

STARTREK

CONQUEST ALPHA

TACTICS



GAME INSTRUCTIONS

2-4 PLAYERS 10+ Years

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Star Trek – Conquest Alpha: Tactics

Manual

English

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1 Introduction

Star Trek - Conquest Alpha: Tactics is a standalone, tactical card game set in the **Conquest Alpha** universe. While the large-scale strategy game focuses on the exploration and management of entire stellar empires, this compact variant centers on the heart of every conflict: tactical decisions, clever timing, and reading your opponents' intentions.

Each player takes command of a major faction of the Alpha or Beta Quadrant, Starfleet, Vulcan, Klingon, or Romulan, and battles in fast-paced, intense skirmishes for control over vital planets and sectors.

All factions use an identical deck of 33 cards, consisting of ships, weapons, technologies, troops, and actions. The differences lie solely in design, names, and illustrations, not in their abilities. The game is played with face-down cards whose effects are only triggered when revealed. Since cards are mostly revealed by opponents, a dynamic interplay of bluffing, assessment, and tactical risk emerges. Some cards completely change the rules of a row, while others lead to powerful combinations or thwart opponents' plans.

From simple base rules, a surprisingly deep yet fast-to-play tactical game unfolds, where sequence, timing, and synergies determine victory or defeat.

Star Trek - Conquest Alpha: Tactics can be played by 2 to 4 players aged 10 and up and lasts approximately 30 to 45 minutes.

2 Goal of the Game

Conquer planets, collect victory points, and secure glory for your faction. Each target card represents a strategic objective with its own value and possible combo bonuses. The player who has collected the most victory points from conquered planets and bonuses after the final round wins the game.

3 Game Components

- 132 Player Cards (33 per faction)
- 24 Target Cards
- 13 Deactivated Markers
- 1 Playmat (*Available separately)

4 Card Anatomy

Player Card Anatomy

A. Front Side

1. Card Type (Ship, Tech, Weapon, Action, Troops)
2. Thematic Image
3. Combat Power
4. Card Name
5. Faction Abbreviation
 - **S**: Starfleet
 - **V**: Vulcan
 - **R**: Romulan
 - **K**: Klingon
6. Effect Type
 - **P**: Permanent Effect
 - **S**: Scoring Effect
 - **O**: One-time Effect
 - **X**: Special Effect
 - **N**: No Effect
7. Faction Logo
8. Effect Text



B. Back Side

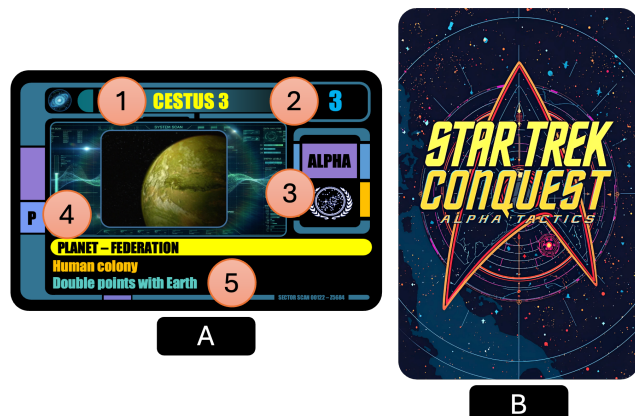
1. Faction Logo

Target Card Anatomy

A. Front Side

1. Card Name
2. Victory Points
3. For Planets: Indication whether they are in the Alpha or Beta Quadrant
4. Card Type (**P**lanet, **S**ector, **Q**uadrant, **C**ombat Zone) and Faction Affiliation
5. Effect Text

B. Back Side



Note

The card types of the player cards (Ship, Tech, Weapon, Action, Troops), the card types of the target cards (Planet, Sector, Quadrant, Combat Zone), as well as the planet types of the target cards of the Planet type (Federation Planet, Imperial Planet) are only relevant for certain card effects.

5 Game Setup

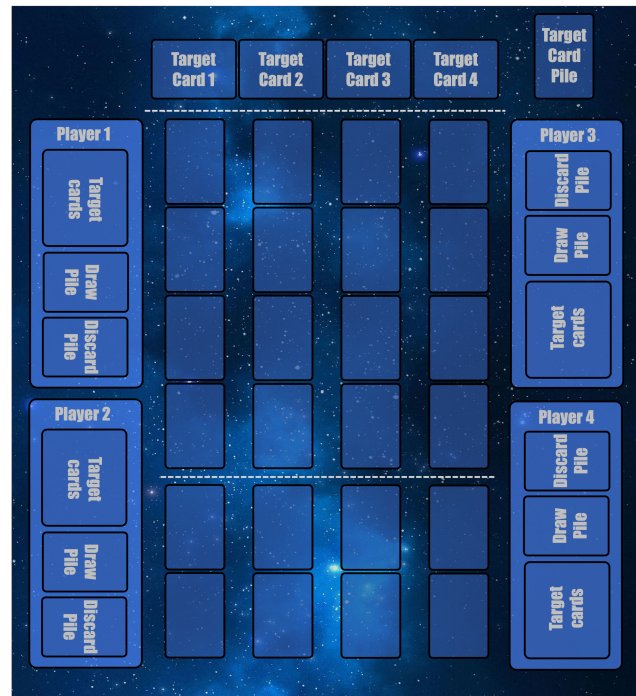
- Place the playmat in the center, between all players. (*Available separately)
- Each player chooses a faction and takes the corresponding deck of 33 cards, shuffles it, and places it as a face-down personal draw pile in their player area.
- Shuffle the target cards and place them as a target card pile.
- Each player draws four cards.

Note

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

Each player manages three personal card piles during the game:

- **Draw Pile:** kept face down; its contents are hidden from everyone.
- **Discard Pile:** kept face up; the top card is visible to all players at any time.
- **Target Card Area:** all conquered target cards are placed face up and can be viewed by all players at any time.



Example: The Romulan player area during the game



6 Round Overview

Each round is played over four target cards. To do this, four cards are drawn from the target card pile and laid out face up as the beginning of four rows.

The round consists of three phases:

1. the **Deployment Phase**, in which players place 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 handled in order,
3. and the **Scoring Phase**, in which it is decided which player receives which target card.

Four rows are formed under the target cards, where players may place cards at will during the Deployment Phase until the phase ends.

Note

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

6.1 Deployment Phase

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

Note

In the first round, Starfleet begins if they are playing. If they are not in the game, the starting player is determined by lot. Alternatively, a Star Trek trivia game can also be used to determine the starting player. *Special Note: One is included in the Deluxe Edition of Star Trek - Conquest Alpha.*

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

1. play one card face down into any row,
2. or pass and discard any number of hand cards.

Rules for Playing and Drawing:

- When a card is placed face down in a row, the card immediately above it is revealed, and its effect is carried out if possible.
- Discarded cards always go to the player's personal discard pile.
- Every time 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.

Special Case

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

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 immediately removed again, the phase is considered ended.

At the end of the Deployment Phase, there are usually several cards still face down in the rows.

Note

Since players are free to choose which row they play to at any time, individual rows can become significantly longer than four cards.

Tip

During the Deployment Phase, individual abilities or combat powers 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**.

Example 1:

The Romulan player places a card under a card belonging to the Starfleet player. This causes the card above to be revealed immediately and its effect to be executed.

In this case, however, there is no **Infantry** card in the row, so the effect of the revealed card has no impact on the further course of the game.

**Example 2:**

The Klingon player places a card under a card belonging to the Romulan player and reveals the „Space Mines“.

Since this is a **One-time Effect** that is executed **immediately upon revealing**, the effect removes the card below it. The Klingon player's previously face-down card is therefore immediately placed on their discard pile.

Note: All other players see which card they would have played, as the discard pile is kept face up.

**Example 3:**

The Klingon player plays the Special Effect card „Raptor“, which is played face up. Its effect states that the effect of the card above it is **deactivated**.

The Romulan „Space Mines“ are thus revealed but do not execute their One-time Effect. The Klingon player's card below therefore remains in place.

Note: Even if their effect was blocked, the Space Mines retain their **10 Combat Power** for the Evaluation Phase.



6.2 Reveal Phase

In the Reveal Phase, all cards still face down 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 multiple face-down cards in a row, they are revealed one by one from top to bottom, and their effects are executed immediately if possible.

Once all rows have been fully processed, the Scoring Phase begins.

6.3 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

Conquered target cards are placed face up in the respective player's target card area and can be viewed by all players at any time.

Example A:

1st

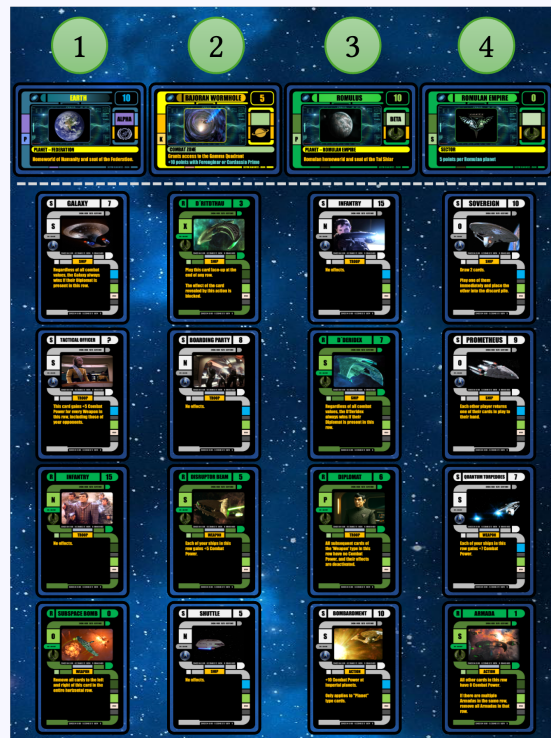
Row: Starfleet brings the Galaxy and the Tactical Officer into the fight. The Galaxy's effect doesn't trigger because there is no Starfleet Diplomat in this row → 7 combat power. The Tactical Officer contributes 5 combat power because there is a „Weapon“ type player card in this row (1 × 5 combat power → 5 combat power). Starfleet thus reaches a total of 12 combat power. The Romulans only have Infantry in this row, which gives them 15 combat power. → The target card „Earth“ is won by the Romulans, as they can muster more combat power in this row (15 vs. 12).

2nd Row: In the battle for the Bajoran Wormhole, Starfleet reaches 13 combat power (Boarding Party (8) + Shuttle (5)). The Romulans have a ship (D'Ritdthau) whose base combat power (3) is reinforced by the Disruptor Beam by 5 → 8 combat power. Added to this is the base combat power of the Disruptor Beam (5). Thus, the Romulans also reach 13 combat power.

In the event of a tie, the player whose card is highest in that row receives the target card. In this case, that is the Romulans.

3rd Row: Starfleet has a lot of combat power here: Infantry (15), base combat power of the Bombardment (10), plus an additional 10 combat power through the Bombardment's effect, as an imperial planet (Romulus) is being fought over → 35 combat power in total. However, these points are irrelevant because the Romulans have the D'Deridex and their Diplomat out in this row, winning this row regardless of all combat powers.

4th Row: Starfleet also has a lot of combat power to offer here: Two ships whose base combat powers together already total 19. Both are additionally reinforced by the Quantum Torpedoes, so that the ships together bring (10 + 7 + 9 + 7) 33 combat power. Added to this is the base combat power of the Quantum Torpedoes, giving Starfleet a total of 40 combat power in this row. In contrast, however, stands the Romulan Armada, which sets the combat power of **all** other cards in this row to 0. Thus, the Romulan Empire also goes to the Romulan player.



Example B:**1st Row:**

Starfleet only reaches 4 combat power here, because the 15 combat power of the Infantry is stolen by the Romulans' Deflector Shield below. The Romulans reach 20 combat power in this row because, in addition to the stolen 15 points, they have a Spy out with 5 combat power. The target card „Boreth“ is thus conquered by the Romulans.

2nd Row: Since the „Delta Flyer“ is at the very top in this row, all effects of the cards below are deactivated. Therefore, only the base combat powers of the cards are added in this row. Starfleet reaches 11, and the Romulans 15 combat power. The target card „Ferenginar“ falls into the hands of the Romulans.

3rd Row: The Deflector tries to steal the Admiral's combat power: However, since the Deflector only steals the base combat power and it is 0 for the Admiral, no combat power can be stolen. The Romulan Admiral in this row has a combat power of 15 (3 other cards in this row × 5).

The „Alpha Quadrant“ also goes to the Romulans, as their 15 combat power is higher than the 13 that Starfleet can muster with the remaining cards.

4th Row: In the last row, it should be noted that the Starfleet Multiphasic Shields halve the Romulans' combat power.

The Romulans thus reach 10.5 combat power $(15 + 6) / 2$.

However, since Starfleet can only muster 10 combat power $(2 + 8)$ in this row, this target card also goes to the Romulans.



6.4 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.

To do this, four new target cards are revealed.

Note

Players keep their hand cards when switching rounds.

7 End of the Game

The game ends as soon as all 24 target cards have been conquered. The player with the highest total victory points wins. In the event of a tie, the player who has conquered more „Planet“ type target cards wins. If this is also a tie, the players share the victory.

Important Rule

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

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 in the card texts.

8 Card Effects

General Rules for 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.

8.1 Types of Card Effects

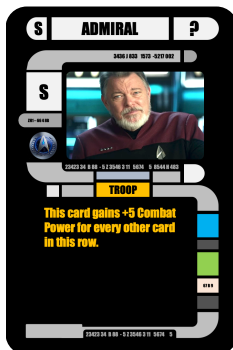
There are five types of effects on player cards:

Effect Type	Abbr.	Details
Permanent Effect	P	These effects apply throughout the entire round.
Special Effect	X	Individual special effects.
Scoring Effect	S	These effects are applied during the Scoring Phase.
One-time Effect	O	This effect is applied only once, immediately after the card is revealed.
No Effect	N	Cards with no effect purely contribute combat power.

8.2 Card Effects in Detail

Note

Individual player cards of other factions may have their own illustrations and thematic titles, but their effects and mechanics are **identical** to those of Starfleet.

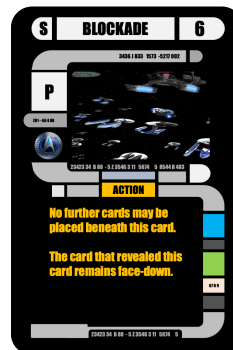


Scoring Effect

It doesn't matter whether the cards are your own or your opponent's.

Example: If there are five player cards in this row (including the Admiral but excluding the target card), the Admiral is worth 20 points (4 other cards × 5).

Note: Due to the mechanic of the Deflector card, these points cannot be stolen.

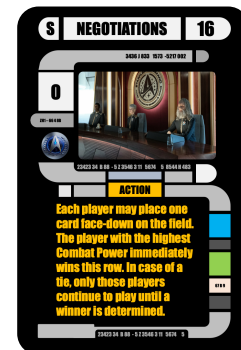


Permanent Effect

The card below is only revealed during the Reveal Phase.

Note: The Teleporter can be placed over a blockade.

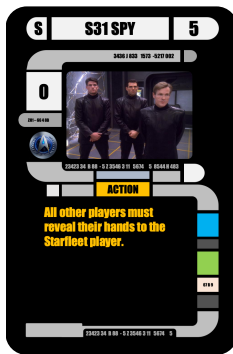
Important: This row does not need to reach four cards for the Deployment Phase to end.



One-time Effect

Each participating player places a card face down on the table. All cards are revealed simultaneously. The player with the highest combat power receives the target card immediately. Only base combat powers count.

In the event of a tie, only the affected players continue playing. As usual, you may always draw back up to 4 cards immediately.



One-time Effect

All players draw back up to four cards before showing their hand cards secretly.



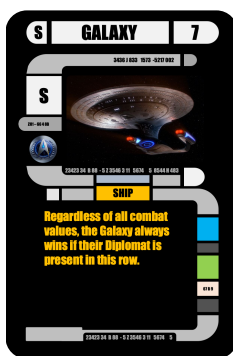
Scoring Effect

Federation planets are all blue planets.



Scoring Effect

Imperial planets are all yellow, green, and red planets.



Scoring Effect

If two of these combinations are in the same row, a tie occurs.
If the Diplomat is played without effect or its effect is blocked, the Galaxy still wins together with the Diplomat.



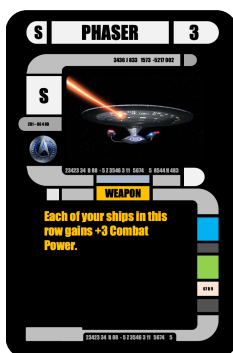
One-time Effect

The card played through this effect is placed 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.

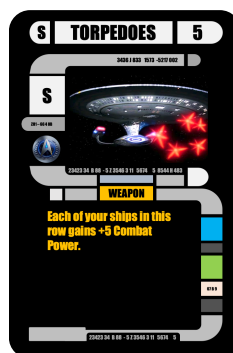


One-time Effect

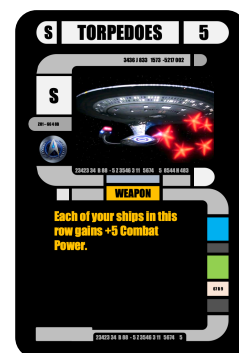
The effect is not optional.
If only one of your own weapons is available, it must be chosen.
The player who owns the card decides which weapon is removed.



Scoring Effect



Scoring Effect



Scoring Effect

These cards bring combat power to the player (3, 5, 7) even without ships in this row. If your own ships are in the row, these cards increase their combat power by the respective amount.



One-time Effect

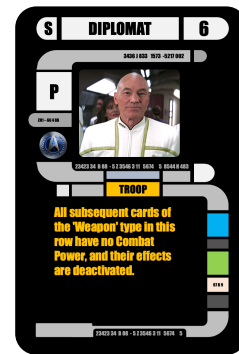
Both face-down and revealed cards are removed. The card itself remains in place.



One-time Effect

The effect is not optional and cannot be declined.

Note: Everyone walks into their own minefield at some point. 😊



Permanent Effect

This effect applies only to weapon cards lying beneath this card.



Special Effect

To place this card, any number of cards may be shifted downwards. Transphasic Shields cannot be shifted.



One-time Effect

Both face-down and open cards can be chosen.



No Effect

This card has no effect and only contributes its combat power to the row.



One-time Effect

The effect is optional. If used, the ship must be placed in the row of the Distress Call.

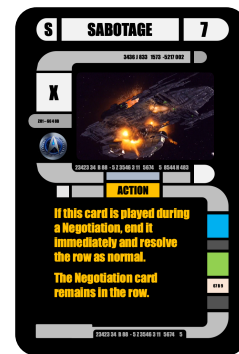
One-time effects of placed or moved ships are not executed.



One-time Effect

If a card with Transphasic Shields would have to be shifted when inserting, you cannot insert at that position.

Gaps in the rows are not shifted along but filled. If a gap is created by the insertion, the corresponding card is shifted upwards.



Special Effect

This effect only applies if the card is played during a negotiation.

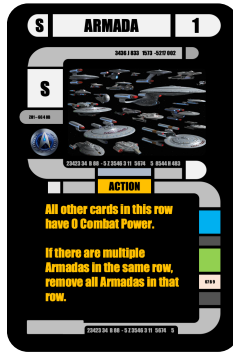
It ends the negotiation immediately. The row continues to be played normally afterwards.



Scoring Effect

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.



Scoring Effect

The combat power of all other cards (above and below) is set to 0. No other scoring effects can change this.

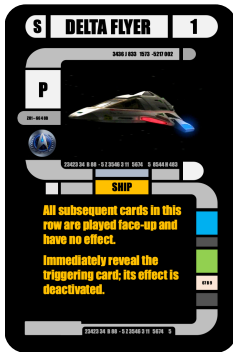
Special Case: If an opponent steals the combat power of the Armada, the Armada itself also has 0 combat power, resulting in a tie.



Special Effect

In this turn, two cards are played: First, a card normally (face down), then the Transphasic Shields on top of that card.

The protected card is untouchable during the entire Deployment Phase. The Transphasic Shields are removed at the beginning of the Reveal Phase.



Permanent Effect

If this card is moved, all card effects now below it are deactivated.

If the Delta Flyer is removed or moved from a row, previously blocked permanent and scoring effects become active again.



Special Effect

If the Intrepid is later removed or moved, previously blocked permanent and scoring effects apply again.

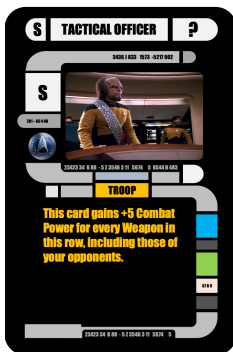
If the Intrepid is moved under a face-down card, that card is also revealed without an effect.



One-time Effect

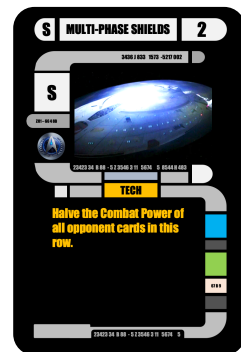
The effect is not optional and cannot be prevented.

Only cards with the title „Infantry“ that are already out at the time of revealing are affected.



Scoring Effect

Note: These points cannot be stolen.



Scoring Effect

This effect applies to all opponent cards in this row, both above and below this card.

9 Variants

9.1 4-Player Team Variant – Alliances

In this mode, which is exclusively intended for four players, Starfleet and Vulcans form an alliance. Opposing them are the Romulans and Klingons, who also team up.

The basic flow of the game remains the same. Each player keeps their own draw and discard piles and continues to play their own cards. Since the factions win and lose together, allied players collect their conquered target cards in a shared pile and count their victory points together at the end of the game.

Note

In the Scoring Phase, however, each player is scored separately as usual.

Some card effects change such that team members can support each other:

- **Galaxy / Surak / Vor'Cha / D'Deridex:** The card wins as long as your own **or** an allied Diplomat is in the row.
- **Weapons that reinforce your own ships (e.g., Phaser):** They benefit both your own and allied ships.
- **Multiphasic Shields:** Do **not** halve the combat power of an allied player.
- **Armada:** Allied Armadas do not displace each other. Example: Starfleet and Vulcans each play an Armada in the same row. If the Romulans add an Armada, **one** of the already placed Armadas is removed during the Scoring Phase. The allied team decides together which one.
- **Negotiations:** The combat powers of both allies are added to determine which team wins the target card.
- **Distress Signal:** The Distress Signal can also summon an allied ship.

Important Rule

- Players should sit around the table so that the two teams alternate in the turn order.
- Players on a team may communicate freely with each other but may **not** show their hand cards secretly.

Tip

If players still wish to communicate secretly, it is recommended to learn Klingon.

9.2 4-Player Team Variant – Blind Trust

This variant builds on the classic 4-player team rule and introduces an element of hidden cooperation. All rules of the standard team variant remain in effect, with the following two crucial changes:

Playing Cards: When it is a player's turn, they choose a card from their hand as usual. Instead of playing it themselves, however, they pass it **face down** to their team member. The team member takes the card, looks at it, and then independently decides which row to place the card in.

Important Rule

The active player must not give any hints (verbal or non-verbal) as to which row or position the card should be played in. The team member must independently assess the partner's tactical intention.

Combat Power Determination: In the Scoring Phase, the combat powers of both allies are added in each row. The team with the higher total sum wins the target card. In the event of a tie between the teams, the team whose card is highest in that row wins.

9.3 Short Game

For a very short 2-player game, one player takes the Romulans, and the other the Klingons. All blue target cards except the planet „Earth“ are removed from the pile. The target card pile thus consists of only 16 instead of 24 cards.

For a shorter 3-player game, players take Starfleet, Romulans, and Klingons. The following cards are removed from the target card pile:

Cestus 3, Vulcan, P’Jem, Tellar Prime.

9.4 Top-Secret

In this variant, a memory component is added to the game. Target cards may not be viewed again after they have been conquered.

- At the beginning of a round, the four target cards are laid out **face up** as usual.
- If a target card is conquered, the player places it **face down** in their target card area.
- From this point on, the target card may not be viewed again by either the owner or other players.

All combinable bonuses must therefore be taken into account from memory.

At the end of the game, after the final round is completed, all target cards are revealed and victory points are determined as usual.

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Imprint

Star Trek – Conquest Alpha: Tactics

Rulebook - fan project

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