

STAR TREK CONQUEST

ALPHA TACTICS

v 1.2.4



by Jan Schumann & Matthias Drescher Players: 2-4 Tacticians Age: 10 years and up Duration: approx. 45 min

Contents: 132 Player Cards (33 per faction), 24 Target Cards, 15 Deactivated Markers



A Conflict Looms

The fragile peace in the Alpha Quadrant is on the brink. Old alliances are put to the test, new fronts emerge, and local skirmishes ignite everywhere over strategically important systems. Starfleet, Vulcans, Romulans, and Klingons deploy their forces to secure their influence, control territories, and assert their interests.

The Objective

Players engage in tactical skirmishes with their ships, weapons, troops, and technologies. They play their cards face down, bluffing their opponents, unleashing powerful effects, and attempting to conquer the most important targets in the Alpha and Beta Quadrants. In the end, the faction that has used its resources most skillfully and becomes the dominant power in this region of the galaxy prevails.

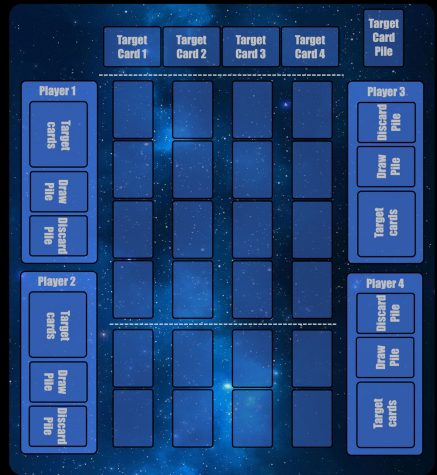
Game Setup

1. The playmat is placed between all players. (*Available separately)
2. Each player chooses a faction and takes the corresponding deck of 33 player cards, shuffles it, and places it as a personal draw pile in their player area.
3. The target cards are shuffled and placed as a target card draw pile.
4. Each player draws four cards to their hand.

The Player Area

Each player manages three of their own card piles during the game:

- **Draw Pile:** kept face down; the cards inside are not visible to anyone.
- **Discard Pile:** kept face up; the top card is visible to all players at all times.
- **Target Card Area:** all conquered target cards are placed face up and can be viewed by all players at any time.



Example:

The player area of the Romulan player during the game.



Note:

All player cards that are removed during a round or cleared from the board at the end of a round always go to the personal discard pile of the respective player.

Game Start

In the first round, Starfleet begins if they are playing. If they are not in the game, the starting player is determined randomly. Alternatively, a Star Trek trivia game can be used to determine the starting player. Extra note: One is included in the Deluxe Edition of "Star Trek – Conquest Alpha".

Round Sequence

In each round, four target cards are played for. To do this, four cards are drawn from the target draw pile and laid out face up as the beginning of the four rows.

The round consists of three phases:

1. The **Deployment Phase**, in which players take turns placing their hand cards face down under the four target cards.
2. The **Reveal Phase**, in which all remaining face-down cards are revealed and their effects are processed in order.
3. And the **Scoring Phase**, in which it is decided which player receives which target card.



In this way, four rows are formed under the four target cards, which players may place cards in at will during the Deployment Phase until the phase ends.

Deployment Phase

In the Deployment Phase, players take turns. The player following the one who ended the last round begins the new game round.

In each turn of the Deployment Phase, the player has one of two options:

1. Play a card face down into any row,
2. or pass and discard any number of hand cards instead.

The Deployment Phase ends as soon as at least four cards have been placed in all four rows. Even if the card that triggered the end of the Deployment Phase is removed immediately afterwards, the Deployment Phase is considered finished. At the end of the Deployment Phase, there are usually still several cards face down in the rows.

Rules for Placing and Drawing:

- If a card is placed face down in a row, the card above it is immediately revealed and its effect, if possible, is executed.
- Discarded cards are placed on the player's discard pile.
- Whenever a player has played or discarded cards, they immediately draw back up to four hand cards.
- If a player has no more cards to draw, they shuffle their discard pile, which then becomes their new draw pile.

Reveal Phase

In the Reveal Phase, all remaining face-down cards in the four rows are revealed and their effects are executed in the correct order.

The rows are processed from left to right. If there are several face-down cards in a row, they are revealed individually from top to bottom and their effect, if possible, is executed immediately.

After all rows have been completely processed, the Scoring Phase begins.

Scoring Phase

In the Scoring Phase, nothing changes regarding the cards in the respective rows. Now it is purely about determining the combat power of the factions under each target card.

To do this, each player adds up the combat power of their own cards in each row, taking all Scoring Effects into account.

In the event of a tie between two or more players, the player involved in the tie whose card is highest in that row receives the target card.

Note:

Face-down cards may not be viewed again after being played, even by the player who placed them. You must remember which card you played where.

Special Case:

Certain card effects may cause a player to temporarily have more than four cards in their hand. This is allowed. The player only draws cards from their draw pile again when they have fewer than four cards in their hand.

Note:

Since players are free to choose which row they place cards in, individual rows can become significantly longer than four cards.

Tip:

During the Deployment Phase, individual effects or combat power values may be deactivated by certain card effects. To ensure this is not forgotten during the round, and especially in the Scoring Phase, the affected card parts can be covered with Deactivated Markers.



Start of a New Round

After all target cards have been distributed to the players and all players have placed their laid-out cards on their personal discard piles, the next round can begin. For this, four new target cards are revealed.

Players keep their hand cards when moving to a new round.



End of the Game & Scoring

The game ends as soon as all 24 target cards have been conquered.

All players receive two additional victory points for each planet of their own faction. Starfleet and Vulcan players each receive two additional victory points for blue Federation planets. Tip for counting points: Count the victory points in the top right corner of your target cards first and then add all points that arise from bonuses and combinations from the card texts.

The player with the highest total victory points wins. In the event of a tie, the player who has conquered more target cards of the type "Planet" wins. If this results in a tie as well, the players share the victory.

Card Anatomy

Player Card

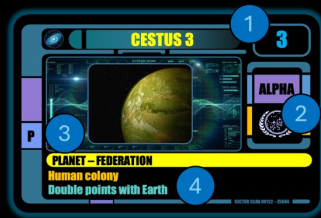


Front Side



Back Side

Target Card



Front Side



Back Side

1. Card Effect Type (One-time, Permanent, Scoring, ...)
2. Combat Power
3. Card Type (Planet, Sector, Quadrant, Combat Zone) and faction
4. Description and possible combination bonuses



General Information on Card Effects

If a card text contradicts a general rule, the card text always takes precedence.

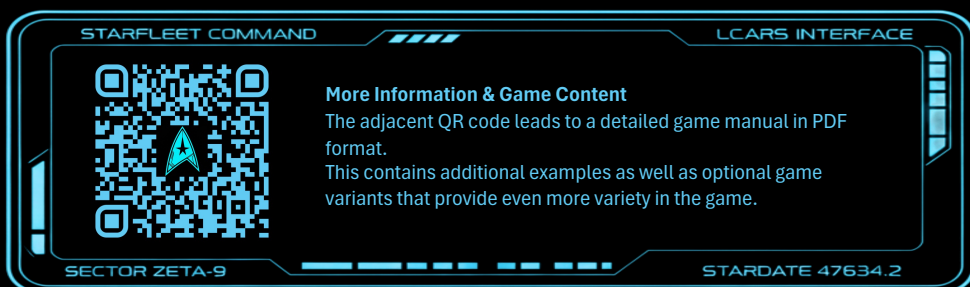
Card effects are always executed by the player who owns the card, regardless of where the card is or who reveals it.

- One-time Effect (O): This effect is applied only once, immediately after the card is revealed.
- Permanent Effect (P): These effects apply throughout the entire round.
- Special Effect (X): Individual special effects.
- Scoring Effect (S): These effects are applied in the Scoring Phase.
- No Effect (N): Cards without effect contribute only combat power.



Details on Special Card Effects:

- **Admiral (S):** It does not matter whether they are your own or opponent cards. Example: If there are five player cards in this row, including the Admiral, the Admiral is worth 20 points (4 other cards × 5).
- **Armada (S):** Special case: If an opponent steals the combat power of the Armada, the Armada itself also has 0 combat power, resulting in a tie.
- **Blockade (P):** The card beneath it is only revealed in the Reveal Phase. Important: This row does not need to reach four cards for the Deployment Phase to end.
- **Deflector/Deflector Shield (S):** The Deflector steals only the base combat power of the card above it and sets the base combat power of the other card to 0. Any existing scoring effects of the card above still count for the owner.
- **Delta Flyer/T'Pau/Bird of Prey (P):** If this card is moved to another row, its effect remains active there as well. All cards placed under this card must still be played face up and without effect. Cards already under it are deactivated. If the ship is removed or moved from a row, previously blocked permanent and scoring effects become active again.
- **Distress Signal (O):** One-time effects of placed or moved ships are not executed.
- **EMP/Singularity Discharge/Field Disruptor (O):** The effect is not optional. If only one of your own weapons is available, it must be chosen. The player who owns the card decides which weapon is removed.
- **Galaxy/Surak/D'Deridex/Vor'Cha (S):** If two of these combinations are in the same row, a tie results. If the Diplomat is played without effect or their effect is blocked, the Galaxy still wins together with the Diplomat.
- **Gravitational Wave (X):** If a card with Transphasic Shields would have to be moved when inserting, it cannot be inserted at that position. Gaps in the rows are not moved but filled. If a gap is created by the insertion, the corresponding card is shifted upwards.
- **Intrepid/Vahklas/D'Ritdthau/Raptor (X):** The card is played face up and its effect is triggered immediately. The card above it is revealed without effect. If the card is later removed or moved, previously blocked permanent and scoring effects apply again. If the card is moved under a face-down card, it is also revealed without effect.
- **Negotiations (O):** Participation is optional: All cards are played face down and revealed simultaneously. Whoever has the highest combat power receives the target card immediately. Only the base combat powers in the top right corner of the card count; scoring effects are not applied. In the event of a tie, only the affected players continue playing. As usual, you may always draw back up to 4 cards immediately.
- **Prometheus/Sh'Val/Aelah/Ty'Gokor (O):** Both face-down and face-up cards can be chosen.
- **S31 Spy/Spy (O):** All players draw back up to four cards before showing their hand cards secretly.
- **Sovereign/D'Kyr/Valdore/Negh'Var (O):** The card played through this effect is played face down into any row as in a normal turn. As usual, this may cause a card above to be revealed and its effect triggered. If the player draws Transphasic Shields or a Cloaking Device, they cannot be played.
- **Space Mines (O):** The effect is not optional and cannot be declined.
- **Subspace Bomb/Photonic Bomb (O):** Both face-down and revealed cards are removed. The card itself remains.
- **Teleport (X):** To place this card, any number of cards may be shifted downwards. Note: Transphasic Shields (or Cloaking Device) cannot be moved.
- **Transphasic Shields/Cloaking Device (X):** In this turn, two cards are played: First, a card is played normally (face down), then the Transphasic Shields on top of this card. The protected card is invulnerable during the entire Deployment Phase. The Transphasic Shields are removed at the beginning of the Reveal Phase. Note: This card cannot be played through the effect of Sovereign/D'Kyr/Valdore/Negh'Var.



Imprint

Star Trek – Conquest Alpha: Tactics
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