

# THE CONTINUING COMMITTEE



## First Edition Conversion Rules (1 September 2014)

This document provides rules needed to mix *Second Edition* cards with *First Edition* cards in games using *First Edition* rules. Only *Second Edition* cards that have a *First Edition* Compatible indicator in the lower left corner may be used with *First Edition* rules.

The rules in this document only apply to *Second Edition* cards played in a *First Edition* game. Any card title reference applies only to the *Second Edition* cards with that title, not to any *First Edition* card. For example, Ixtana'Rax refers to a *Second Edition* card titled Ixtana'Rax, not the card Ixtana'Rax from the *First Edition* set *Blaze of Glory*.

These rules do not replace any existing rules governing *First Edition* cards unless explicitly stated. For example, the rules provided for dilemmas apply only to *Second Edition* cards, and do not replace normal dilemma resolution rules for existing *First Edition* cards.

Entries that are new, changed, or expanded since the last version of this document are marked in red with an asterisk (\*) before the topic. Entries marked with ~~strike through text~~ have been removed and will be deleted in the next update. For additional resources or to find answers to your questions, please visit <http://www.trekcc.org>.

### abilities –

See **personnel**.

### Astrometrics –

See **skills**.

### Bajoran Resistance –

See **keywords**.

### battle –

The word "combat" means "personnel battle." The word "engagement" means "ship battle."

When a card describes an effect "if you win" a battle, carry out that effect after any other effects of that battle, such as randomly selecting a personnel to be killed in a personnel battle, or placing Tactic cards as damage markers in a ship battle.

### Benjamin Sisko (Outlaw) – Erratum:

Order – Choose one for this personnel to gain: "Honor personnel present are Cunning +1"; or "Treachery personnel present are Cunning +1." This effect lasts until this order is executed again.

### Beverly Crusher (Captain Picard) –

Add **Beverly Picard** to this personnel's lore. This personnel is not the same persona as the *First Edition* Beverly Crusher.

### Borg affiliation cards –

All Borg affiliation cards are treated as if they had a  icon.

All Borg personnel are treated as if they had a subcommand icon instead of a staff or command icon. The 1EC icon of Borg personnel is color-coded to indicate which subcommand icon the personnel receive: blue indicates Communication, green indicates Navigation, and red indicates Defense.

### brig –

This word refers to your brig, as identified by Holding Cell Door or Security Holding Cell.

When a card instructs you to place a personnel in your brig, move the personnel directly to your brig. If you do not have a brig in play, using the capturing card as a "trap card" instead.

### capturing-related card –

Any card using the keyword Capture or Punishment is a capturing-related card. See **Evek (Attaché to the Demilitarized Zone)**.

### Charvanek (Fleet Commander) [12 U 105] – Erratum:

This card has the *First Edition* Compatibility indicator.

### classification –

See **personnel**.

### combat –

See **battle**.

### command –

This word means "have in play." See **take command**.

### Commander –

See **keywords**.

### Consume –

See **keywords**.

### cost –

Most *Second Edition* cards have a cost printed in the top left before the card's title. You do not pay this cost in *First Edition*, and you may not use any effect that requires you to pay this cost or that would modify this cost. An effect requiring a cost may not target a card with no printed cost. (Example: A personnel with no cost may not be downloaded as a personnel who costs one or less.) If a card's cost is examined and the target card has no printed cost, treat that card's cost as an undefined attribute. (See **undefined attributes** in the glossary).

### Crime –

See **keywords**.

### damage –

Each damage card on a ship reduces its HULL integrity by 35%. This effect is the same whether you are using rotation damage (one "hit" plus any two damager cards would destroy a ship) or Tactic cards (the effects of the damage markers are added to those of the *Second Edition* damage cards).

### deck –

This word means "draw deck" and does not refer to any side decks.

### destroy –


This word means "discard" when used on a card to refer to itself. It means "nullify" when used on one card to refer to a different card. For example, the phrase "destroy this event" means "discard this event," while the phrase "destroy an event" means "nullify an event."

### dilemmas –

The phrase "returns to its owner's dilemma pile" means "is replaced under the mission" (to be encountered again). Do not replace any dilemma under a mission unless this phrase is used, even if its conditions were not met.

Failing to meet the conditions of a dilemma does **not** stop your personnel. A dilemma does not stop a personnel unless it specifically says so.

### Dominion affiliation cards –

All Dominion affiliation cards that do not have the Alpha keyword are treated as if they had a  icon. See **Jem'Hadar**.

### engagement –

See **battle**.

### Evek (Attaché to the Demilitarized Zone). –

This personnel cannot download *First Edition* capturing-related cards.

### \* gaining skills –

Some *Second Edition* cards refer to "gaining" skills. This does not include situations where a skill is listed on a personnel's card, and the personnel has lost the skill and gotten it back (as with curing Frame of Mind), or can freely move between states to make the skill appear and disappear (as with Major Rakal and Koval). It refers to any other occurrence where a personnel does not have a skill and then does have the skill, or increases the multiplier of an existing skill. As such, it includes skills granted by equipment, and situations described as "gaining", "adding", "selecting" (as on K'ChiQ), "converting" (as on Thomas Paris), "sharing", and "doubling" skills. It also includes skills which are listed but are only present under certain conditions which involve

other cards (as on Deputy Quark and Melora Pazlar).

### Good Shepherd –

See **cost**.

### Guess Who's Coming to Dinner? [0 D 20] – Erratum:

Choose a personnel who has **Diplomacy** or **Integrity**>6 to be stopped. If you cannot, randomly select a personnel to be killed.

### headquarters mission –

This term means "mission with a headquarters facility on it."

### Holodeck –

See **ships**.

### Hologram –

All Hologram personnel are treated as if they had a  icon.

### ~~I.K.C. and I.K.S.~~

~~This conversion rule has been moved into the Current Rulings Document.~~

### I.K.S. Qel'Poh (Clandestine Vessel) –

Add **H.M.S. Bounty** to this ship's lore.





### I.K.S. Qel'Poh (H.M.S. Bounty) –

Add **H.M.S. Bounty** to this ship's lore.

### icons –

Many icons have a revised look on *Second Edition* cards. Such icons are treated as the *First Edition* version of those icons for all purposes such as compatibility, probing, and staffing ships.

The *Second Edition* Alternate Universe, Future, and Past icons are treated as a *First Edition* Alternate Universe icon.

The *Second Edition* TOS icon is treated as a  or  icon. When you play a card with this icon, choose whether the icon is  or . You may change this choice at any time.

Do not convert any other icons found only on *Second Edition* cards (such as the Deep Space Nine, Earth, The Next Generation, and Voyager icons) to *First Edition* icons. See **Voyager icon**.

### Infiltrator –

*Second Edition* personnel with the Infiltrator keyword have no infiltration icon and thus cannot infiltrate your opponent's cards. *Second Edition* infiltrators can still be targeted by cards that require an infiltrator (such as Dial Martok for Murder) but they cannot be targeted by cards that require an infiltrator that is infiltrating (such as Treacherous Advice).

### Intelligence –

See **skills**.


### Ixtana'Rax (Honored Elder) – Erratum:

When this personnel uses one of his skills to complete a mission, he is killed.

### ~~Jeffrey Pierce (On the Edge)–~~

~~See **cost**.~~

### Jem'Hadar –

All Jem'Hadar personnel are treated as if they had a  icon. See **Dominion affiliation cards**.

### Khan Noonien Singh (Genetically-Engineered Nemesis) –

Add **Khan** to this personnel's lore.



### keywords –

Keywords are used the same as in *Second Edition*, with the following exceptions that have slightly different meanings when used in *First Edition* games:

**Bajoran Resistance** – *First Edition* cards which refer to Resistance (such as Palukoo or Bajoran Resistance Cell) require *First Edition* personnel who have that skill, and cannot be used with *Second Edition* personnel who have the Bajoran Resistance **keyword**.



**Commander** – This keyword establishes a personnel as the matching commander of the specified ship.



**Consume** – Ignore all Consume related game text on backwards compatible *Second Edition* dilemmas.

**Crime** – Cards with this keyword gain the  icon. Other references to Crime in gametext become references to .

**Punishment** – Cards with this keyword gain the  icon. Other references

to Punishment in gametext become references to .

**Pursuit** – Cards with this keyword gain the  icon. Other references to Pursuit in gametext become references to .

**Rule** – Cards with this keyword gain the  icon. Other references to Rule in gametext become references to .

### Malcolm Reed (Weapons Expert) – Erratum:

This personnel's special skill is deleted.

### missions –

A mission's game text (including requirements) and span are treated as though they were repeated identically on the opponent's end of a mission. The icons identifying which affiliations can attempt a mission are converted to the two corresponding versions of those icons (for both ends of the mission).

### once per game icon –

Some *Second Edition* cards possess a 1EC icon with a small number 1 inside a circle. A card with this icon may use its game text (special skills on personnel, or special game text on a ship) only once per game, no matter how many copies of that card you have in play during that game (including universal cards).

### Order –

As in *Second Edition* rules, any game text beginning with the word "Order –" (including that on Interrupt cards) can be used only during the Execute Orders segment of your own turn.

### persona –

Use the title of a *Second Edition* personnel or ship to determine if it is a version of a *First Edition* persona. For example, Elim Garak (Agent of the Obsidian Order) is the same persona as the *First Edition* cards Elim, Elim Garak, and Plain, Simple Garak (but not Garak from the *First Anthology*, *The Dominion* and *Reflections* sets).

~~Klingon ships use the designation "I.K.S." in *Second Edition*. This is treated as "I.K.C." in the *First Edition* for determining persona. For example, the **I.K.S. Lukara** is the same persona as the **I.K.C. Lukara**. See **I.K.C. and I.K.S.**~~

### personnel –

*Second Edition* personnel have no classification. They receive no benefits and suffer no penalties from cards affecting classifications. If a *Second Edition* personnel has one of the personnel types listed as a skill (ENGINEER, MEDICAL, OFFICER, SCIENCE, or SECURITY), it is a skill, not a classification. See **skills**.


Any keywords listed on a personnel are treated as though they were in that personnel's lore for purposes of any *First Edition* cards. For example, the keyword "High Council Member" on Duras (Son of a Traitor) allows him to report for free at The Great Hall (which allows personnel with "High Council" in lore to play for free).

Any abilities on a personnel are treated as one special skill with no skill dot.

### plays in your core –

This phrase means "plays on table."

### Preeminent Precision – Erratum:

**Order** – Stop your  Engineer aboard your ship to make that ship RANGE +2 until the end of this turn.

### Programming –

See **skills**.

### Punishment –

See **keywords**.

### Pursuit –

See **keywords**.

### remove from the game –

This phrase means "place out-of-play."

### Rule –

See **keywords**.

### ships –

Each *Second Edition* ship with staffing requirements has a Tractor Beam. They do not have a Holodeck (though you may play Holodeck Door on such a ship to add one). See **persona**.

### \* skills –

Each new skill used in the *Second Edition* corresponds to a specific *First*

*Edition* skill.

**Astrometrics** – This skill is treated as Astrophysics **OR** Stellar Cartography. You choose one of those two skills each time you encounter a dilemma referring to Astrometrics or use a non-dilemma card providing (or requiring) Astrometrics. You do not have to choose in advance whether an Astrometrics personnel has Astrophysics or Stellar Cartography, and you may choose differently each time you use the skill. If a personnel has 2 or more Astrometrics (or a dilemma requires 2 or more Astrometrics), each level of Astrometrics can be assigned differently as either of the two *First Edition* skills.

**Intelligence** – This skill is treated as Klingon Intelligence when used on a Klingon-affiliation personnel, Obsidian Order when used on a Cardassian-affiliation personnel, Section 31 when used on a Federation-affiliation personnel or a Starfleet-affiliation personnel, Tal Shiar when used on a Romulan-affiliation personnel and FCA when used on a Ferengi-affiliation personnel. A card's printed affiliation is used to make this determination; for example, the skill is not changed or lost if a personnel becomes Non-Aligned. If the printed affiliation of the card has no counterpart for Intelligence in *First Edition*, the Intelligence Skill is treated simply as Intelligence. Klingon Intelligence, Obsidian Order, Section 31, Tal Shiar and FCA may be used to meet Intelligence requirements on *Second Edition* missions and dilemmas.

**Programming** – This skill is treated as Computer Skill.


**Telepathy** – This skill is treated as Empathy.

**Transporters** – This skill is treated as Transporter Skill.

When you add or change a skill using a *First Edition* card (such as Reflection Therapy or Frame of Mind), you cannot select one of these *Second Edition* skills to add or change to.

See **gaining skills**.

**Starfleet affiliation cards** –

All Starfleet affiliation cards (except those with a Future icon) are treated as if they had a  icon.

**take command** –

When a player takes command of an opponent's personnel by using a *Second Edition* card, they now control that personnel as if they had reported it. This does not eliminate affiliation-mixing restrictions. When a Borg player takes command of personnel, those personnel are assimilated as drones.

**Telepathy** –

See **skills**.

**T'Pol (Dutiful Commander) [13 U 113]** – Erratum:

This personnel's Integrity is 3.


**Tractor Beam** –

See **ships**.

**Transporters** –

See **skills**.

**uniqueness** –

Non-unique personnel and ships are universal, and treated as though they had the universal symbol () at the beginning of their card title.

Unique personnel, ships, and missions are marked with a dot (•). The dot is not part of the card title.

If an event card is marked unique (•), treat it as though it had the word "(Unique.)" at the end of its game text.

**U.S.S. Enterprise (Earth's Savior)** –

Add **Starship Enterprise** to this ship's lore. This ship is not the same persona as the *First Edition* *U.S.S. Enterprise*.


**U.S.S. Enterprise-D (Battleship)** –

Add **U.S.S. Enterprise** to this ship's lore.

**U.S.S. Enterprise-J [0 VP 85]** – Erratum:

This card has the *First Edition* Compatibility indicator.

**Voyager Icon** –

All ships and personnel with the Voyager Icon are treated as if they had a  icon.

**Warrior's Resolve** –

See **cost**.

**when** –

As in *Second Edition* rules, you may use text beginning with this word only once each time the described trigger occurs.

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