THE FINAL FRONTIER

“Captain’s log, supplemental. With our planetary survey complete, we’ve been ordered to rendezvous with several other Federation ships for combat exercises and, time permitting, joint missions in the region.”

Embark on dangerous missions to alter the parameters of this Commander game. Can you outwit your fellow captains and emerge as fleet commander?

MISSION PREPARATIONS

Shuffle the mission deck and place it face down on the Mission Deck space of the playmat, where all players can reach it.

SEND AN AWAY TEAM

At the beginning of your first main phase, you may tap an untapped legendary creature you control. If you do, that creature becomes a mission specialist and begins a mission. Turn over the next card of the mission deck. It becomes the current mission and its first ability triggers. Its other ability affects the game until someone begins the next mission.

REPORTING FOR DUTY

{3}: Create Away Team Leader, a legendary 3/3 red Officer token. Activate only as a sorcery and only if you don’t control a creature named Away Team Leader.







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