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Hello! I'm Peter ('Universal Head'), and for more than 10 years I've been creating these famous rules and references, and bringing you hundreds of entertaining, informative videos about tabletop gaming.

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v1

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Game: **STAR TREK: AWAY MISSIONS**

Publisher: **Gale Force Nine (2023)**

SETUP

Players choose their **away teams**. Characters with the *Specialist* keyword are **mission specialists**; you can swap any mission specialist for another mission specialist if they have the same affiliation. If you use an **alternative commander**, this replaces the original commander (and may have instructions on how to change the composition of the away team).

All characters in your away team are **friendly** characters, and all characters in other away teams are **hostile** characters.

Scan mission area: Players each roll a die (on a tie, roll again). The player with the higher result places either the Borg or Federation side of the *Main Corridor* board in the center of the playing area, then chooses a **mission board** and places it connecting to the *Main Corridor*. The other player then chooses and places 2 mission boards, then the first player places the final mission board. Place *Turbolift* spaces beside all unconnected doors on the Main Corridor board.

Mission boards must be placed so that all edges are flat up against each other, at least 1 door connects to the *Main Corridor,* and as many doors as possible connect to doors on the *Main Corridor* and other mission boards and as few doors as possible are blocked.

If it is impossible to match up all of the doors on 2 adjacent mission boards, any doors that don't have a matching door on the adjacent mission board are blocked and cannot be used.

Choose core mission: Each player chooses a **mission** from their affiliation, and places the **core mission card** with that mission faceup in front of them.

Beam down: Players each roll a die (on a tie, roll again). The player with the higher result picks one of the mission boards (not the *Main Corridor* or a *Turbolift* space) as part of their starting area. The other player then picks 2 mission boards as their starting area. The first player then takes the final mission board as the rest of their starting area.

Starting with the same player, take turns placing characters on any space in your starting area. If you run out of characters to place, the other player continues placing characters until all of their away team have been placed. No more than 2 characters can be placed in the same space.

Place health pegs in all holes in each character's **ATTACK**, **DEFENSE**, **SKILL**, and **MOVE** ratings.

Shuffle decks: Both players shuffle and place their **support** and **mission decks** facedown in their play area. When a deck runs out of cards, you cannot draw from it.

When measuring distances, add up the spaces from the first object to the second. You cannot measure through a blocked edge. Things are adjacent if they are in the same space or are one space apart.

No matter how many cards you play to add dice, **you can never roll more than 6 dice in an attack, defense, or skill roll**.

GAME SEQUENCE

DRAW PHASE

1. DISCARD UNWANTED CARDS

At the start of the second and third rounds, discard any support and mission cards in your hand that you do not wish to keep.

2. DRAW SUPPORT CARDS

Draw cards from your support deck to bring your hand up to **5 support cards**.

3. DRAW MISSION CARDS

Draw cards from your mission deck to bring your hand up to **5 mission cards**.

Reverse polarity (round 1): If you don't like your hand at the start of the first round, you can return any or all cards to your decks and then shuffle both of them. Then draw cards to bring your hand back up to 5 support and 5 mission cards.

4. CLEAR THE BOARD

At the start of the second and third rounds, both players remove activated tokens from their characters.

ACTION PHASE

1. ASSIGN BONUS ACTIONS

The player with fewer characters in play takes as many **bonus action tokens** as their opponent has more characters than them.

2. ROLL FOR FIRST ACTIVATION

Both players roll a die (on a tie, roll again). The player with the higher result will activate a character first.

3. SUBSEQUENT ACTIVATIONS

Players alternate activating one of their characters (or using a bonus action token).

This continues until both players have activated all of their characters and used all of their bonus action tokens.

ACTIVATING A CHARACTER

1. SELECT A CHARACTER

You may either select one of your characters that has not yet activated, or play a **bonus action token** and select any of your characters (even if they have already been activated).

2. TAKE FIRST ACTION

You may take an **action** with the chosen character. Actions that characters can always take are: **move**, **attack**, **take cover**, and **special** actions.

3. TAKE SECOND ACTION

You may take a second action with the same character. This may be the same or a different action to their first. If you are using a bonus action token, the character doesn't get a second action.

4. PLACE ACTIVATED TOKEN

Once they have taken their 2 actions, place an **activated token** on that character's card, or discard the bonus action token.

DRAW INSTEAD OF TAKING ACTIONS

Instead of an action you may:

- Draw a card from your support deck,
- Discard a mission card from your hand and draw a new one from your mission deck, *or*
- Pass (do nothing).

BONUS ACTIONS

If you have one, you may use a bonus action token instead of activating a character. Choose a character (even one that has already activated or taken actions with bonus action tokens) and take 1 action with that character.

The character does not gain an activated token, and can still activate later in the turn. You cannot keep bonus actions for the next round, so you must use them (even just to draw cards).

MOVE ACTION

A character taking a **move** action can move up to a number of times equal to their current **MOVE** rating.

Movement cannot take characters into a space that contains hostile characters, or is blocked by a thick black line. Characters cannot end their movement in a space already occupied by 2 friendly characters.

If you are instructed to **place** a character in a space, you cannot place them in a space that already has 2 friendly characters, or that contains any hostile characters.

Open edges are marked by a white line. Characters can move and see across an open edge.

Blocked edges are marked by a thick black line. Characters cannot move or see across a blocked edge.

Doors are indicated by a dashed white line. When there are no characters in a space bordering the door, it is closed and is a blocked edge. When there are characters in a space bordering the door, it is an open edge and characters can move and see across it.

Turbolift spaces are marked by the turbolift symbol. Characters can only enter or exit a turbolift space through the door. Characters in a turbolift space can move to any turbolift space on a *different* mission board as if it were an adjacent space. You must *always* move to another game board.

Transporter spaces are marked by the transporter symbol. They have no effect unless stated in an event or equipment card (which usually use them to move characters around the mission area).

ATTACK ACTION

When characters take an attack action, follow these steps:

1. Choose an attack action

Your character might have several weapons available to them, but you can only use 1 attack action at a time. You may choose a different attack action each time you take an action.

2. Choose a target

You cannot target friendly characters.

Characters can only attack a target if they have **line of sight** (LOS) to the space the target occupies (regardless of where in the spaces the characters are positioned). If you cannot draw a line from the attacker's space to the target space without passing through a blocked edge, there is no LOS between them.

Spaces with friendly characters in them block LOS, but you can shoot through spaces with hostile characters in them.

3. ROLL ATTACK DICE

Roll a number of **attack dice** equal to the attacker's current **ATTACK** rating plus any additional dice granted by their attack action. Line up the dice, highest to lowest, on the dice board.

Backup: An attacker gains an extra attack die if they have a friendly character in the same space.

4. Opponent rolls their defense dice

Your opponent rolls a number of **defense dice** equal to the target's current **DEFENSE** rating. Line up the dice, highest to lowest, beside the attack dice on the dice board.

Backup: A defender gains an extra defense die if they have a friendly character in the same space.

5. Compare results

Compare each pair of attack and defense dice. Any defense die that equals or exceeds the corresponding attack die cancels that attack die. Any remaining paired attack dice are not canceled and cause 1 damage each.

If any attack dice were not canceled, add the attack action's **DAMAGE** rating to the amount of damage caused.

If the attacker is rolling more attack dice than the defender has defense dice, any uncontested die roll of 4+ causes damage. Uncontested rolls of 1-3 are canceled and do no damage.

If more defense dice are rolled than attack dice, the lower, uncontested, defense dice are ignored.

6. Take damage

Resolve any damage immediately by removing 1 health peg from the character card for each point of damage taken. The owning player may reduce any of their ratings (**ATTACK**, **DEFENSE**, **SKILL**, or **MOVE**) in any combination, but the total reduction must equal the amount of damage done.

The owning player may not reduce any rating below 1 (unless it is already 0). if they do have to reduce a rating at its lowest value, the character has been **neutralized** and is removed from the mission area. Discard any **equipment** or **trait cards** on the character's card.

TAKE COVER ACTION

Place a **take cover token** on the character's card to remind you they have taken this action. **Characters marked with a take cover token gain an additional defense die when attacked.** If the character leaves the space that they are in, they must discard their take cover token.

SPECIAL ACTIONS

Some characters, events, equipment, and missions have their own special actions. If characters take these actions, the effect described occurs. Special actions that require a skill test are resolved in the same way as skill actions.

SKILL TESTS

Some special actions require characters to take a **skill test** to trigger their effects. Roll a number of dice equal to their current **SKILL** rating. **Each die that scores 4+ is a success.**

Backup: A characters rolls an extra skill die if they have a friendly character in the same space.

Unless otherwise stated, one or more successes is sufficient to pass a skill test. No successes means the test is failed and the effect is not triggered (although sometimes a penalty effect is triggered instead). Some cards give bonuses for additional successes beyond the first.

Skill tests may specify a **specialization** (*Command, Medical, Operations, Science, Security* etc.). **Characters with that specialization roll an additional die for that skill test.** If a character has a specialization twice or three times (*Specialization x2 or x3)*, they gain an additional die for each time they have it.

Opposed skill tests

Some skill tests are **opposed** by other characters. The character taking the skill test becomes the **tester**, and the opposing character becomes the **challenger**.

Instead of needing to roll 4+ to succeed, your opponent rolls a number of skill dice equal to their challenger's current **SKILL** rating. Both players then line up their dice, highest to lowest, on the dice board in the same way as combat.

Compare each pair of skill dice. Any challenger die that equals or exceeds the corresponding tester die cancels that skill die, otherwise the paired skill dice are successes.

If the tester is rolling more skill dice than the challenger, any uncontested skill dice roll of 4+ is a success. Uncontested rolls of 1-3 are canceled and do not succeed.

If the challenger rolls more skill dice than the tester rolled, the lower, uncontested, skill dice are ignored.

Terminals

A character in the same space as a **terminal** can access it. There are 4 types of terminals: *Command, Science, Operations,* and *Medical*). Terminals do not affect movement or attacks.

DISCARD TO RE-ROLL

You may discard a support or mission card to re-roll any or all dice in an attack, defense, or skill roll (but not any other roll).

If both players wish to discard, they take turns, starting with the player whose activation it is, either discarding a card and re-rolling their dice or passing. Once both players pass in succession, neither player can discard and the current rolls are final.

When you re-roll a die, the new result replaces the old result, even if it is worse.

BEAM UP AND DEBRIEF

Once 3 rounds have been completed, the game ends. Score any end of game mission cards you have in your hand for which you have met the scoring conditions, then check your core mission card to see how many points you scored for it. Add the points on the mission cards and bonus points tokens in your scoring area.

Whichever player has the highest point total is the winner. If both players have the same points total, the away team that scored the most mission cards wins. If there is still a tie, the game is a draw.

A game always goes for 3 rounds, even if all the characters of one or more away teams have been neutralized. Since your opponent still needs to beat your score, you may have a chance if your away team was able to score enough mission card. Meanwhile, you can continue the fight with events from your support deck.

CARDS

Each card tells you when it can be played. You can play any **event**, **equipment**, and **mission** cards in your own activations, but only **interrupt** cards in an opponent's activation. Some mission cards are played at the end of the game.

Mission cards

To play a mission card, reveal the card and follow its instructions to score it. If you succeed, place the card in your scoring area; otherwise place the card faceup in your mission deck discard pile.

If a mission cards has a special action to play them on the table separate from your scoring area, this must be the first action taken with this card. You then need to take further special actions on the card to score them. Once scored they are placed into your scoring area.

Event cards

To play an event card, reveal the card and follow its instructions or conditions. Once the game effect has been completed, place the card face up in your support deck discard pile.

Event cards with the *Permanent* keyword remain in play for the rest of the game, or until they are scored.

Event cards with the *Trait* keyword are played on a character and placed beside that character's card in the same way as equipment cards. They remain on that character until the character is neutralized, when they are discarded.

Equipment cards

Equipment cards can only be played at the start of your characters' activations. Place the card next to one of your characters in the mission area (not necessarily the one being activated). That character gains any bonus from their attached equipment and may use any attack or special actions on the card in addition to their normal actions. If an equipment card is removed from a character and set beside the mission area for reference, it can no longer be used as equipment for that character.

Other card actions

Some cards give your characters a **special action**. You may take this action instead of a normal action. Reveal the card before taking an action with a character and take the special action.

Some cards tell characters to take a **free action**. These are taken immediately after the trigger, and do not require the character to activate to do so.

Cards with more than 1 Action on them give your character several special actions that they can take. They can take one of these special actions when they take an action. If the card remains in play, the special actions remain available.

General rules

A card's game text always takes priority over the rulebook.

Some cards allow you to interrupt an action or react to something. You can declare the interrupt when its conditions are met; play is momentarily suspended while you resolve the interrupt. Once resolved, play continues from the point where it was interrupted. If this was part way through resolving an action or effect, finish resolving it, unless the interrupt has made it impossible; in which case the action or effect ends without being resolved.

If you have 2 or more special rules that would occur at the same time, you may choose the order they are resolved. If 2 players have special rules that would occur at the same time, both players roll a die and the player with the higher result resolves theirs first, followed by the other player. They then alternate resolving any other special rules in the same order. If a player chooses to pass rather than resolve another special rule, they cannot resolve any more special rules.

If you have 2 of the same card or 2 different cards with the same special action on them, you must choose 1 card to take the action from, and only receive the benefits of completing it that are on that card.

DECK-BUILDING

When building your own decks, mission decks must include exactly 20 cards, and support decks must include at least 20 cards. All of your cards must be of your away team's affiliation.

You may only have 1 copy of each card in a deck, unless it has a **supply** number, in which case you may have as many copies as that number.

You may not have an event card with the same name as a character in your deck.

All of your cards must have the same **affiliation** symbol.

BORG CUBE

In any game when playing with the Borg ship side of the mission boards, you can agree to create a square arrangement of the mission boards with no corridor. If you do this, there are no turbolifts on the board, and any reference to the *Main Corridor* now refers to the *Armory, Medical Lab, Science Lab,* and *Transporter* room board.

DRAW PHASE

1. Discard unwanted cards (2nd and 3rd rounds only) .

2. Draw up to a hand of 5 support cards and 5 mission cards. Reverse polarity (round 1): You may return any cards to your decks, shuffle both decks, then draw up to your hand limits.

4. Remove activated tokens (2nd and 3rd rounds only).

ACTION PHASE

1. Assign bonus actions: The player with fewer characters takes as many **bonus action tokens** as their opponent has more characters.

2. Roll for first activation.

3. Subsequent activations: Players alternate activating a characters (or using a bonus action token) until both have activated all of their characters and used all of their tokens.

ACTIVATING A CHARACTER

1. Select a character that has not yet activated, or play a **bonus action token** and select *any* of your characters.

2. Take an action with the chosen character: **move**, **attack**, **take cover**, and **special** actions.

3. Take a second action with the same character. If you are using a bonus action token, they don't get a second action.

4. Place an activated token on that character's card, or discard the bonus action token.

Instead of an action you may:
- Draw a card from your support deck,
- Discard a mission card and draw a new one, *or*
- Pass (do nothing).

Bonus actions: Instead of activating a character, choose a character (even one that has already activated or taken bonus actions) and take 1 action with that character.

ACTIONS

MOVE ACTION
You cannot move into a space with hostile characters or end movement in a space already occupied by 2 friendly characters. When there are no characters in a space bordering a **door** (dashed white line), it is closed and is a blocked edge. Characters in a **turbolift** space can move to any turbolift space on a *different* mission board as if it were an adjacent space.

ATTACK ACTION
1. Choose 1 attack action.

2. Choose an enemy target in LOS: Spaces with friendly characters in them block LOS, but you can shoot through spaces with hostile characters in them.

3. Roll attack dice equal to ATTACK plus any additional dice. Line up the dice, highest to lowest. An attacker gains +1 attack die if they have a friendly character in the same space.

4. Opponent rolls defense dice equal to **DEFENSE**. Line up the dice, highest to lowest, beside the attack dice. A defender gains +1 defense die if they have a friendly character in the same space.

5. Compare results: Any defense die that equals or exceeds the attack die nest to it cancels it. Remaining paired attack dice are not canceled and cause 1 damage each (add the attack action's **DAMAGE**). If the attacker is rolling more attack dice than the defender, any uncontested roll of 4+ causes damage.

6. Take damage: Remove 1 health peg from the character card for each point of damage. You may reduce any of their ratings in any combination. If you have to reduce a rating already at its lowest value, the character is **neutralized** and removed from the mission area; discard any **equipment** or **trait** cards they have.

TAKE COVER ACTION

Place a **take cover token** on the character. **They gain an additional defense die when attacked.** If the character leaves the space that they are in, discard their take cover token.

SKILL TESTS

Roll dice equal to **SKILL**. **Each die that scores 4+ is a success.** A character rolls +1 skill die if they have a friendly character in the same space. **Characters with a specified specialization roll an additional die for that skill test.**

Opposed skill tests are resolved like combat tests.

SPECIAL RULES

Assimilate: A character neutralized by an **assimilation weapon** is **assimilated** and becomes a Borg drone under the Borg player's control.

The Borg player places the character's model adjacent to the Borg that assimilated it (or as close as possible). Remove all health pegs, activated, honor and other tokens, and all equipment and trait cards, from the character's card. Place it with the other Borg characters with a Borg **assimilation overlay** over it. It keeps its specializations. Place health pegs in all of the holes on the overlay (regardless of the health of the character before assimilation). Finally, give the character a **stun token**.

They can now be activated by the Borg player this round. If an assimilated character is neutralized, remove the Borg assimilation overlay and return the character card to its owner.

Defensive: A character with a **defensive** weapon rolls 1 additional die for defense rolls against attack actions by melee weapons.

Escalation #: These characters remain out of the game until the start of the round indicated by #. At the start of that round, after the draw phase but before the start of the action phase, the character is placed in the mission area. If both players have these characters coming into play at the same time, roll a die to see who places the first, and alternate placing characters until all are placed.

Hivemind: When this character is activated, it can take actions (other than move actions) with any friendly Borg drone characters as if it was the activated character.

Melee: A character using a **melee** weapon can only attack targets in adjacent spaces.

Search: When you **search** for a card, search your mission deck (mission cards) or support deck (event or equipment cards) for a card that has the specific keyword, and place it in your hand. Then shuffle the deck. Some searches specify you can search your discard pile as well.

Stun: Characters can gain **stun tokens**. A character (other than a Borg) that takes damage from a stun weapon gains 1 stun token in place of all damage that they would have taken.

Borg characters do not gain stun tokens when hit by stun weapons; treat stun weapons just like any other with a +0 **DAMAGE** modifier, as if it did not have the stun rule, instead.

While a character has a stun token, the only action that it can take is a **recover** special action which removes 1 stun token.

If a character with stun tokens defends against an attack action, it reduces its **DEFENSE** by the number of stun tokens it has.

Characters with 2 stun tokens are **incapacitated** and cannot be given further stun tokens. Incapacitated characters cannot move, attack, or take skill tests. They no longer prevent hostile characters from moving through their space (although hostile characters cannot end their move in that space), and cannot give **backup** to friendly characters.

3 OR 4 PLAYER FREE-FOR-ALL GAMES

2 boxed sets required.

SCAN MISSION AREA

Place 2 *Bridge* and *Engineering* mission boards and 1 mission board of each of the other 2 types beside the playing area. Players roll a die each. The player with the highest result places a *Main Corridor* board in the center of the playing area, then chooses a mission board and places it so that it connects to the *Main Corridor.* The remaining players, in descending order of their scores, then choose and place 1 mission board each.

Players then reverse this order, starting with the last player to place a board and finishing with the first player to do so, and place another board each (or until all 6 have been placed).

Mission boards must be placed so that the edges of 2 boards are flat up against each other, at least 1 door connects to the *Main Corridor* (if possible), and as many doors as possible connect to doors on the *Main Corridor* and other mission boards and as few doors as possible are blocked. Do not place any *Turbolift* spaces.

BEAM DOWN

When you select starting areas, each player rolls a die to determine who beams down first. The player with the highest result picks 1 mission board (not the *Main Corridor*) as their starting area. The remaining players, in descending order of their scores, choose a different board as their starting area.

If there are only 3 players, players then choose another mission board to be part of their starting area in the reverse order, starting with the last player to choose a starting area and finishing with the first player to choose a starting area.

Players then take turns to place a character on any space in their starting area, in the order that they first picked their starting areas, until all characters have been placed. If a player runs out of characters to place, the other players continue placing characters until all of them have been placed. No more than 2 characters can be placed in the same space.

ACTION PHASE

All players take turns to activate characters and perform actions.

Assign bonus actions: At the beginning of the action phase, determine which player has the most characters in play. All other players take as many bonus action tokens as that player has more characters than they do.

First activation: Players roll a die each. Players activate characters in descending order, starting with the player with the highest roll, then the player with the next highest roll, going down to the player with the lowest roll.

Subsequent activations: Once all players have activated one of their characters (or used a bonus action token), players continue to take turns activating 1 character apiece (or playing a bonus action token) in this order until all players have activated all of their characters.

DEFINITIONS

Opponent: When a rule refers to an opponent, you must choose one of the other players as the opponent affected by that rule.

Hostile characters: All other players' characters are hostile characters and are affected by any rule that refers to hostile characters.

Resolving ties: If a tie is rolled when determining the order in which players take their turn, all the tied players will go as a group before lower scoring players. The tied players roll again to set the order in which they will go within their group. If there are ties within the group, the players who are still tied roll off again, and so forth until there are no more ties.

4 PLAYER TEAM GAMES

2 boxed sets required.

If you play a team game with 2 teams, each player controls their own away team in alliance with another player.

SCAN MISSION AREA

Place 2 *Bridge* and *Engineering* mission boards and 1 mission board of each of the other 2 types beside the playing area. The teams roll a die each. The team with the highest result places a *Main Corridor* board in the center of the playing area, then chooses 2 mission boards and places them so that they connect to the *Main Corridor.* The other team then chooses and places 3 mission boards, and then the first team places the final board.

Mission boards must be placed so that the edges of 2 boards are flat up against each other, at least 1 door connects to the *Main Corridor* (if possible), and as many doors as possible connect to doors on the *Main Corridor* and other mission boards and as few doors as possible are blocked. Do not place any *Turbolift* spaces.

BEAM DOWN

Select starting areas: The teams roll a die each. The team with the highest result picks 2 of the mission boards (not the *Main Corridor*) as their first part of their starting area. The other team then picks 3 mission boards as their starting area. The first team then takes the final mission board as the remainder of their starting area.

Place characters: Starting with the same team, teams take turns placing their characters on any space in their starting area. A team can place their characters in any order, swapping between players or placing multiple characters from one player as they wish.

If a team runs out of characters to place, the other team continues placing characters until all of them have been placed. No more than 2 characters can be placed in the same space.

ACTION PHASE

In the action phase, each team take turns to activate a character and perform actions with them or use a bonus action token.

Assign bonus actions: At the beginning of the action phase, determine which player has the most characters in play. All other players take as many bonus action tokens as that player has more characters than they do.

First activation: Both teams roll a die. The team with the higher result will activate a character from one of their away teams.

Subsequent activations: Once they have activated one of their characters or used a bonus action token, it is the turn of the other team to activate one of their characters or use a bonus action token.

A team can activate their characters in any order, swapping between players or activating multiple characters in a row from one player. The teams take turns at activating characters until all players have activated all of their characters and used all of their bonus action tokens.

DEFINITIONS

Opponent: When a rule refers to an opponent, you must choose one of the players on the other team as the opponent affected by that rule.

Hostile characters: All members of your own away team and your teammate's away team are friendly characters. All members of the opposing team's away teams are hostile characters.