

STAR TREK™



Panic®

TURN ORDER



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STAR TREK™ PANIC® TURN ORDER

- 1. DRAW UP**
- 2. REVEAL NEW MISSION** – if required
- 3. TRADE A CARD** – optional
- 4. PLAY CARDS & MANEUVER***
*If 3 or more Hull sections are Destroyed, players may NOT Maneuver.
- 5. CHECK MISSION STATUS**
- 6. THREATS MOVE & FIRE**
- 7. DRAW 2 NEW THREATS**