

BASICS

Winning: Score 100 points

+40 unless solved a  & a 

+40 if no Alpha Quadrant solved

No more than half bonus points.

Both decks empty = most points wins!

Draw deck: minimum 30 cards

Seed deck: 30 cards + 6 missions

(+6 sites, optionally)

Max two copies of a dilemma.

Seed phases: Doorways, then Missions, then Dilemmas, then Everything Else.

At shared missions, first player to seed mission seeds bottom seed card.

TURN ORDER

Start-of-Turn: Only when a card says to


Play Phase: normal card play+free plays


Orders: "Doing stuff" (e.g. move, battle)






End-of-Turn: Do countdowns + probing

Draw: Draw a card (plus any extra cards)



PLAYS

Interrupt : plays at any time (see p2)

Doorway : at any time *on your turn*


Everything else: costs 1 normal card play *Missions, Dilemmas, , , , , and  cannot play from hand.*

Reporting: To a usable, compatible outpost or headquarters in native quadrant OR to a native time location
Special Reporting: Reporting provided by other cards (like Observe Ritual) may ignore usability/native quadrant.

Restricted : Can only seed/play if a card allows  cards to seed/play OR to a time location where it is "native".

PERSONNEL

Personas: same card title or bold in lore. Maximum 1 of a persona in play at once.

Exposers &  Opposites: bold italic name in lore. No built-in function.

Holograms: Can exist on ships & facilities (disabled until activated). Can only activate (once each turn) if Holo-deck or Mobile Holo-Emitter present. Can't die (deactivate instead). Discard if erased. Cannot cause kills in personal battle.

Multi-Affiliation: Pick 1; swap at any time

Dual-Personnel: Treat as 2 personnel, except in random selections (treat as 1). If one of them is stopped, killed, moved, reported, captured, etc., same happens to other automatically (for free).

ACTIONS

Initiation: declare, pay cost, pick targets

Responses: direct responses only. Must specifically name thing responding to.

Reponds to battle? Hail: yes. The Gift: no

Resolution: results happen. May cause further uninterruptable action/response.

"Just" Responses: plays right after resolution. Multiple allowed.

ORDERS LIST

Most orders are defined by cards, like Intuition guesses. But some are by rule:

Beam: Does not require ship staffing


Walk: Move in/out of ships/facilities

Un/dock: Requires staffing. Docked ships gain 50% of facility SHIELDS but cannot return fire in battle.






Take off/land: requires a card + staffing

Time travel: needs card, maybe staffing

Attempt [any]: need matching person

Attempt : must be on surface


Attempt : does NOT need staffing

Attempt  : requires matching person on planet AND on crew in orbit. Crew faces  dilemmas, Away Team faces , attempter chooses for .


DILEMMA RESOLUTION

1. If no valid targets, automatic pass.
2. "Unless" or "to get past": must meet conditions or dilemma stops/reseeds.
3. "Cures" can be discarded only AFTER it takes effect. Does not stop/reseed.
4. "Nullify"s can be met immediately (like conditions) OR later (like cures).
5. None of those? Then effect is automatic & dilemma goes out-of-play.

COMMON TERMS

Universal : No limit on copies.

Unique: 1 copy per player.

Enigma : 1 copy per player.


Not Duplicatable: 1 copy TOTAL.

At any time: Either player's turn, can't interrupt another action (like attempts) unless a direct response (see **actions**).


You always get first action on your turn.

Suspends play: Either player's turn, CAN interrupt another action. Very powerful.




Download: Gets a card from deck/side deck directly into play.

Special Download : Download that suspends play, can use in seed phases.

Matching: Exact same affiliation

Compatible: Same affiliation or works together (because treaty, , etc.)

Usable: Your cards + Stations + cards that say. Can report, beam, dock, move

Native Quadrant:  Mirror,  Delta,  Gamma, otherwise Alpha

MISCELLANEOUS RULES

Cumulative Rule: Two copies of the *same card* can't have the *same effect* on the *same target* at the *same time*.

Turns: "Every"= ALL turns (both players).

"Each"= YOUR turns. (you=card's subject)

"Full"= *complete* turn, start to finish

Control: Cards you've seeded or played.

Own: Cards you brought.

Here: Anywhere at the spaceline location

Present: *Your cards:* same crew/team.

Opponent's cards: same ship, same

facility, same planet surface.

Ships/facilities: present at same location.

Copies: Same title & gametext.

Different: Not copies, not same persona.

SAM: When modifying numbers, first *set*, then *add* (or subtract), then *multiply*.







"Related": If term used in title, lore, icon or gametext. *Exceptions: gender-, capturing-, & infiltration-related.*

Far & Near: First count cards, then count span, then follow the ties rule.

Ties: Decided by card's controller, unless dilemma (*then by attempter's opponent*).

BATTLE

Attack Restrictions: Can't attack cards of same affiliation. Exceptions:

-  can only attack 
- , ,  attack anyone
-  only attack w/Objectives
- *Anyone* can counter-attack next turn at same location as original battle. No leader required.



Personnel Battle:

Attacking team must have a leader.

1. Shuffle personnel in both Away Teams/crews into *combat piles*.
2. Top cards face off one-by-one:
 - Higher STRENGTH stuns lower.
 - More than double STRENGTH mortally wounds (kills).
 - Ties = both are fine.
3. Add up remaining unstunned, unwounded STRENGTH in both teams.
4. Lower STRENGTH loses, randomly select one more to die as casualty.

Ship Battle:

Each attacking ship must have a leader.

1. Each player targets one ship.
2. Players draw 2 Tactics (from Battle Bridge Door); may choose 1 to apply.
3. Compare each player's total ATTACK (WEAPONS) to target's DEFENSE (SHIELDS):
 - If ATTACK higher, hit (damage).
 - If ATTACK more than double, direct hit (double damage).
 - If ATTACK tied or lower, miss.
4. Apply damage according to instructions on Tactic card:
 -  = place tactic as damage
 -  = draw new tactic as damage
 - Bottom part of tactic = damage
 - 100% HULL damage = destroyed
5. Not using tactics? *Rotation damage:*
 - Hit = 50% HULL damage, RANGE set to 5, cloaking device offline.
 - Direct hit = destroyed

Damage: Must use opponent's Tactic cards for ALL damage if opponent seeded Battle Bridge Door.

Default damage:   if none specified.

Repairs: Remove one damage marker for each *full* turn docked at an outpost. (Two full turns for rotation damage.)

OTHER ORDERS

Cloak: Needs a Cloaking Device. Ship can't be targeted. Can't attack or attempt. Can't beam on or off. Is not considered "at this location" (or "here"). *Still affected by cards that don't have specific targets like Q-Net, Stellar Flare.*

Capture: only when allowed by a card.

1. *Held* beneath capturing card as *trap*.
2. As soon as your crew or Away Team at location, relocate captive to them. Captive now *escorted*.
3. If captive later left alone and not in a brig, is *unattended* and can be retrieved.

Commandeer: only when allowed by a card. You get control of card, affiliation changes to match. Can't commandeer cards you already control.

LOADED SKILLS

Miracle Worker: has Transporter Skill.

Guramba: Two leaders required to attack Guramba in personnel battle.

Leader: = OFFICER or Leadership

Intelligence: = FCA, Klingon Intelligence, Memory Omega, Section 31, Obsidian Order, Tal Shiar, or V'Shar.

ANIMAL: Can't attempt or attack alone, staff, commandeer, or be assimilated.

CHARACTERISTICS

A card is X if it says it's X. Context counts. Formerly being X counts. Disguises count.




Hand Weapon: Also includes phasers, disruptors, blade weapons, and guns.

Romantic Partner: Indicated by these terms: romantically involved, husband, wife, mate, married, wedded, bride, imzadi, mistress, widow, divorced. Partners together are a couple.

Named-in-lore: Only *exact* card titles!

Matching Commander: if a person is/was commander or captain of a ship. Either ship or person can say in lore.

Gender: Male, female, or neither. Check pronouns and card image. Default male.

Species: If not indicated by lore, "usual species" for affiliation. E.g. default for  Klingons is Klingon species. Default for  /  is human.


All  are hologram species only.

Image obviously not default but nothing in lore? Species = "alien."

CONDITION SUMMARY

Stopped: can't beam, move, walk, cloak, attack, staff, get stopped, attempt.

All cards on a stopped ship are stopped.

Killed/Destroyed: discarded

Disabled: Unconscious. 100% unusable, "blanked." Moved like equipment.

Stasis: Disabled, plus can't be attacked or targeted.

Separated: People stopped/disabled/stasised during attempts form separate Away Team/crew, immune to dilemmas

Relocate: forced movement. Even stopped/unstaffed cards can relocate.



Quarantined: People can go in, not out.

Nemesis: If opposed Nemesis icons present together at end of your turn, you choose one to die / be destroyed.


House Arrest: Rarely comes up. If treaty destroyed, incompatible people disabled. May never voluntarily cause.



WEIRD STUFF


Tribbles/Troubles: Must play from Storage Compartment Door.



1/10 Tribbles: Each personnel may carry a  card like ; stopped if dropped

100+ Tribbles: Transporter Skill may beam one, then is stopped.

-**Icon:** Usually plays from Q-Flash Side Deck when seeded Q-Flash encountered *Can't stop team. No repeats in a Q-Flash.*

Self-Controlling : Moves toward far end of spaceline (locked in when first entering play). Attacks ALL targets at once. Even  may attack. Does not use Tactics (but damages by usual rules).

Botany Bay : If seen outside attempt, place on mission. No attempts by player 'til someone completes another mission.

Planetary Destruction:  icon becomes . All cards on planet / played on planet are destroyed and discarded.