

## Campaigns

Each player starts with 300 points to build his/her starship, through succeeding missions and defeating opponents their ships and possible fleets will grow.

## Missions and Captains

Captains have four attributes:

Diplomacy  
Tactical  
Engineering  
Science

These represent not only the captain's abilities, but his ability to manage his crew.

You start out with 8 points to distribute between the attributes. 0 is the lowest and 4 is the highest

Picard, Janeway, Kirk, and Sisko would all be 4's across the board!!

As you grow in power and resources you will get more points to spend. You may trade in your old ship and add that to your current amount of points. You cannot transfer any special advancement from the old ship. The new ship will be just that, new. IF you have more than one ship, chose your flagship. This ship will gain any bonuses from having you aboard. The other ship will not get bonuses.



## Missions

There are several types of missions, to complete them you must pass all tests required in the mission explanation. If you fail it's the end of your turn.

Each captain may attempt as many missions until they fail a mission, then the other person goes. To determine who goes first roll a dice, whomever rolls highest gets to chose first or second.

### Initial Mission Chart

<b>Roll</b>	<b>Type</b>	<b>Explanation</b>
1	Exploring	Roll on the exploration mission chart. An opponent may choose whether to attack or not.
2	Research	Roll on the research mission chart. An opponent may choose whether to attack or not.
3	Delegating	Roll on the delegation mission chart. An opponent may not attack you on this mission.
4	Escorting	Roll on the escort mission chart. An opponent may choose whether to attack or not.
5	Defending	One opponent must attack. Randomly decided.
6	Attacking	You must attack an opponent. Your choice.

After every five missions completed successfully you role on the advancement chart, note certain missions will award bonuses above these.:

### Advancement Chart

<b>Roll</b>	<b>Type</b>	<b>Explanation</b>
1-2	Captain Advance	The captain gains one point in one attribute of your choice.
3-4	Sway	You gain 50 points and may chose your next mission.
5	Firepower	Your phasers are increased by one.
6	Engine Increase	Chose +10% to speed or maneuverability.
7-8	Resources	You have now 100 more points at your disposal.
9	Shielding	Your shields have increased by one.
10	Hull Reinforcement	Your hull has increased by one.
11-12	Captain Advance	The captain gains one point in one attribute of your choice.

MISSION CHARTS:

**Exploring**

Roll	Type	Explanation
1		
2		
3		
4		
5		
6		

**Research**

Roll	Type	Explanation
1		
2		
3		
4		
5		
6		

**Delegating**

Roll	Type	Explanation
1		
2		
3		
4		
5		
6		

**Escorting**

Roll	Type	Explanation
1		
2		
3		
4		
5		
6		