected card.

RESHUFFLING THE BOT'S DECK

If the Bot's deck is empty when it needs to interact with it (such as to draw, discard, or even inspect a card from its deck), shuffle the cards in its Discard pile (but **not** in its Staging Area) to recreate the Bot deck. Then, take the top card of the Supplement deck, place it on the top of the Bot deck, and continue drawing cards, as needed.

These rules are analogous to the core rules of enlisting, but the Bot does not differentiate Reserve cards from Development cards, nor does it pay for the latter.)

ENDING THE GAME

If the game ends with the **Burn**, the **Bot automatically wins**, regardless of the number of  **INCIDENT** cards either of you have.

Otherwise, when the end of the game is triggered (i.e., the 5th Stardate card is emptied), finish the current round and play one more—the game always ends with a Bot turn. Then, calculate scores for both the Bot and yourself as described in the core rules. When calculating for the Bot, there are a small number of changes to the core rules:

The Bot scores for each **ENDGAME** operation it owns (instead of actually evaluating it), regardless of whether or not the card was in play at the end of the game. This includes a possible **ENDGAME** operation on its Captain card.

The Bot completely ignores its mission, and it scores for its Specialty tracks and Focus icons regardless.

The Bot scores for every 2 / it has collected during the game.

If the Bot is playing *Burnham*, it scores for **each** Dilithium instead.

However, if a card the Bot owns has an asterisk in its VP value, the **SPECIAL** operation **does** affect the Bot—resolve it normally. (This is seemingly an exception to the “ignore all texts on Bot’s cards” rule, but it happens *outside* of play.) Please refer to the gray box labelled “Asterisk VP” on [page 24](#) of the core rules on how cards with a special scoring rule are shown.

If after the scoring you have **more** points than the Bot, you win. Otherwise, you lose.

RESOLVING BOT EFFECTS

AUTOMATED COMMAND CARDS

The Bot **ignores all text** on **all of its cards** **during play**.

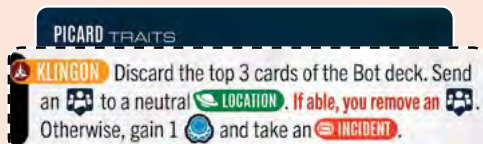
When resolving a card, look through the rows on its Automated Command cards:

1. First, check the card labeled “TRAITS” (going top to bottom) for the first trait that is present on the card being resolved, if any. If a match is found, do not continue down the card looking for further matches.
 - If the card being resolved has a **WILDCARD** trait, it matches the first row (ignoring the reminder row showing **SURPRISE**) of the “TRAITS” card.
2. If no matching row is found on the “TRAITS” card, find the row on the card labeled “SUITS” (whichever side is currently face up) that matches the suit of the card being resolved.
3. Once a match is found, regardless of the card’s printed text, perform the matched row’s effect.

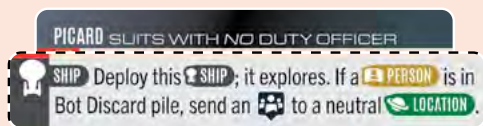
SPECIALTIES

The Bot gains // the same way you would, increasing the indicated track accordingly. If there is a tie when instructed to increase the highest/lowest of two or three tracks, the Bot chooses the topmost of the tied ones (that is, > > .

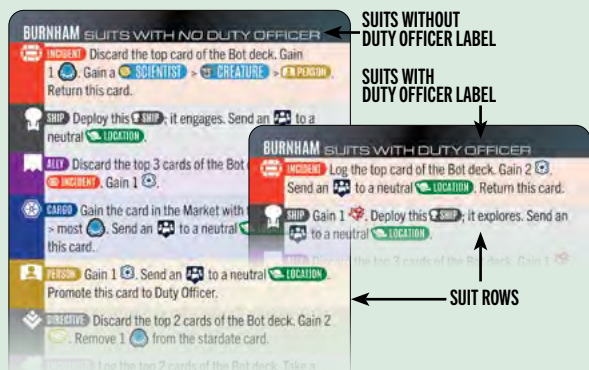
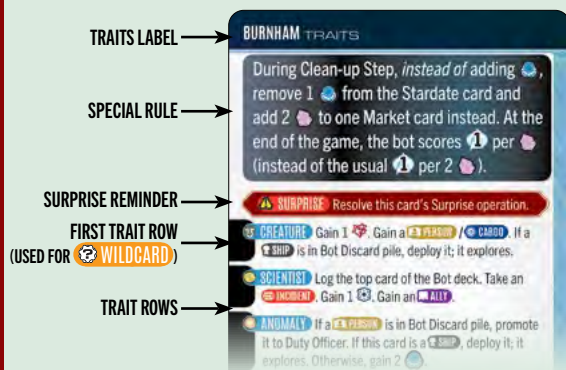
EXAMPLE: RESOLUTION USING THE AUTOMATED COMMAND CARD



When the Bot is resolving *Worf*, whose traits are **ATTACK**, **KLINGON**, **SECURITY**, **STARFLEET**, two of his traits appear on *Jean-Luc Picard*’s Automated Command card labeled “TRAITS”. However, since **KLINGON** is higher in the list, that’s the only one getting resolved.



When the Bot is resolving *U.S.S. Bozeman*, which has the traits **ANOMALY**, **STARFLEET**, **TIME TRAVEL**, none of these traits appear on *Jean-Luc Picard*’s Automated Command card labeled “TRAITS”. So instead, the row matching its suit, **SHIP**, is resolved from the card labeled “SUITS”.



THIS CARD

Whenever the effect of a row on an Automated Command Card refers to “this card”, it **always** means “the card currently being resolved, that resulted in this row being matched”.

THE SURPRISE TRAIT



If a card has the **SURPRISE** trait, it will also have a **SURPRISE (Bot only) operation** in its special operations strip. When such a card is being resolved—as you are reminded above the first row of the Automated Command card labeled “TRAITS”—perform the surprise operation **written on the card**, and ignore any matches on the Automated Command card. **This is the only time during play the Bot resolves an operation on a card instead of its Automated Command cards.**



SURPRISE (Bot only): You must choose: take an **INCIDENT** and put it and this card to the bottom of your draw deck **OR** the bot gains 2 and discards the top card of its Supplement deck.

LOCATIONS

When resolving a **LOCATION**, if it's still in the Staging Area at the end of its resolution (i.e., it didn't get logged), move it to the Bot's Control Area. This rule applies regardless of which row on the Automated Command cards the card matched to.

EXAMPLE: LOCATION RESOLUTION

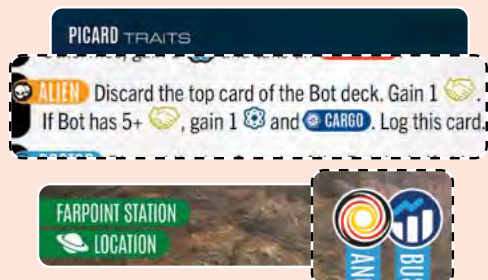
Whether a **LOCATION** is played from its deck or taken control of, a corresponding row is resolved from the Automated Command cards.



If *Picard* plays *Daystrom Institute*, it will resolve the **SYNTHETIC / ANDROID** row, and then the card is moved into its Control Area.



If *Picard* takes control of *Ancient Relay Station*, it will resolve the **ALIEN** row. Since this row unconditionally logs the resolved card, *Ancient Relay Station* is placed beneath the Bot's **CAPTAIN** card instead of its Control Area.



Naturally, if a **LOCATION** with no trait row matching (like *Farpoint Station*) is played/taken control of, the **LOCATION** row of the Automated Command card “SUITS” will be resolved, and then the card moved to the Control Area.

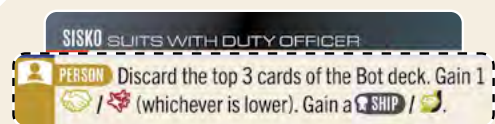
MARKET AND NEUTRAL ZONE

GAINING/TAKING CARDS

When the Automated Command card's instructions indicate gaining a card with a Skill, Focus, trait, or suit, the Bot will get a new card as follows:

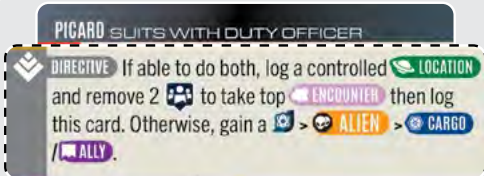
"A > B": If there is a card with "A" in the Market, the Bot gains it; if not, it gains a card with "B." If there are multiple cards with "A" (or "B"), it gains the most valuable one.

"A / B": The Bot gains a card with either "A" or "B" (or both)—whichever is most valuable.



The Bot will grab the highest value card that has and/or is a SHIP. Which means if no cards in the market have , it is definitely picking a SHIP.

For more complicated expressions, ">" is resolved before "/." To illustrate: "A > B / C" means, "Gain a card with "A" if possible; otherwise, gain a card with either "B" or "C" (whichever is most valuable)."



If any card of the market has , the Bot will grab that. Otherwise, if any card has ALIEN trait, it will grab that. Otherwise, it will check ALLY and CARGO, and grab whichever is more valuable.

Meanwhile "A / B > C" means, "Gain a card with "A" or "B" (or both), whichever is most valuable if possible; otherwise, gain a card with "C"."

The Bot never gains a card from the top of the Market decks—it always chooses a faceup one.

If the effect uses the *gain* keyword, place the card in the Bot **Discard pile**. If the effect uses the *take* keyword, place the card on **top of the Bot deck**; if on your turn an effect results in giving the Bot a card or forcing it to take a card (presumably an INCIDENT), similarly place the card on top of the Bot deck.



If any card in the market has the KLINGON trait, the Bot will grab that, regardless of the suit, otherwise it will grab an ALLY. If the Ally deck happens to be empty, it takes a SHIP instead.

Notice that Bot effects might use *take* for Market suits (unlike your card effects) as well as the usual ENCOUNTER and INCIDENT.

If any resources are on a card the Bot gains/takes (usually Glory), it gains them.

JUNKING CARDS

When the Automated Command card instructs to "Junk the most valuable card in the Market (ignoring any with tokens)," it selects the card most valuable **to you**, and junks it. (See [page 3](#) on determining value and an example of junking.) As you are reminded of, similarly to you the Bot also cannot junk a card if it has one or more tokens on it.

GAINING RESOURCES

The Bot accumulates Glory  like you would, and any additional Glory it gains (besides from the Market) comes from the Stardate card (or from the supply if the end of the game has been triggered), as usual. If during the Bot's turn the Stardate card empties, do what is described in the core rules (typically moving it to your Staging Area and refilling the next one).

The Bot only gains Dilitium  (or Latinum ) in two cases. The first is if **you or the Bot is playing as *Burnham***; in this case, Dilitium can enter the Market, which the Bot can gain and score for at the end of the game. The second is if **any of your card effects** explicitly give it resources (e.g., *Shran's You Owe Me One*).

THE NEUTRAL ZONE

Whenever the Bot selects a  **LOCATION** to move its Ship and Away Team tokens to, it does so based on the **number of tokens** (Ships and Away Teams) present, breaking ties by choosing the **most valuable card**. However, it never moves Ship or Away Team tokens to a  **LOCATION** in its own Control Area, or to a neutral  **LOCATION** that it has already placed **more than enough tokens to secure** (i.e. it never “overcontrols” a card by more than one token).

DEPLOYING AND WARPING SHIPS

When the Automated Command card's instructions indicate deploying a , move the specified card to the Control Area, and place its corresponding Ship token on the card. Keep the  **SHIP** cards in the Control Area in the order they were deployed in.

When the instructions indicate a  **SHIP** **exploring** or **engaging**, move its Ship token to a  **LOCATION** in the Neutral Zone; this is akin to a player's warp effect.

- When **exploring**, the Bot prefers to warp to a  **LOCATION** with the **fewest total** tokens, thus most preferring ones with no tokens.
- When **engaging**, the Bot prefers to warp to a  **LOCATION** where **you** have the **most** tokens.

In either case, if multiple  **LOCATION** are tied, it warps to the most valuable one. Whenever the Bot is forced to either recall or dismiss a deployed , discard it.

If it has a choice of which one to dismiss (when you play a “force your opponent to recall/dismiss a  **SHIP**” attack), it dismisses the most recently deployed one.

SENDING AWAY TEAMS

When the Automated Command card's instructions indicate sending an , move one token from the Bot's  **CAPTAIN** card to a  **LOCATION** in the Neutral Zone. Like you, the Bot cannot send Away Teams to a  **LOCATION** where its opponent has more Ship tokens present (and so, it excludes these Locations from its possible options), unless explicitly indicated otherwise.

The Bot prefers to send an  to the  **LOCATION** where **the Bot** already has the **most** tokens. If the effect specifies a trait preference, that takes precedence over the number of tokens present. If multiple  **LOCATION** are tied even in the number of tokens (including zero), it sends the  to the most valuable one.

If the Bot does not have an  token left on its  **CAPTAIN** card when it needs to place one, it removes one from the  **LOCATION** where **the Bot** has the **fewest** tokens (ignoring the target) and places it on the target  **LOCATION**; if there is a tie for the  **LOCATION** with the fewest tokens, the Bot chooses the one that is **least valuable** (to itself).

EXAMPLE: SENDING AWAY TEAMS

 **ATTACK** Send an  to a neutral  **STARBASE** >
 **STARFLEET** >  **LOCATION**. If this card is a  **SHIP**,
you discard a card and deploy this  **SHIP**; it engages.
Otherwise, gain 2 .

“Send an  to  **STARBASE** >  **STARFLEET** >  **LOCATION**,” means the Bot will send an Away Team to a Starbase before any other Location even if it had more tokens elsewhere, and if there are multiple cards with the Starbase trait in the Neutral Zone, it will choose the one where it has the more tokens. If no  **LOCATION** with  **STARBASE** is available as a target, the Bot repeats the process but looks for the  **STARFLEET** trait. Only after checking for both preferred traits does the Bot consider all remaining cards in the Neutral Zone.

DIRECTLY INTERACTING WITH THE BOT

BOT ATTACKS

A Bot effect is considered an **ATTACK** operation if the Automated Command card's instructions negatively impact you—regardless of whether the card being resolved does or doesn't have an **ATTACK** trait. These effects are **highlighted in bold and red** on the Automated Command cards' instruction.



You are forced to resolve the parts highlighted in bold and red, while the rest is still written from the Bot's perspective.

If you have **REACTION** operations triggering upon your being attacked, they are triggered by such effects.

If you have a way of canceling an attack, you cancel **only** the part affecting you (i.e., the highlighted part) and the entirety of that part (you cannot pick and choose), while the rest of the row (if any) is resolved regardless.

Note that other effects that **affect** you but are **not attacks** are **highlighted in bold** but not red.



You may resolve the highlighted part yourself, while the rest is still written from the Bot's perspective.

HELPING THE BOT

If the Bot is offered/forced to **draw a card** due to one of your card effects, discard the top card of the Bot deck.

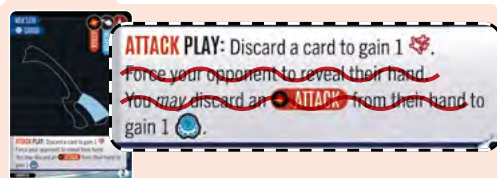
If the Bot is given the choice to return an **INCIDENT** due to one of your card effects, it declines.

If the Bot is given a resource due to one of your effects, it gains the resource normally (Dilithium/Latinum from the supply, Glory from the Stardate card).

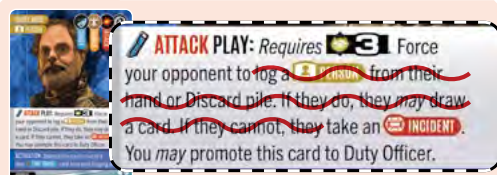
ATTACKING THE BOT

Any attacks related to the Bot's hand (e.g., reveal, force a discard, etc.) have no effect, since the Bot does not have a hand. Similarly, attacks forcing the Bot to find a card, or to choose a card from its own Discard pile have no effect. When resolving these effects, you **freely choose** the outcome of such an attack (i.e., whether it succeeded or failed).

This is not the same situation as your attack forcing the Bot to choose from two different negative effects, in which case it selects the first listed option it legally can (see "Incidents and Unspecified choices" on page 7).



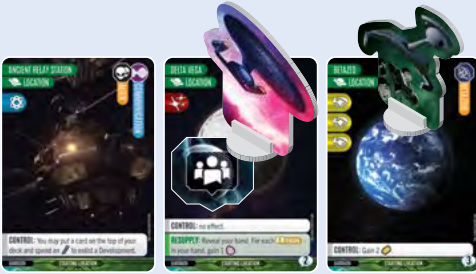
Example 1: You play a card that states, "Your opponent reveals their hand. You may discard one **ATTACK** from their hand to gain 1 **ATTACK**." This gains you 1 Glory and has no other effect.



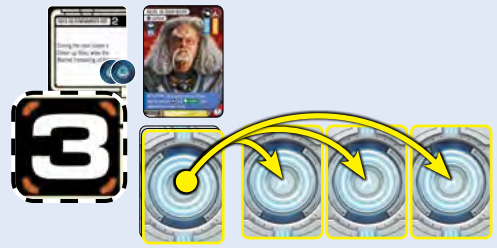
Example 2: You play a card that states, "Force your opponent to log a **PERSON** from their hand or Discard pile. If they do, they draw a card. If they cannot, they take an **INCIDENT**." You may choose for the Bot to either "draw" (in the Bot's case, discard) the top card of its deck or make it take an **INCIDENT**, so you almost definitely choose the latter.

Since the Bot does not usually have any resources beyond Glory, consider any **Steal** effects (including "steal **ATTACK**" effects) you resolve to automatically succeed, but take the resources from the supply (note, this does not count as gaining resources, for example for the purposes of a **REACTION** like *Horta*). Even if the Bot has Dilithium/Latinum, you can never steal it; if you could steal resources from the Bot, still take them from the supply.

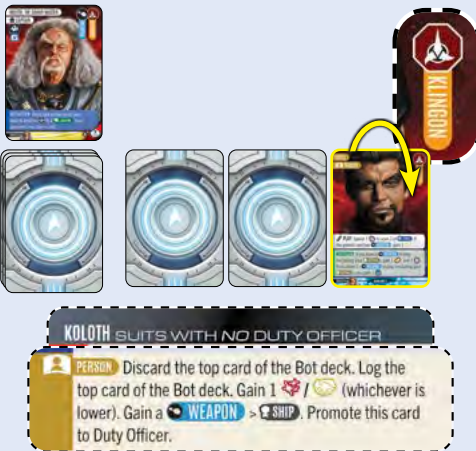
COMPLETE BOT TURN EXAMPLE



You are playing against the “Commander” *Koloth* Bot. In its Control Step nothing happens, as it has not yet secured a **LOCATION**.



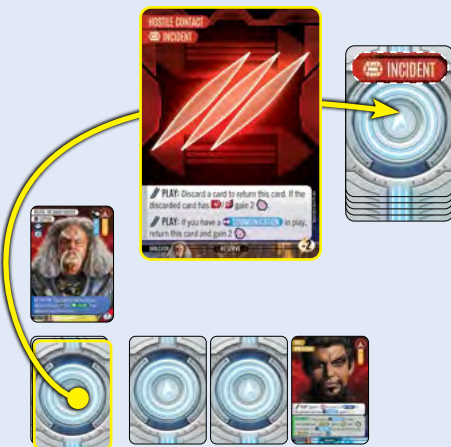
At the beginning of its Action Step, you draw 3 cards (as shown on the current Stardate card) from the Bot’s deck and place them in a row, facedown.



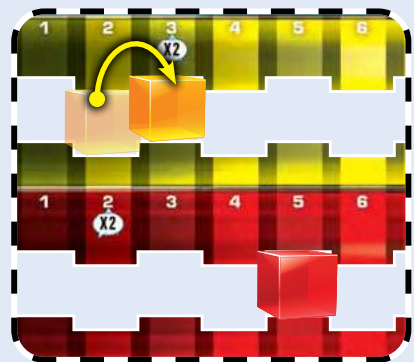
The first card is revealed to be *Krell*. Since his only trait is **KLINGON** (which is not listed on *Koloth*’s “TRAITS” Automated Command card), the **PERSON** row is selected on *Koloth*’s “SUITS WITH NO DUTY OFFICER” card.



First a card (*Good day to die*) is discarded. Then a second is logged from the top of the Bot deck.

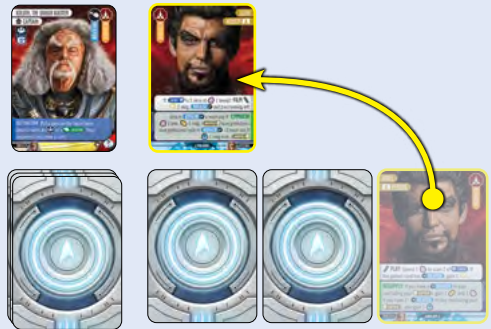
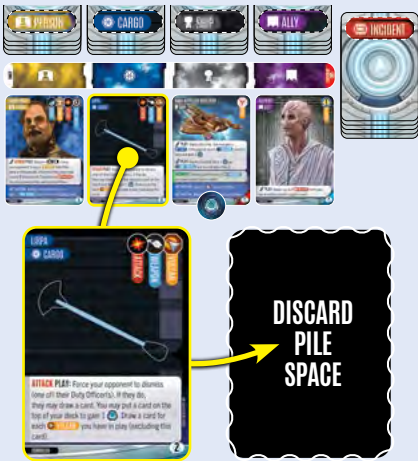


However, since the second card happened to be an **INCIDENT** (*Hostile Contact*), it is returned to the Incident deck instead of being logged.



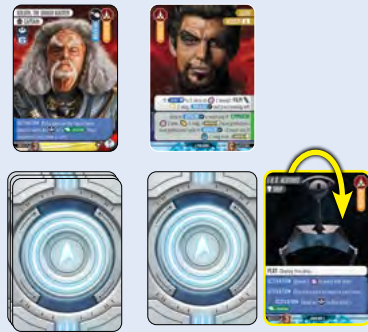
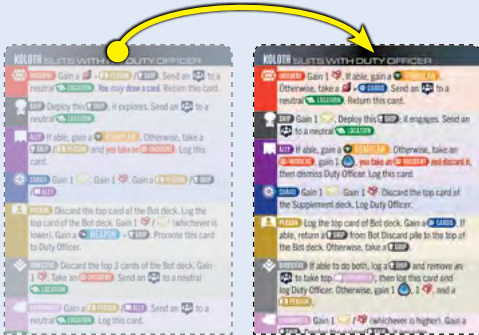
Since *Koloth*’s **Hand** is lower than its **Stardate**, its **Hand** is increased by 1.

COMPLETE BOT TURN EXAMPLE (CONTINUED)



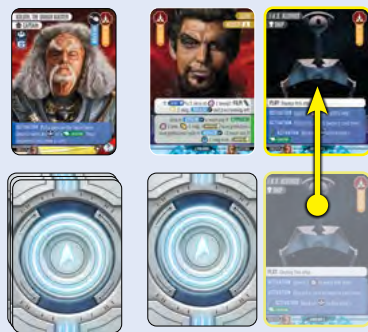
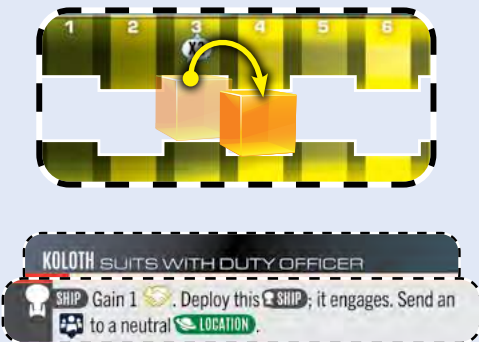
Then the Bot attempts to gain a **WEAPON** or a **SHIP**, preferring the former. It's in luck, the *Lirpa* is on the offer, and is gained into the Bot's Discard pile (despite the fact, that the available **SHIP** has a higher value).

Finally, *Krell* is promoted to Duty Officer.



This means you need to flip the "SUITS" Automated Command card to the "WITH DUTY OFFICER" side.

The second card is revealed to be the *I.K.S. Klothos*.



The Bot gains 1 **WEAPON**.

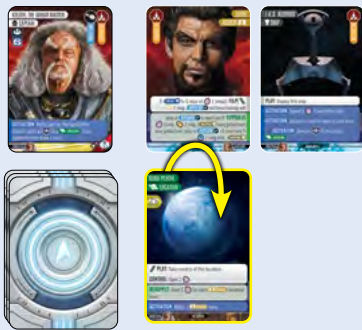
The *Klothos*' card is moved to the Bot's Controlled Area.



It is instructed to **engage**: so it moves to the neutral **LOCATION** with most opponent (your) tokens: this is the *Ancient Relay Station*.



Finally, the Bot sends an **ATTACK** to the **LOCATION** where it has most tokens: *Ancient Relay Station* and *Betazed* both have one and both are legal targets, so it selects *Betazed*, since it has a value of 5 (while the *Ancient Relay Station*'s value is zero).



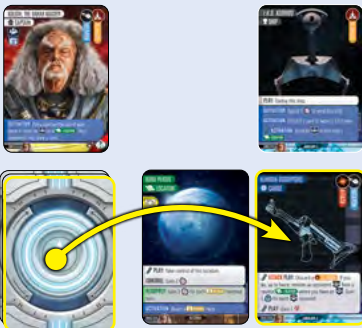
KOLOTH SUITS WITH DUTY OFFICER

LOCATION Dismiss Duty Officer. Gain 1 **GLORY**. Resolve the top card of the Bot deck.

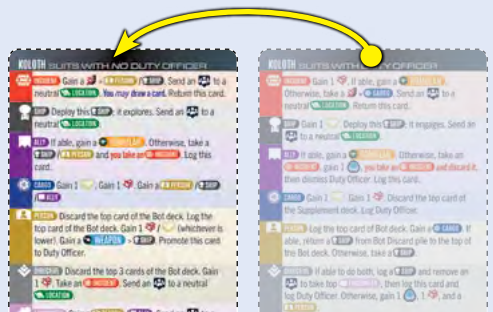
The last card is *Rura Penthe*, one of *Koloth*'s own **LOCATION**.



Krell's short stint as the Duty Officer ends, and the Bot gains 1 **GLORY**, leaving only one token on the Stardate card.



The top of the deck is drawn as an extra card to resolve, and it is shown to be the *Klingon Disruptors*.



Don't forget to flip the "SUITS" Automated Command card to the "WITH NO DUTY OFFICER" side before looking for its row.

COMPLETE BOT TURN EXAMPLE (CONTINUED)

KOLOTH TRAITS

WEAPON Junk the most valuable card in the Market (ignoring any with tokens). Gain 1 . If Bot has 9+ and Bot Duty Officer is a **KLINGON**, dismiss Duty Officer, gain 4 , and log this card. Otherwise, if able, you remove . Otherwise, gain 1 .

ATTACK Junk the most valuable card in the Market (ignoring any with tokens). If able, return a **SHIP** from discard to the top of the Bot deck. Otherwise, if able, you dismiss **SHIP**. Otherwise gain 1 .

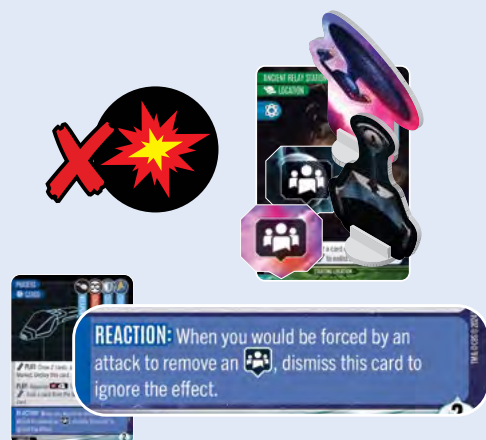


Since the *Klingon Disruptors* card has the **WEAPON** trait, which is one of the traits *Koloth* has a special effect for, that row is resolved. (There is a row for **ATTACK** as well, but **WEAPON** is higher up, so takes precedence.)

The Bot first junks *Biobed* (it's the most valueable card in the market for you, since your multiplier is 3, and it chooses *Biobed* over *Kelpiens* because ties break left).

KOLOTH TRAITS

WEAPON Junk the most valuable card in the Market (ignoring any with tokens). Gain 1 . If Bot has 9+ and Bot Duty Officer is a **KLINGON**, dismiss Duty Officer, gain 4 , and log this card. Otherwise, if able, you remove . Otherwise, gain 1 .

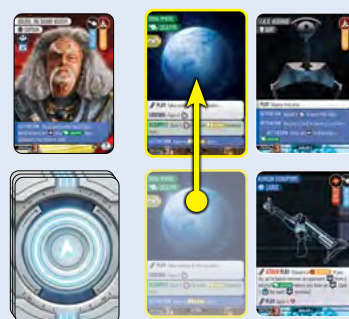


The Bot then gains 1 . Since it is not at 9 just yet, it attacks one of your (you choose which one to remove).

However you have *Phasers* deployed over in your Fleet Area, and its **REACTION** allows you to save your Away Team on the *Ancient Relay Station*.

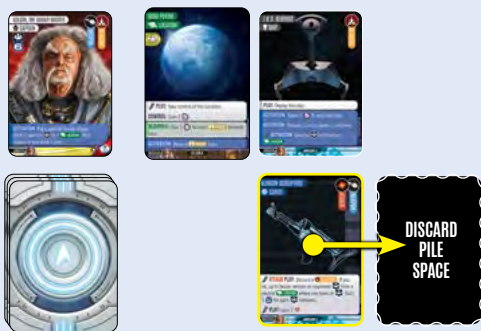
KOLOTH TRAITS

WEAPON Junk the most valuable card in the Market (ignoring any with tokens). Gain 1 . If Bot has 9+ and Bot Duty Officer is a **KLINGON**, dismiss Duty Officer, gain 4 , and log this card. Otherwise, if able, you remove . Otherwise, gain 1 .



Negated attack still counts as performed, so the last "otherwise" clause of gaining 1 more does not resolve.

This also finishes the resolution of *Rura Penthe*, so it is moved up to the Bot's Control Area.



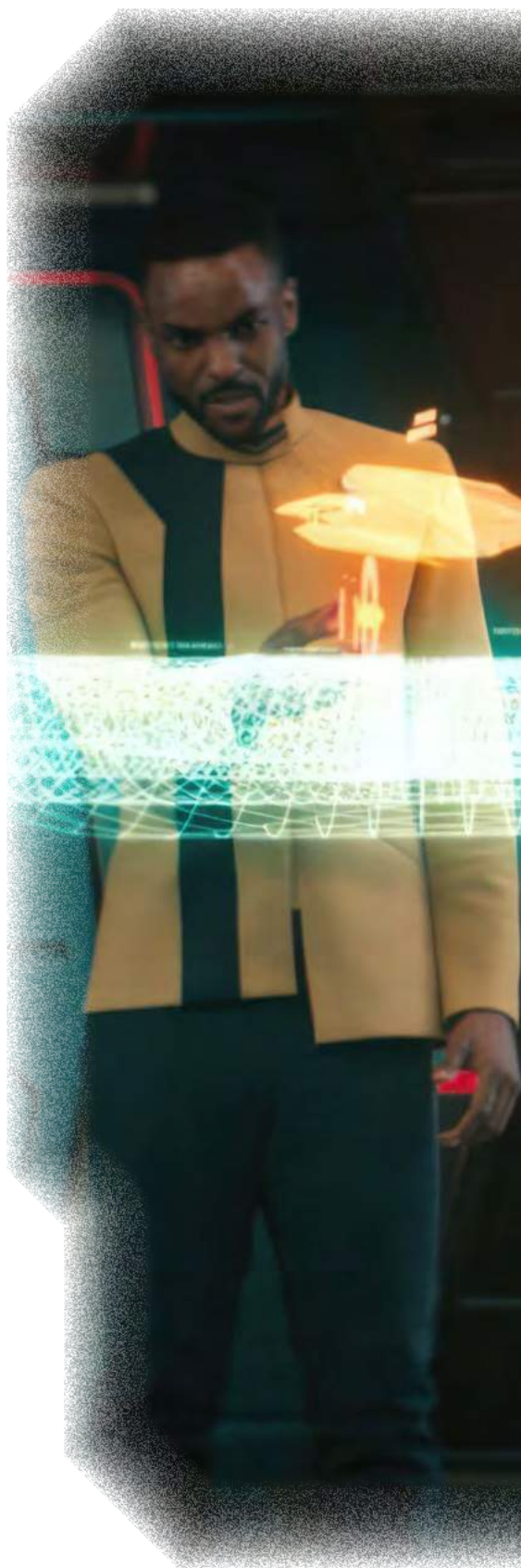
Proceeding to the Clean-up Step, the only card remaining in the Bot's Staging Area is discarded.



The Bot decides to place the Glory on *Harry Mudd*, since it's one of two cards which has a value of 1 for you, and the other has more tokens on it (the *Xindi-Reptillian Battleship*, due to *Picard*'s low ♠ multiplier).



Placing this Glory empties the Stardate card, which is placed into your Staging Area, and will trigger in your next Clean-Up Step. The Bot's turn is over, go ahead with your own turn, just don't forget to refill the next Stardate card with 7 Glory tokens.



FIVE-YEAR MISSION: A SOLO CAMPAIGN

You're fresh out of the Academy, an Ensign with stars in your eyes. Because you show great promise, HQ has assigned a tiny ship to you and is sending you out to the great unknown: you're on a Five-Year Mission. In the mission's various assignments, you'll have to prove yourself to a range of opposing captains in order to earn promotions.



Each game represents a six-month assignment, after which you return to a starbase for refit and evaluation of your performance. Your campaign ends after five years (i.e., 10 games) or if you are successfully promoted to Admiral (by defeating five other crews).

First, start a new logbook (you can copy the logbook found on the last page of this rulebook), recording the Crew deck you've chosen to use for the campaign. Your starting rank is always Ensign.

Then, select the campaign's mode (also recording this in your logbook). From easiest to hardest, they are:

Set Phasers to Stun

Yellow Alert

Gates of Sto'Vo'Kor

The Kobayashi Maru

Set up your first game against a Bot opponent (either one you've selected yourself or chosen randomly). You can use either side of your player board, as usual. The Bot's difficulty level is dependent on the campaign's mode and will rise as you are promoted; to determine the Bot's difficulty level, see the chart below. After the game, record the result of the game in the logbook.

Regardless of whether you win or lose, after the game you return to a starbase for refit and repairs, and this allows you to upgrade your Crew deck in a way that persists for the rest of the campaign—record these changes in the logbook as well.

Ties against the Bot count as losses for gameplay purposes.

Additionally, if you won the game, you get promoted as follows: Ensign to Lieutenant, Lieutenant to Commander, Commander to Captain, Captain to Commodore, and Commodore to Admiral. If you reach the rank of Admiral (i.e., 5 victories), the campaign immediately ends (with you winning). Alternatively, the campaign ends after 10 games.

In future games of the campaign, you **cannot** select an opponent you have won against already during this campaign.

DETERMINING THE BOT'S DIFFICULTY LEVEL

Your Current Rank	Set Phasers to Stun	Yellow Alert	Gates of Sto'Vo'Kor	The Kobayashi Maru	BOT'S DIFFICULTY LEVEL
Ensign	Ensign	Lieutenant	Commander	Admiral	
Lieutenant	Lieutenant	Commander	Captain	Admiral	
Commander	Commander	Captain	Admiral	Admiral	
Captain	Captain	Captain	Admiral	Admiral	
Commodore	Captain	Admiral	Admiral	Admiral	

NEW CONCEPT: REINFORCEMENT DECK AND UPGRADES

The upgrades to your Crew deck introduce a new concept: your **Reinforcement deck**. If you have at least one card in this deck, you shuffle an additional card into your starting deck: a special **DIRECTIVE** called *Reinforce* (and marked “Solo Campaign Only”). Using that card, you can gain access to cards in your Reinforcement deck. This is independent from enlisting Reserves and Developments. If a card gets added to your Reinforcement deck, it will start every future game of the same campaign in your Reinforcement deck. Cards left in your Reinforcement deck at the end of the game do *not* count for scoring; you must take them with *Reinforce* for them to be counted as owned.

PROHIBITIONS

Important: You can never add a **ENCOUNTER**, an **INCIDENT**, or a common **LOCATION** to your Reinforcement deck.

The possible upgrades available after a game are:

UPGRADE OPTIONS

OPTION A: Choose a Market card you had during the just-finished game that matches the restrictions of the opponent you just faced, and add it to your Reinforcement deck. If you have no Market cards matching their restriction, you must choose option B.

OPTION B: Choose **one** alternative bonus corresponding to the Crew deck you just faced.

The alternative bonuses available to you differ based on whether you’ve won or lost against your opponent, and you can find them on one of the Bot’s Automated Command cards, marked “**FIVE YEAR MISSION: UPGRADES**.” Note the selected upgrade in your logbook.

If a card is added to your Reinforcement deck (either a Market card via option A or one of your own via a bonus effect marked “**REINFORCE**”), it starts there in every future game of this campaign.

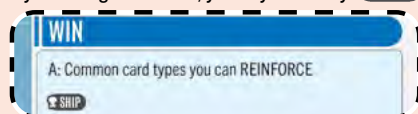
Remember, if you select a bonus effect marked “**BOOST**,” it is resolved at the beginning of every future game of this campaign.

EXAMPLE: SELECTING AN UPGRADE

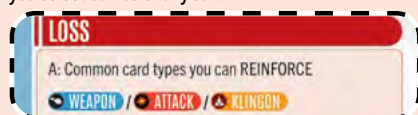
You have just faced *Koloth, the Dahar Master* in battle. Afterwards these upgrades are available to you:

- Option A allows you to add a Market card to your Reinforcement deck.

- If you won against *Koloth*, you may select any **SHIP**.

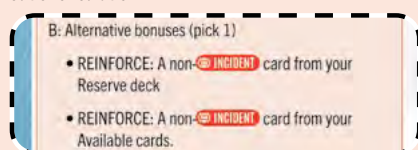


- But if you’ve lost, you have to be a bit more specific: you may select any Market card with at least one of **WEAPON** / **ATTACK** / **KLINGON** — thematically these represent the areas *Koloth* is strong in, so you can learn from his tricks by getting beaten. However the card you select can be of any suit!

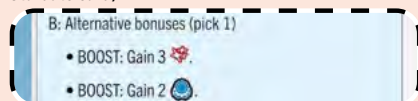


- If you don’t have any such Market card (or don’t like the ones you have), you may choose option B: one of the alternative bonuses.

- If you’ve lost, you can move one of your own cards from the Reserve deck or from your starting Draw deck to your Reinforcement deck - the former helps getting your Developments faster, the latter allows you to take a card (that you think is not so useful early game) temporarily out of circulation.



- If you’ve won, you can choose one of the **BOOST** effects offered: start every remaining game in the campaign with 3 additional **STAR**, or 2 additional **STAR** (taken from the first Stardate card).



NOTING UPGRADES

If you chose a card to reinforce, write the card’s name into the logbook’s “Upgrades” field. If you choose a Boost, just write the effect (or its shorthand version). When setting up the future game, simply look through all previous rows to see what cards to add to your Reinforcement deck, and what Boosts to resolve.



CHALLENGES

For additional difficulty (regardless of the campaign's level), you **may** add one or more of the following challenges to your campaign:

Live Long and Prosper™: After winning a game, you start the next game with either no Dilithium **OR** no Latinum (your choice). If you win that game as well, you start the following game with neither, and it stays this way until you lose. Once you lose, your starting resources reset to normal.

That is Not a Weakness; That is Life: While your rank is Lieutenant or higher, do the following during setup: take note of how many cards are in your Reserve deck, shuffle your **RESERVE** and **AVAILABLE** cards together, then create a new Reserve deck of the same number of cards but randomly selected; finally, shuffle the remaining cards to create your starting Draw deck.

Two Weeks to the Closest Outpost: After winning a game, when setting up for the next game, shuffle *Reinforce* into your Reserve deck (instead of your starting Draw deck). If you lose, *Reinforce* starts the next game in your starting deck again.

Running Like a Baby Gazelle: After winning two games in a row, after setting up for the next game, shuffle one **INCIDENT** from the Incident deck into your starting Draw deck. Keep doing this (one **INCIDENT** maximum) each game until you lose.

Rules of Acquisition: When you win a game, upgrade option B is not available for you (i.e., you must add a Market card to your Reinforcement deck matching your opponent's criteria; if you own no such card, you get no upgrade).

Only Ship in the Quadrant: If your starting **SHIP** is ever dismissed/recalled for any reason, you lose the game. (For Crew decks without a starting deployed **SHIP**, this challenge is not available.)

They Will Arrive on Tuesday: Set one of your **TOKEN** tokens aside when setting up a game, unavailable to use. When you empty your Reserve deck, place this **TOKEN** token back on your **CAPTAIN** card. After winning a game, when setting up for the next game, set *two* **TOKEN** tokens aside in the same fashion (and get them back when you empty your Reserve deck).

PERFORMANCE REVIEW

At the end of the campaign, your performance is evaluated according to your final rank:

YOUR FINAL RANK	EVALUATION RESULT
Ensign	You are like an eternal Harry Kim.
Lieutenant	You are like Picard—but in a blue shirt.
Commander	You are far from the bones of your ancestors.
Captain	The <i>California</i> -class needs captains, too...
Commodore	You'll be leading a backwater sector...
Admiral (achieved in 9-10 assignments)	Welcome to Starfleet Command!
Admiral (achieved in 7-8 assignments)	Section 31 will be in touch...
Admiral (achieved in 5-6 assignments)	The Legends: Archer, Kirk, Picard, you...

CAMPAIGN LOG

MY CAPTAIN

☐ Set Phasers to Stun

☐ Gates of Sto'Vo'Kor

☐ Yellow Alert

☐ The Kobayashi Maru

CHALLENGES

1

DATE

MY RANK

Ensign

BOT CAPTAIN

BOT DIFFICULTY

MY SCORE

BOT SCORE

UPGRADE

2

DATE

MY RANK

BOT CAPTAIN

BOT DIFFICULTY

MY SCORE

BOT SCORE

UPGRADE

3

DATE

MY RANK

BOT CAPTAIN

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BOT CAPTAIN

BOT DIFFICULTY

MY SCORE

BOT SCORE

UPGRADE

10

DATE

MY RANK

BOT CAPTAIN

BOT DIFFICULTY

MY SCORE

BOT SCORE

MY FINAL RANK

STAR TREK
CAPTAIN'S CHAIR

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SOLO PLAYER AID

FLOW OF BOT TURN

1. *Skip Resupply Step*
2. **Control Step** (most valuable if multiple, resolve gained  **LOCATION**)
3. **Action Step** (draw # cards, as shown on visible Stardate card, resolve them one by one)
4. **Clean-up Step** (Resolve Stardate if applicable, discard cards from Staging Area, place  on card least valuable to you)

COMMON BOT TERMS

Gain: From Market to Bot Discard pile, preferring most valuable.

Take: Place card to top of Bot deck. If taking from Market, prefer most valuable.

Deploy: Move to Control Area (maintaining order of deployment).

Dismiss, Discard, Recall: Place card in Bot Discard pile. If Duty Officer was dismissed/recalled, flip SUITS Automated Command card. If a choice of  **SHIP** is being dismissed/recalled, it selects the most recently deployed one.

Promote: Move  **PERSON** to Control Area, flip SUITS Automated Command card, if no previous Duty Officer.

Log: Move card beneath  **CAPTAIN** card. If Duty Officer was logged, flip SUITS Automated Command card.

Explore: Warp the Ship token to the neutral  **LOCATION** with fewest total tokens (if tied: most valuable).

Engage: Warp the Ship token to the neutral  **LOCATION** with most of **your** tokens (if tied: most valuable).

Send : Move Away Team token to Neutral Zone  **LOCATION** with most of **Bot's** tokens (if tied: most valuable), excluding anywhere you have more Ship tokens than the Bot.

Junk: Select card from the Market that is most valuable to **you** (excluding ones with resource tokens on them), and move it to the Junk pile.

DETERMINING CARDS' VALUE

Most Valuable / Least Valuable (to the Bot)

- A **printed VP**  contributes that amount to the card's value.
- Each **Focus icon**  /  / , if any, contributes the amount equal to the Bot's current multiplier on the corresponding Specialty track.
- An **ENDGAME operation** increases the card's value by 5.
- Each **Glory**  **token** on a card contributes 1 to the card's value

For **most valuable / least valuable** to **you**, use **your current** Specialty multipliers instead of the Bot's.

REMINDERS

Logging  **INCIDENT** becomes return  **INCIDENT** instead.

 **LOCATION** always moved from Staging Area to Control Area, regardless of row being resolved.

When offered/forced to draw a card, discards top card of the Bot deck instead.

Declines returning  **INCIDENT** on your operations.

Never sends Ship/ to a neutral  **LOCATION** where it has **more** than enough tokens to secure it (i.e. 4+ tokens and 3 more than you).

DIRECT INTERACTIONS

Bot attacking you: **Attack effects are highlighted like this.**

Bot non-negatively affecting you: **Interactive effects are highlighted like this.**

Stealing from the Bot: Automatic success, but take resources from supply instead.

You allowing the Bot to draw a card: Discard top card of Bot deck.

Unspecified choice for the Bot: it always picks the first listed option it legally can.

FINAL SCORING FOR BOT

Ignore Missions. Score  /  /  normally.

Score printed  normally.

 **1** per Glory ,  **1** per 2 Dilithium /Latinum .

 **5** per **ENDGAME** operation (even if not in play).

Resolve **SPECIAL** operation if asterisk in .