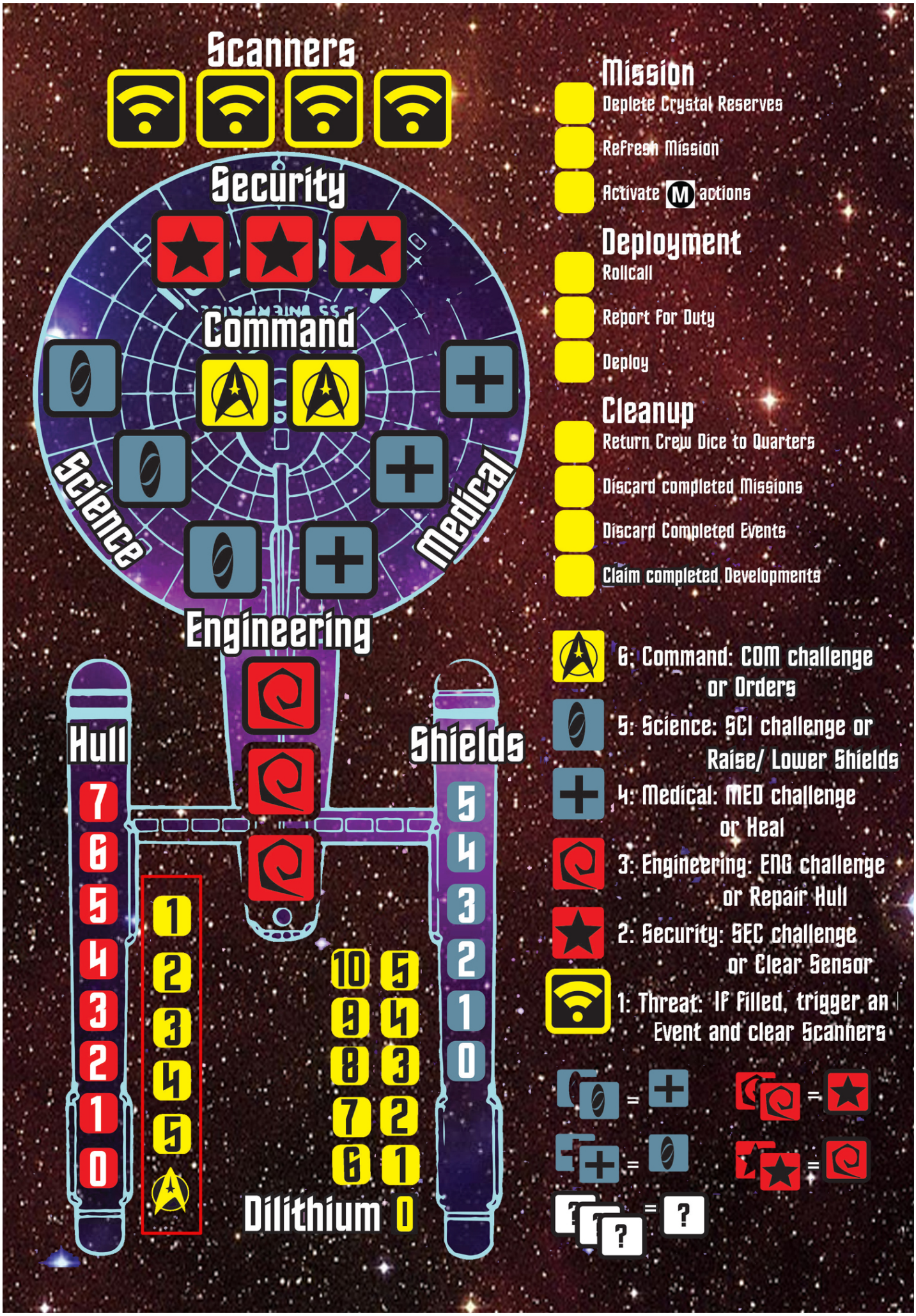
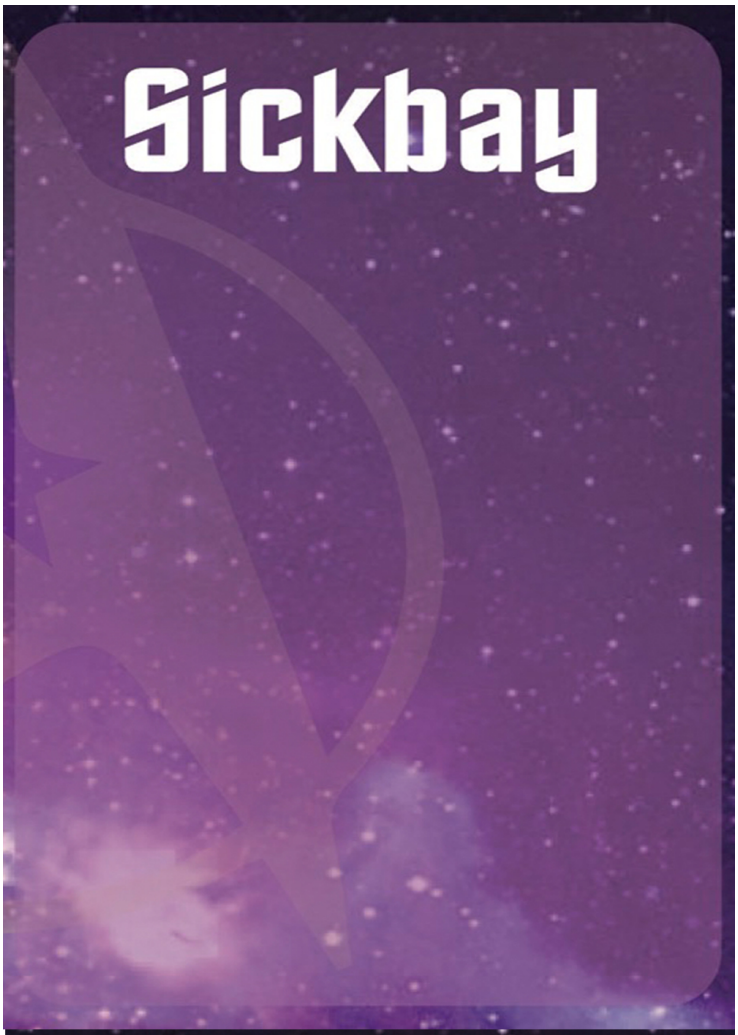

Scanners
Security
Command
Science
Medical
Engineering
Hull
7 6 5 4 3 2 1 0
Shields
5 4 3 2 1 0
1 2 3 4 5
10 9 8 7 6
5 4 3 2 1
Dilithium 0
Mission
Deplete Crystal Reserves
Refresh Mission
Activate M actions
Deployment
Rollcall
Report For Duty
Deploy
Cleanup
Return Crew Dice to Quarters
Discard completed Missions
Discard Completed Events
Claim completed Developments
6: Command: COM challenge or Orders
5: Science: SCI challenge or Raise/ Lower Shields
4: Medical: MED challenge or Heal
3: Engineering: ENG challenge or Repair Hull
2: Security: SEC challenge or Clear Sensor
1: Threat: If Filled, trigger an Event and clear Scanners
= = = = = ?


Sickbay


Quarters

Star Trek The Dice Game Rules

STORY

In Star Trek: The Dice Game you alone are responsible for the Starfleet crew members aboard the U.S.S. Enterprise during its five year mission of exploration. In order to succeed you will need to complete missions and overcome the unpredictable challenges that may arise during them. If you complete the full five years of exploration you will return to Starfleet Headquarters in glory and be promoted to Admiral.

COMPONENTS

10 Crew Dice
- A deck of Mission Cards
- A deck of Event Cards
- A deck of Development Cards
- 2 double sided 5 Year Mission Cards (easy/ medium / hard/ Kobayashi Maru)
- 10 marker tokens (Hull, Shields, Miscellaneous)
- Game board

SETUP

Shuffle the Event, Mission and Development decks and place each of them face down next to the game board.
- Turn the first three Development Cards face up
- Place the Hull token on Hull space 7
- Place the Shield token on Shield space 0
- Place a token on Year space 1
- Select your 5 Year Mission card (Easy/ Medium/ Hard/ Kobayashi Maru) and place it on the board
- Place a token on the corresponding Dilithium Crystal Reserves space (10, 9, 8 or 7)
- Place 10 Crew Dice in the Quarters area of the board
- Place the remaining spare marker tokens to one side

GAMEPLAY

Each turn is broken down into the following three phases:
- Mission Phase:
  - ☐ Deplete Crystal Reserves.
  - ☐ Refresh Mission.
  - ☐ Activate Mission Actions.
  - If Event card drawn, that Mission Action triggers.
- Deployment Phase:
  - ☐ Rollcall: Gather and roll all Crew Dice from Quarters
  - ☐ Report For Duty: Crew Dice report to Stations.
  - ☐ Deploy: Take Crew Dice actions
- Cleanup Phase
  - ☐ Return any dice from Crew Stations to Quarters.
  - ☐ Return any dice from completed Mission Stages or Event Cards to Quarters
  - ☐ Place any completed or failed Mission Cards
  - ☐ Place any completed Event Cards
  - ☐ Claim any completed Development Cards (maximum 9)

THE SHIP



1 Hull track: Damage on the Enterprise that bypasses Shields goes to the Hull. If the Hull is reduced to 0 and there are no Shields active, damage is taken in the form of Crew Dice; for each point of damage one Crew Dice assigned to Quarters or a Crew Station is moved to Sickbay. If no active crew remain in Quarters or Crew Stations the ship is destroyed and the game is over.

2. Shield track: Although down at the start, the Enterprise can raise shields. The SCI Crew Dice action increases Shields to maximum value. Damage by Event Cards with keyword "Damage" goes first to Shields and If Shields are at 0, to the Hull track. Event cards inflicting "Hull Damage" bypass Shields and damage the Hull directly.

3. Scanners: There are four Scaner Stations. Any Crew Dice Threat results must be placed here. Unlike normal stations these do not clear during the Cleanup Phase. Crew Dice placed here may only be returned to Quarters when all Sensor Stations are filled, or when a SEC Crew Dice is used. (see "Crew Dice: Security: Clear Sensor action")

4. Dilithium Crystal Reserves: You only have finite reserves of fuel to complete your missions. If you run out of fuel you'll have to abandon your current mission and start another. Careful, if you fail two missions in a row you lose the game.

5. CrewStations: the ship is made up of five locations, which correspond Crew Dice roles. Each has a fixed number of Crew Stations to which Crew Dice may be assigned during the Reporting for Duty phase. Excess Crew Dice are returned to Quarters. Certain Development cards may adjust the number of crew stations.

6. Sickbay: Your crew may become injured or sick and moved to Sickbay during the course of the Enterprise's adventures. Crew Dice moved to Sickbay may only be returned to Quarters through the use of the MED Crew Dice action "Heal".

7. Quarters: Crew Dice begin the game here, and form the dice pool at the start of each turn. Those dice that are not Locked In to Developments or Events, or that are assigned to Scanner Stations, are returned here during the Cleanup Phase.

8.Year Track: You are on a five year mission of exploration. Each year you undertake a Mission, and upon successfully completing it you move the Year track up by one space. If you complete all five Missions you win the game.

THE CREW & STATIONS

Crew Dice represent your crew and available actions.

6: Command (COM): Gold
- ☐ Meet a COM challenge OR
- ☐ Orders: Change one other Crew Dice to a result of your choosing

2: Security (SEC): Red
- ☐ Meet a SEC challenge OR
- ☐ Two SEC Crew Dice may act as one ENG Crew Dice
- ☐ Clear Sensors: Reduce Sensor Threat by 1 (return Threat to Quarters)

4: Medical (MED): Blue
- ☐ Meet a MED challenge OR
- ☐ Two MED Crew Dice may act as one SCI Crew Dice OR
- ☐ Heal: Move one Crew Dice from Sickbay to Quarters

5: Science (SCI): Blue
- ☐ Meet a SCI challenge OR
- ☐ Two SCI Crew Dice may act as one MED Crew Dice OR
- ☐ Raise or Lower Shields: Move Shield track to maximum or minimum

3: Engineering (ENG): Red
- ☐ Meet an ENG challenge OR
- ☐ Two ENG Crew Dice may act as one SEC Crew Dice OR
- ☐ Repair: Hull damage is reduced by 1

1: Threat
- ☐ Threat rolls must immediately be placed in the Scanner Crew Stations.

These dice remain in place until all available Scanner Stations are filled. When this occurs the assigned Crew Dice are returned to Quarters, and an Event card is drawn. If there are any additional Threat results still to assign, these are returned to Quarters.



Two SCI dice may be used as a MED die. Two MED dice may be used as a SCI die. Two ENG dice may be used as a SEC die. Two SEC dice may be used for an ENG die. In addition any three Crew Dice assigned to any Crew Stations may act as any other Crew Dice (ie you could use 1 MED, 1 SEC and one ENG to act as 1 SCI).

MISSION CARDS



One Mission Card is drawn during the Mission Phase of each turn if no others are in play. Each Mission represents your current goal, much like the setup for a TV episode. When a Mission Card is played the Dilithium track is set to maximum.

Mission Cards have one or more Mission Stage actions listed. These are carried out during the Mission Phase of each turn unless otherwise indicated. If there are multiple M actions to play the player may choose the order in which to play them. Each Mission Card lists completion criteria broken down into numbered Mission Stages, with a space for a tracking token against each. Only one Mision Stage may be completed per turn. When all mission actions are complete the mission is discarded.

Each time a Mission Cards is completed, advance the Year Track one space.

EVENT CARDS



Event Cards represent the plot twists and unpredictable events, equipment failures, alien interventions and human frailties that plague the Enterprise crew.

Some Event Cards have an immediate effect and then are discarded. Other events list criteria that must be completed before the Event Card may be discarded. This usually requires crew dice be assigned to the card.

During the Cleanup Phase the Crew Dice are returned to Quarters and the Event Card is moved to the Event Card Discard pile.The player chooses which order in which to resolve Event effects. Some Event cards include a number of Stages, similar to Mission Stages. You may have a maximum of nine Event cards in play at one time.

DEVELOPMENT CARDS



Development Cards provide benefits that may change game rules in your favour, and are critical to surviving the countless dangers that await you on your five year mission.

At the start of the game three Development Cards are placed face up next to the Development Deck. During the Deployment Phase you may commit Crew Dice to Development Cards in the same way as you would to Mission or Event Cards. If you meet the Card requirement you gain that Development, and move the card to your Active Developments area. Move the remaining Development Cards to the left and draw a replacement. You may have a maximum of nine Development Cards in play at any time. You may choose to discard an existing card in order to gain another.

Whenever a game effect instructs you to Draw a Development card you must discard the lefthand card of the three face up Development Cards and draw a replacement, placing it on the right. If you had Crew Dice assigned to the discarded card they are returned to Quarters.

PLAYING THE GAME

Each turn starts with the Mission Phase. If a Mission is in play advance the Dilithium Crystal track one space. If the token reaches zero, discard the Mission as failed and draw an Event Card.

If no Mission Card is in play, draw one and place it on the game board, adding any marker tokens required and returning Crystal Reserves to the starting value.

If there are Mission actions listed be on Mission card, Event cards or Development cards in play, then execute those actions. If an Event card is drawn during this stage which has the Mission Action symbol, that Mission Action triggers.

Then Gather all Crew Dice from Quarters and roll them. Do not take any Dice in Sickbay, assigned to Sensors or "Locked In" to an Event or Development. Apply any positive or negative effects (Not M actions) from Event or Development cards.

Place the Crew Dice as desired to solve Mission actions, discharge Events, or Gain developments.

During the Cleanup Phase, return any dice from Crew Stations to Quarters, return any dice from completed Mission Stages or Event Cards to Quarters, place any completed or failed Mission Cards in the appropriate Mission Discard pile, place any completed Event Cards in the Event Discard pile, and claim any completed Development Cards (maximum 9)

Once a Crew Dice has used its ability it is normally returned to Quarters. The player may instead choose to leave a Crew Dice "Locked In" on a partially completed Event Card, or Development Card. Crew Dice may not be "Locked In" to partially complete Mission Stages. Threat results are not returned to Quarters, but must remain in place in Scanner Crew Stations.

Where multiple Crew Dice have been used to achieve a result, for example three dice to achieve a COM result, in order to Lock In that result all Crew Dice used to achieve it must be assigned, stacked on the space where the Locked In result is required.

Where a game effect refers to an Active Dice, this is any dice not in Sickbay, captured by an Event card (such as Alien Parasites) or placed on Scanners.

Year Card: The game's difficulty is set by means of the initial selection of the Year/Difficulty card. With all these cards, Missions become harder as the years pass and you move further into unknown space. To represent this, and to provide easy/ medium/ hard/ impossible settings for the game, a Year Card is selected and placed on the Year Card space during setup. The card lists how much fuel you have at the start of each mission, as well as additional rules to implement as the years pass, adding evergreater challenges and constraints to overcome. These additional rules are cumulative. There is even a Kobayashi Maru setting for true gluttons for punishment.

WINNING

The game is won by completing the five year mission, a total of five Mission Cards. However the game can be difficult, and many missions won't survive that long. In order to track your progress and determine how well you did in each game use the following scoring mechanism. For each year completed, you are awarded the following rank:

0 years: Crewman 3rd Class
1 year: Ensign
2 years: Lieutenant
3 years: Commander 4 years. Captain
5 years. Admiral

Note the Year Card game setting (easy, medium, hard, Kobayashi Maru) as an initial (E, M, H, K).

As an example, if a Romulan Bird of Prey blows the Enterprise to bits during the third mission on Hard mode your final rank would be Commander (H).

CREDITS

Game Design: Carl White

Diagnostic Scanner

The "Heal" action moves 2 Crew Dice From Sickbay to Quarters



Sensor Probe

Draw the top 5 Event cards. Replace in any order

DISCARD



Cyrano Jones

Keep 4 Development Cards Face up



Boosted Sensors

The "Clear Sensors" action clears 2 THR



James T Kirk

+1 COM each turn



Mr Spock

+1 SCI each turn



Dr Leonard McCoy

+1 MED each turn



Montgomery Scott

+1 ENG each turn



Tricorder

Add 2 SCI to one Challenge.

DISCARD



Tricorder

Add 2 SCI to one Challenge.

DISCARD



Photon Torpedoes

Add 2 SEC to one Challenge.

DISCARD



Photon Torpedoes

Add 2 SEC to one Challenge.

DISCARD



Dilithium Deposits (1)

Add 1 crystal to the Dilithium Track

DISCARD



Dilithium Deposits (2)

Add 2 crystals to the Dilithium Track

DISCARD



Dilithium Deposits (3)

Add 3 crystals to the Dilithium Track

DISCARD



Carbomite Manoevre

Prevent Damage From one source

DISCARD



Medical Tricorder

Add 2 MED to one Challenge

DISCARD



Medical Tricorder

Add 2 MED to one Challenge

DISCARD



Communicator

Add 2 COM to one Challenge

DISCARD



Communicator

Add 2 COM to one Challenge

DISCARD



Reassigned

Reroll 1 Crew Dice during Rollcall, other than THR results



Reassigned

Reroll 1 Crew Dice during Rollcall, other than THR results



Dilithium Deposits (1)

Add 1 crystal to the Dilithium Track

DISCARD



Dilithium Deposits (2)

Add 2 crystals to the Dilithium Track

DISCARD



Engineering Kit

Add 2 ENG to one Challenge

DISCARD



Engineering Kit

Add 2 ENG to one Challenge

DISCARD



Red Alert

Raise Shields.
Change 2 Crew Dice to SEC.

DISCARD



Red Alert

Raise Shields.
Change 2 Crew Dice to SEC.

DISCARD



Security Station

This card acts as an additional Crew Station



Rousing Speech

Reroll 1 THR during Rollcall

DISCARD



Long Range Sensors

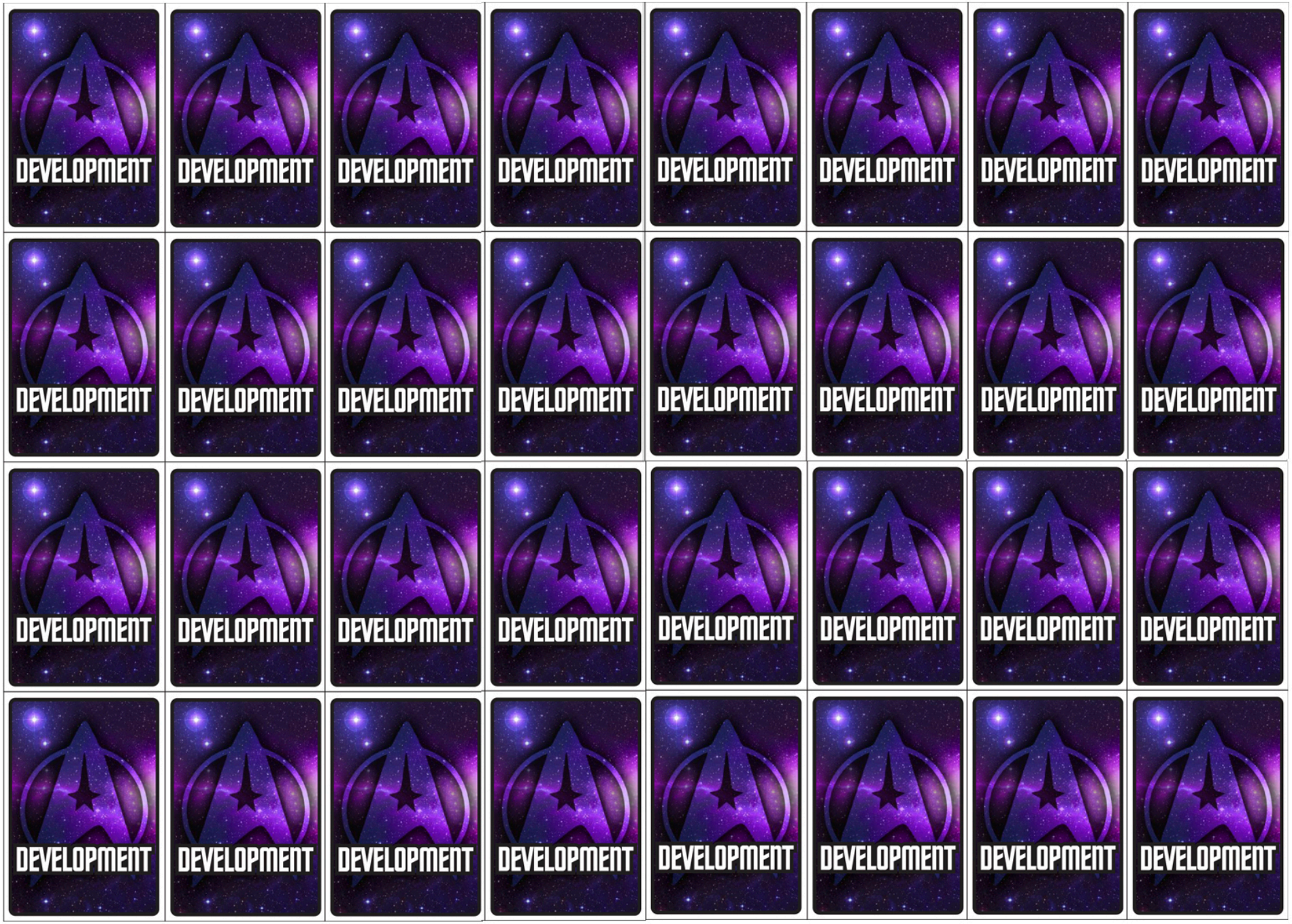
Return 1st THR rolled to Quarters



Electrified Hull Plating

The ENG "Repair Hull" action repairs 2 Hull




DEVELOPMENT

EASY (10)

YEAR 1: No Effect

YEAR 2: No Effect

Year 3: No Effect

Year 4: "Repair Hull" action costs +1 ENG

Year 5: "Raise/ Lower Shields" action costs +1 SCI

MEDIUM (9)

YEAR 1: No Effect

YEAR 2: No Effect

Year 3: "Repair Hull" action costs +1 ENG

Year 4: "Raise/ Lower Shields" action costs +1 SCI

Year 5: "Heal" action costs +1 MED

HARD (8)

YEAR 1: No Effect

YEAR 2: "Repair Hull" action costs +1 ENG

Year 3: "Raise/ Lower Shields" action costs +1 SCI

Year 4: "Heal" action costs +1 MED

Year 5: "Clear Sensors" action costs +1 SEC

KOBAYASHI MARU (7)

YEAR 1: "Repair Hull" action costs +1 ENG

YEAR 2: "Raise/ Lower Shields" action costs +1 SCI

Year 3: "Heal" action costs +1 MED

Year 4: "Clear Sensors" action costs +1 SEC

Year 5: Damage increased by +1

Medical Station

This card acts as an additional Crew Station



Dilithium Deposits (3)

Add 3 crystals to the Dilithium Track

DISCARD



Command Station

This card acts as an additional Crew Station



Science Station

This card acts as an additional Crew Station



Engineering Station

This card acts as an additional Crew Station



Scanner Malfunction

Place a token on one Scanner Station. This station is blocked



Scanner Malfunction

Place a token on one Scanner Station. This station is blocked



Shields Down

Shields cannot be raised



Station OFFline

Roll a Crew Dice.
Place a token on a corresponding Crew Station.
This station is blocked



Station OFFline

Roll a Crew Dice.
Place a token on a corresponding Crew Station.
This station is blocked



Transporter Malfunction

The Transport action may not be used



Warp Drive OFFline

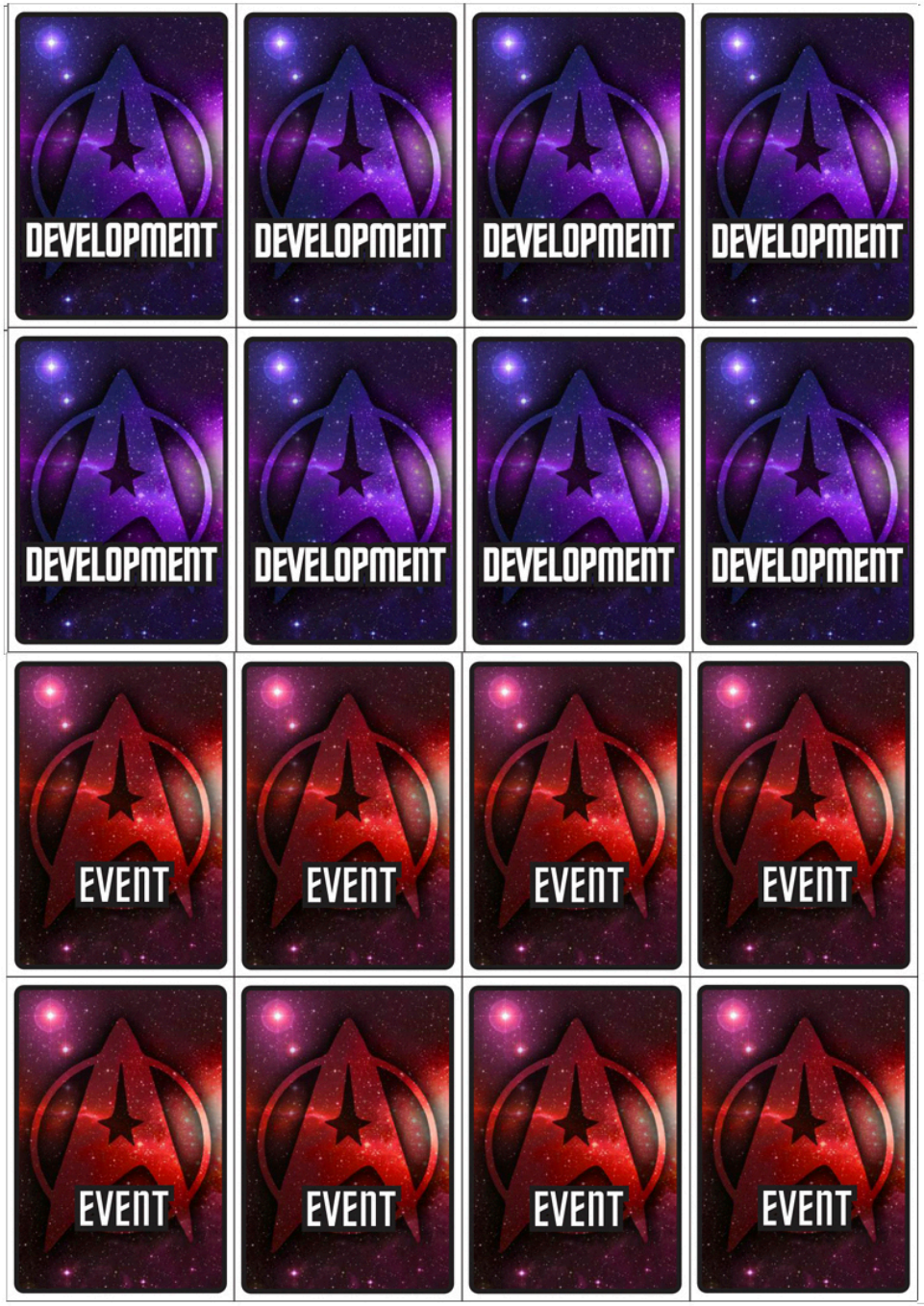
The Travel action may not be used



Weapons Malfunction

Reroll SEC results once





EASY (10)

YEAR 1: No Effect

YEAR 2: No Effect

Year 3: No Effect

Year 4: "Repair Hull" action costs +1 ENG

Year 5: "Raise/ Lower Shields" action costs +1 SCI

MEDIUM (9)

YEAR 1: No Effect

YEAR 2: No Effect

Year 3: "Repair Hull" action costs +1 ENG

Year 4: "Raise/ Lower Shields" action costs +1 SCI

Year 5: "Heal" action costs +1 MED

HARD (8)

YEAR 1: No Effect

YEAR 2: "Repair Hull" action costs +1 ENG

Year 3: "Raise/ Lower Shields" action costs +1 SCI

Year 4: "Heal" action costs +1 MED

Year 5: "Clear Sensors" action costs +1 SEC

KOBAYASHI MARU (7)

YEAR 1: "Repair Hull" action costs +1 ENG

YEAR 2: "Raise/ Lower Shields" action costs +1 SCI

Year 3: "Heal" action costs +1 MED

Year 4: "Clear Sensors" action costs +1 SEC

Year 5: Damage increased by +1

Klingon Battlecruiser

M 2 Damage



Love Interest

Immediately move one Active Crew Dice to Quarters. IF all Crew Dice in Quarters, move one to Sickbay.

Discard

Love Interest

Immediately move one Active Crew Dice to Quarters. IF all Crew Dice in Quarters, move one to Sickbay.

Discard

Quarantine

Reroll MED results once



Alien Entity

Place the 1st SEC From Rollcall each turn to this card.

M Inflict 1 Damage per SEC



Alien Parasites

IF there is no Crew Dice in this space add one from Quarters



Alien Parasites

IF there is no Crew Dice in this space add one from Quarters



Alien Probe

Reroll SCI results once



Meteor Strike

2 Damage

Discard

Meteor Strike

2 Damage

Discard

Dissention in the Ranks

Crew Dice may not be left Locked In



Quarantine

Reroll MED results once



Station OFFline

Roll a Crew Dice. Place a token on a corresponding Crew Station. This station is blocked.



Solar Flare

Reduce Shields to zero

Discard

Space/ Time Disruption

Complete this event before completing current Mission, or discard one Active Development Card at random. Reshuffle the Event Deck and Discard pile



Communications Blackout

Reroll COM results once



Raiders

M 1 Damage



Raiders

M 1 Damage



Redshirts

1st SEC roll each turn is sent to Sickbay



Report to Sickbay

Move one active Crew Dice to Sickbay

Discard

Coolant Leak

Reroll ENG results once



Explosive Decompression

1 Active Crew Dice to Sickbay

M 1 Hull Damage



Explosive Decompression

1 Active Crew Dice to Sickbay

M 1 Hull Damage



Alien Attacker

M 1 Active Crew Dice to Sickbay



Report to Sickbay

Move one active Crew Dice to Sickbay

Discard

Romulan Bird of Prey

M 2 Damage



Romulan Bird of Prey

M 2 Damage



Scanner Malfunction

Place a token on one Scanner Station. This station is blocked.



Hull Breach

M 2 Hull Damage



Hull Breach

M 2 Hull Damage



Klingon Battlecruiser

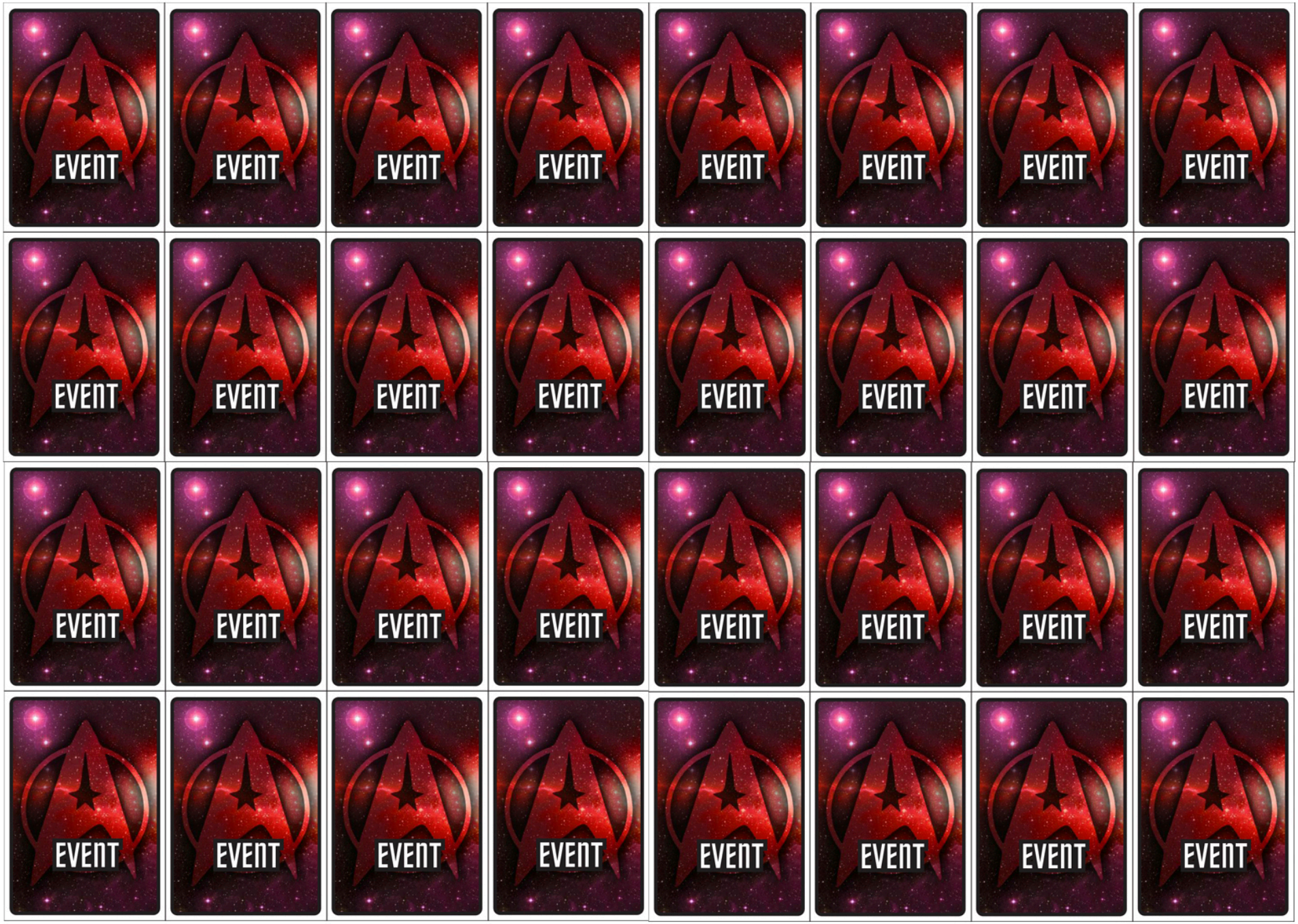
M 2 Damage



Klingon Battlecruiser

M 2 Damage




EVENT

Obtain Mining Rights

M Draw Event

1	Scan	2 SCI
2	Transport	Shield/1 ENG
3	Event	DRAW 1
4	Influence	2 COM
5	Development	DRAW 1

Escort Colonist Vessel

M Search Event Deck and Discard Pile For Raiders. If none, search For Klingon Battlecruiser.

1	Travel	2 ENG
2	Combat	2 SEC
3	Repair	1 ENG/ 1 SCI
4	Development	DRAW 1

Transport Conference Delegates

M Draw Event

1	Travel	2 ENG
2	Transport	Shield/1 ENG
3	Influence	2 COM
4	Event	DRAW 1
5	Development	DRAW 1

Shore Leave

M Draw 2 Events

1	Travel	2 ENG
2	Influence	2 COM
3	Development	DRAW 1

Avert Diplomatic Crisis

M Draw Event

1	Travel	2 ENG
2	Combat	2 SEC
3	Influence	2 COM
4	Development	DRAW 1

Deliver Emergency Medical Supplies

M Draw Event. IF Sickbay is empty, move 1 Crew Dice From Quarters to Sickbay

1	Travel	2 ENG
2	Transport	Shield/1 ENG
3	Cure	2 MED
4	Development	DRAW 1

Investigate Deep Space Distress Beacon

M Draw Event

1	Transport	Shield/1 ENG
2	Scan	2 SCI
3	Event	DRAW 1
4	Repair	1 ENG/ 1 SCI
5	Development	DRAW 1

Investigate Spatial Anomaly

M Take 2 Damage until Stage 1 complete, then Draw Event

1	Repair	1 ENG/ 1 SCI
2	Scan	2 SCI
3	Event	DRAW 1
4	Combat	2 SEC
5	Event	DRAW 1
6	Development	DRAW 1

Report to Starbase For Repairs

M Gain 1 Hull. Draw Event.

1	Reduce Hull to zero	
2	Transport	Shield/1 ENG
3	Event	DRAW 2
4	Restore Hull to 7	
5	Development	DRAW 1

Assist with Medical Crisis

M Draw Event

1	Travel	2 ENG
2	Scan	2 SCI
3	Transport	Shield/1 ENG
4	Cure	2 MED
5	Development	DRAW 1

DeFend Colonists

M 1 Damage, Draw Event

1	Travel	2 ENG
2	Combat	2 SEC
3	Cure	2 MED
4	Development	DRAW 1

Assist Crippled Mining Vessel

M Draw Event

1	Repair	1 ENG/ 1 SCI
2	Event	DRAW 1
3	Repair	1 ENG/ 1 SCI
4	Repair	1 ENG/ 1 SCI
5	Cure	2 MED
6	Development	DRAW 1

Stellar Cartography

M Draw Event

1	Travel	2 ENG
2	Scan	2 SCI
3	Event	DRAW 1
4	Development	DRAW 1

Observe Planetary Phenomena

M Draw Event

1	Scan	2 SCI
2	Event	DRAW 1
3	Transport	Shield/1 ENG
4	Influence	2 COM
5	Development	DRAW 1

Escort Diplomatic Vessel

M Draw Event

1	Travel	2 ENG
2	Influence	2 Com
3	Influence	2 COM
4	Development	DRAW 1

Investigate Disappearance

M Draw Event

1	Transport	Shield/1 ENG
2	Event	DRAW 1
3	Combat	2 SEC
4	Cure	2 MED
5	Development	Draw 1

Protect Outpost From Attack

M 2 Damage

1	Travel	2 ENG
2	Influence	2 COM
3	Combat	2 SEC
4	Development	DRAW 1

Routine Cargo Drop

M Draw Event

1	Travel	2 ENG
2	Transport	Shield/1 ENG
3	Event	DRAW 1
4	Influence	2 COM
5	Development	DRAW 1

Neutral Zone Rescue

M Draw Event

1	Travel	2 ENG
2	Event	Bird of Prey
3	Cure	2 MED
4	Travel	2 ENG
5	Development	DRAW 2

Evacuate Research Station

M Draw Event

1	Travel	2 ENG
2	Transport	Shield/1 ENG
3	Cure	MED 2
4	Development	DRAW 1

Search For Missing Vessel

M Draw Event

1	Scan	2 SCI
2	Event	DRAW 1
3	Repair	1 ENG/ 1 SCI
4	Transport	Shield/1 ENG
5	Cure	2 MED
6	Development	DRAW 1

Establish First Contact

M Draw Event

1	Transport	Shield/1 ENG
2	Influence	2 COM
3	Influence	2 COM
4	Development	DRAW 1

Top Secret Diplomatic Mission

M Draw Event

1	Travel	2 ENG
2	Influence	COM 2
3	Event	DRAW 1
4	Influence	COM 2
5	Development	DRAW 1

Investigate Starship Wreckage

M Draw Event

1	Transport	Shield/1 ENG
2	Scan	2 SCI
3	Repair	1 ENG/ 1 SCI
4	Development	DRAW 1


MISSION