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v1

Feb 2018

Game: **STAR TREK PANIC**
Publisher: **USAopoly / Fireside Games (2016)**
Page 1: **Rules summary front**
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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STAR TREK Panic

SETUP

Place the board in the center of the play area. The board is divided into 3 **range** rings (green = long, purple = medium, and blue = short) and 6 numbered **sectors**.

Insert the *Enterprise* into the base, with one **shield** in each of the 6 edge slots. Place this assembly in the center of the board with its 2 front facings in sectors 1 and 6.

Set aside one each of these **threat tokens**: *Tholian*, *Romulan Battle Cruiser*, and *Klingon Cruiser*. Randomly place one each in sectors 1, 3, and 5, with their highest **defense value** facing the *Enterprise*. Place the rest of the tokens in the **threat token bag**.

Each player takes an **order of play card** and chooses or is randomly assigned a **character role card**.

Shuffle the deck of **Enterprise cards** and deal the following number of cards to each player. Players do not have to keep their cards hidden.

1-2 players: 6 cards each

3-5 players: 5 cards each

6 players: 4 cards each

Place the remaining cards facedown near the board with space for a discard pile next to it.

Shuffle the deck of **mission cards** and place them facedown near the board with the **mission timer card** next to them. Draw 1 mission at random, read the mission parameters to see if there is any additional setup, and read the mission objectives.

Choose a player to take the first turn. **On the first turn, the first player skips phases 1 and 2.** Play proceeds clockwise around the board.

SEQUENCE OF PLAY

On your turn you are the **active player** and perform the following phases in order. During your turn you may use your character's **special ability**.

1. DRAW NEW ENTERPRISE CARDS

Draw up to your starting hand size. If the deck is empty, shuffle the discards to form a new deck.

2. REVEAL NEW MISSION (IF REQUIRED)

If the current mission is incomplete, skip to step 3.

If the previous mission was completed last turn, **draw a new mission card** and set it up.

3. TRADE A CARD

You may trade 1 card with another player.

4. PLAY CARDS AND MANEUVER

You may play *Enterprise* cards to attack enemy threats, repair damage and solve missions.

The number of cards you can play is only limited by the number of cards in your hand. Place cards in the discard pile after they are resolved.

Hit cards: Playing a hit card reduces the threat value by

1 of **one** target threat that matches the listed facing and range. Rotate the token clockwise to indicate this. When a token's defense value is reduced to 0 it is destroyed and placed in a threat discard pile.

Resource cards: Playing resource cards repairs and rebuilds shields and hull sections as indicated.

Other cards: Other cards defend the ship, complete missions, and control the board space. To commit cards to the mission, place them by the mission card. They can be played for their main effect *or* committed, not both.

You may also make 1 maneuver with the *Enterprise* once during this step: before, during, or after playing cards:

- Rotate the *Enterprise* 1 facing, either clockwise or counter-clockwise, or
- Move all tokens in the ship's 2 front facings 1 sector closer to the *Enterprise*. No other tokens are affected.

If the ship maneuvers forward and there were threats in short range:

- If there are shields in front of the threats, the threats do not board the *Enterprise*, but stay in short range.
- If there are no shields in front of the threats, they become **boarders**.

You cannot maneuver the *Enterprise* when:

- 3 or more hull sections are destroyed
- stated as a mission parameter, or
- a Tholian ship is in short range.

In these cases, place the *No Maneuver* token on the ship model as a reminder.

5. CHECK MISSION STATUS

Players determine if they have met the mission objectives. If the mission has a time limit, move the timer down 1 by 1.

6. THREATS MOVE AND FIRE

Threat tokens on the board advance and fire at the *Enterprise*. Resolve all the threats in each facing, one facing at a time. First, the threats move 1 sector closer to the *Enterprise*. Then, the threats fire **simultaneously** at the *Enterprise*.

If a threat is in short range and there is a shield defending that facing, it stays where it is and fires.

If a threat is in short range and there is no shield defending that facing, it becomes a boarder (with the exception of the Tholian ship).

7. DRAW 2 NEW THREATS

Draw 2 new threat tokens from the threat bag and, one at a time, either place them on the board or resolve them immediately, as appropriate.

Enemy ships are always placed with their highest defense value pointing towards the *Enterprise*. Roll the die to see in which long range sector they are placed.

Discard effect tokens immediately after resolving them.

If there are not enough tokens to draw, return all discarded threat tokens to the bag and continue drawing.

MISSIONS

You win the game by completing missions. **For a standard game, players must complete 5 missions.**

If the mission has a time limit and the timer reaches 0 without completing the objectives, the mission fails.

Completed mission: Discard cards committed to the mission. Claim the rewards listed. Return any mission tokens used to the pile. Place the mission card in the completed missions area on the board.

Failed mission: Discard cards committed to the mission. Return any mission tokens used to the pile. Place the mission card at the bottom of the missions deck.

When setting up a new mission, check the **mission parameters** and if there is a time limit, place the blue **timer marker** on the appropriate space on the mission timer card. Some missions use tokens; keep these separate from the threat tokens and do not put them into the bag.

To change the game difficulty, decrease or increase the number of missions (up to 10), or remove them altogether and play until the threat bag is empty and all threats have been eliminated.

DAMAGE

When a threat fires it deals 1 damage to that facing of the *Enterprise*. If the shield on that facing is intact, first apply the damage to the shield (place a **shield damaged marker** on it). A second hit destroys the shield. **Any remaining damage that turn does not overflow onto the hull.**

If the hull is damaged, place a **hull damaged marker** on that hull section. A second hit destroys that hull section.

A shield or hull section may be destroyed in one turn if 2 or more damage is dealt at the same time.

If a destroyed hull section takes hits, for each damage that would have been dealt, remove the top card from the *Enterprise* deck from the game. If at any point a player cannot draw cards because all of the cards in the *Enterprise* deck (and discard pile) have been removed from the game, the players lose the game.

BOARDERS

A threat starting at short range during the Threats Move and Fire phase becomes a **boarder** if there is no shield defending that facing.

It inflicts damage to the hull section for that facing equal to its current defense. Then discard the threat.

If that hull section is already destroyed, resolve the damage as normal for excess damage, by removing that number of cards permanently from the *Enterprise* deck.

Before the damage is inflicted, *any* player can play **Security cards:** for each played, reduce the damage by 1.

SPECIAL THREAT TOKENS

CLOAKING SHIPS

Cloaking ships have a light blue dotted border pattern.

During the Threats Move and Fire phase:

Faceup (unlocked ships) move 1 sector forward, then flip facedown (cloaked) and *do not* fire. If the ship is in short range of the *Enterprise*, it remains where it is and cloaks (if that facing is shielded) or moves forward and becomes a boarder (if that facing is unshielded).

Face down (cloaked ships) flip faceup (unlock) and fire. First roll 1 die for all the uncloaking ships. On 1-2 move them 1 sector clockwise. On 3-4 they remain where they are. On 5-6 move them 1 sector counter-clockwise. Then flip the ships faceup so they are unlocked and fire.

Cloaked ships cannot fire or be affected by cards or attacks. If the *Enterprise* maneuvers forward, cloaked ships do not move closer to the *Enterprise*.

ROMULAN BIRD-OF-PREY

This ship deals 2 damage when it fires, and it is also a cloaking ship.

COMETS

Roll the die. The comet starts in the indicated long range sector and immediately moves towards the *Enterprise*. Any non-mission tokens in its path are immediately destroyed.

When the comet reaches the *Enterprise*, it deals 2 damage, destroying whatever it impacts first (shield or hull), and is then discarded.

If a comet hits an already destroyed hull section, remove cards from the *Enterprise* deck as normal.

THOLIANS

Tholians move and fire as normal until they enter a short range sector. Then do not move and fire and remain in short range until they are destroyed. While the Tholian ship is in short range, the *Enterprise* cannot maneuver.

KLINGON CAPTAINS

These 3 threats trigger a special effect after they are placed, and then move and fire like normal threats.

KANG'S BATTLE CRUISER

Roll the die and place in that long range sector. Then all Klingon ships (including this one) immediately fire and cloaked Klingon ships decloak as their behaviour dictates and also fire. This is in addition to normal firing in the Threats Move and Fire phase.

KOLOTH'S BATTLE CRUISER

Roll the die and place in that long range sector. Then all Klingon ships (including this one) immediately move 1 sector closer to the *Enterprise*. This is in addition to normal movement in the Threats Move and Fire phase (ships do not fire again). Cloaked ships remain cloaked and do not move.

KOR'S BATTLE CRUISER

Roll the die and place in that long range sector. Then all Klingon ships gain 1 defense (those at full strength ignore this effect).

STARBASE

The Starbase token does not move or fire. If the players can maneuver the *Enterprise* so it is in short range, they immediately receive all 3 of the following rewards:

- Repair up to 2 damaged shields *or* rebuild 1 destroyed shield.
- Repair up to 2 damaged hull sections *or* rebuild 1 destroyed hull section.
- All players draw 1 card.

Then discard the Starbase to the threat discard pile.

WINNING THE GAME

As soon as the 5th mission (or the number of missions previously agreed upon) is completed, no longer draw threat tokens or reveal a new mission. Continue play as normal: when all the threats on the board are destroyed the players win the game.

If at any time (even after completing 5 missions) **all 6 hull sections are destroyed, players lose the game.**

If at any point a player cannot draw cards because all of the cards in the *Enterprise* deck (and discard pile) have been removed from the game due to damage, **the players lose the game.**

STAR TREK Panic

SEQUENCE OF PLAY

On your turn you are the **active player** and perform the following phases in order.

1. DRAW NEW ENTERPRISE CARDS

Draw up to your starting hand size (1-2 players: 6 cards; 3-5 players: 5 cards; 6 players: 4 cards).

2. REVEAL NEW MISSION (IF REQUIRED)

If the **current mission is incomplete**, skip to step 3. If the previous mission was completed last turn, **draw a new mission card** and set it up.

3. TRADE A CARD

You may trade 1 card with another player.

4. PLAY CARDS AND MANEUVER

You may play *Enterprise* cards to attack enemy threats, repair damage and solve missions.

You may also make 1 maneuver with the *Enterprise*: before, during, or after playing cards. Either:

- Rotate the *Enterprise* 1 facing, or
- Move all tokens in the ship's 2 front facings 1 sector closer to the *Enterprise*.

If the ship maneuvers forward with threats in short range:

- If there are shields in front of the threats, the threats do not board the *Enterprise*, but stay in short range.
- If there are no shields in front of the threats, they become **boarders**. A border inflicts damage to the hull section equal to its current defense, then is discarded. Before the damage, *any* player can play *Security* cards to reduce damage by 1 per card.

You cannot maneuver the *Enterprise* when:

- 3 or more hull sections are destroyed
- stated as a mission parameter, or
- a Tholian ship is in short range.

5. CHECK MISSION STATUS

Determine if mission objectives have been met. If the mission has a time limit, move the timer down by 1.

If the mission has a time limit and the timer reaches 0 without completing the objectives, the mission fails

6. THREATS MOVE AND FIRE

Resolve all the threats in each facing, one facing at a time. First, the threats move 1 sector closer to the *Enterprise*. Then, the threats fire **simultaneously**.

If a threat is in short range and there is a shield defending that facing, it stays where it is and fires.

If a threat is in short range and there is a no shield defending that facing, it becomes a **boarder** (with the exception of the Tholian ship).

7. DRAW 2 NEW THREATS

Draw 2 new threat tokens from the threat bag and, one at a time, either place them on the board or resolve them immediately, as appropriate.

Enemy ships are always placed with their highest defense value pointing towards the *Enterprise*. Roll the die to see in which long range sector they are placed.

DAMAGE

When a threat fires it deals 1 damage to that facing of the *Enterprise*.

Damage is first applied to the shield; a second hit destroys the shield. **Any remaining damage that turn does not overflow onto the hull.** Damage is then applied to the hull. A second hit destroys that hull section.

If a destroyed hull section takes hits, for each damage that would have been dealt, remove the top card from the *Enterprise* deck from the game.

SPECIAL THREAT TOKENS

CLOAKING SHIPS (light blue dotted border).

Faceup (uncloaked ships) move 1 sector forward, then flip facedown and *do not* fire. If the ship is in short range, it remains where it is and cloaks (if that facing is shielded) or moves forward and becomes a boarder (if that facing is unshielded).

Face down (cloaked ships) flip faceup (unlock) and fire. First roll 1 die for all the uncloaking ships. 1-2: move them 1 sector clockwise. On 3-4: no move. 5-6: move them 1 sector counter-clockwise. Then flip the ships faceup so they are uncloaked and fire.

Cloaked ships cannot fire or be affected by cards or attacks. If the *Enterprise* maneuvers forward, cloaked ships do not move closer to the *Enterprise*.

ROMULAN BIRD-OF-PREY

Deals 2 damage when it fires, and is a cloaking ship.

COMETS

Roll the die. The comet starts in the indicated long range sector and immediately moves towards the *Enterprise*. Any non-mission tokens in its path are immediately destroyed. When it reaches the *Enterprise* it deals 2 damage and is then discarded.

THOLIANS

Tholians move and fire as normal until they enter a short range sector. Then do not move and fire and remain in short range until they are destroyed. While in short range, the *Enterprise* cannot maneuver.

KLINGON CAPTAINS

Trigger the special effect, then move and fire as normal.

KANG After placement, all Klingon ships (including this one) immediately fire and cloaked Klingon ships decloak as their behaviour dictates and also fire.

KOLOTH After placement, all Klingon ships (including this one) immediately move 1 sector closer. Cloaked ships remain cloaked and do not move.

KOR After placement, all Klingon ships gain 1 defense.

STARBASE

The Starbase token does not move or fire. If the players can maneuver the *Enterprise* so it is in short range, they receive all 3 rewards (then discard the Starbase):

1. Repair up to 2 damaged shields *or* rebuild 1 destroyed shield.
2. Repair up to 2 damaged hull sections *or* rebuild 1 destroyed hull section.
3. All players draw 1 card.

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- If there are shields in front of the threats, the threats do not board the *Enterprise*, but stay in short range.
- If there are no shields in front of the threats, they become **boarders**. A border inflicts damage to the hull section equal to its current defense, then is discarded. Before the damage, *any* player can play *Security* cards to reduce damage by 1 per card.

You cannot maneuver the *Enterprise* when:

- 3 or more hull sections are destroyed
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