***Star Trek*™ Customizable Card Game™ GLOSSARY**
Version 2.1.5 — August 2020

This document is an official supplement to the *Star Trek* Customizable Card Game rulebook. If the Glossary conflicts with the Rulebook, the Glossary is correct. We recommend that you refer to this Glossary for all rules questions.

This document is updated, if necessary, on the first Monday of the month. It may also be updated on the release day of a new expansion set.

Additional rules documents are available at the Continuing Committee website (trekcc.org) including a Rulebook, the popular Official Tournament Format's official rules and ban list, printable errata files, the Organized Play Guide (for official tournament formats and scoring), and a helpful guide to dilemma resolution.

How to use the Glossary

You do *not* need to read this document from cover to cover. Instead, use it as you would a dictionary. For example, if you have a gameplay question about a card (or card combination), look up the card title(s) first; if you don't find your answer there, look up the concept or gameplay term you are questioning (battle, capturing, card play, affiliation, skills, downloading, probing, etc.). In many cases, we have included hyper-linked cross-references in **boldface** type to help you find your way.

Entries are arranged in alphabetical order. Entries for card titles starting with "The" are sorted under the second word of the title (e.g., the entry for The Emissary is in the E's, not the T's).

Universal Borg drones are listed by their designations (e.g., Interlink Drone, not Nine of Eleven); unique drones are listed by their card titles (e.g., Seven of Nine).

Some cards have been revised. In most cases, these revisions merely make the proper gameplay of a card more clear, or implement a rule or ruling directly on the card itself. In other cases, the revisions represent gameplay changes relative to earlier versions of the cards, in order to correct a wording error, address a gameplay concern, or correct some other problem. A link to the current complete errata file is given in Appendix B.

TEMPORARY RULINGS

Temporary rulings are issued when necessary to immediately clarify interactions while Rules and/or Errata work on a permanent resolution.

Awaiting Errata

- If your opponent has no personnel present, you pass Enemies of the State.

ICON LEGEND

Alternate Universe
Botany Bay
Borg use only
1, 2, 3, 4, X Countdown
✶ Enigma
Holographic re-creation
Hidden Agenda
Nemesis
Planet
Self-controlling icon
Skill dot
Space
Space/Planet
Special download
Tactic: draw a damage marker
Tactic: place this damage marker
❖ Universal

Affiliation Icons

Bajoran
Borg
Cardassian
Dominion
Federation
Ferengi
Hirogen
Kazon
Klingon
Non-Aligned
Neutral
Romulan
Starfleet
Vidiian
Vulcan

Faction Icons

*See **faction***

Maquis
Terran Empire
Klingon/Cardassian Alliance

Card Type Icons

Artifact
Doorway
Equipment
Event
Incident
Interrupt
Objective
Q-icon card
Tactic
Tribble
Trouble

Unloaded Icons

"Unloaded" icons have no built-in gameplay function. They can be referenced by other cards.

22nd Century
Barash
Classic Films
Crime
Deep Space 9
Ketracel-White
Optical Compact Disk
Orb
Original Series
Punishment
Pursuit
Reactor Core
Referee
Rule of Acquisition
Scheme
The Next Generation
U.S.S. Enterprise-E
Warp Core

Staffing Icons

*See **ship staffing***

Command
Staff
Commuication
Defense
Navigation

Quadrant Icons

*See **native quadrant***

Delta Quadrant
Gamma Quadrant
Mirror Quadrant

Infiltration Icons

See infiltration icon

- Bajoran
- Borg
- Cardassian
- Dominion
- Federation
- Ferengi
- Hirogen
- Kazon
- Klingon
- Maquis
- Non-aligned
- Romulan
- Starfleet
- Vidiian
- Vulcan

GLOSSARY

-related

See **related**.

... on the Bridge

When this Trouble card is present with at least 1,000 tribbles on a ship with more than 10 personnel in its crew, that crew may not attempt missions.

1 Tribble

See **once per turn**.

35th Rule of Acquisition

You may not use this event for a download or card draw at the end of your first turn. Playing a 35th Rule card nullifies all 34th Rule cards already in play, and vice versa. A 35th Rule card in play does not prevent the play of a 34th Rule card (or vice versa). See **turn**.

'45 Dom Perignon

Discarding this equipment to replace a ship is not a valid response to any other action (such as battle) and does not suspend play. You may replace a ship with one of different affiliation only if the class name is identical *and* any personnel aboard are compatible with the new ship (you may not place them under **house arrest**). You may not replace one "UNKNOWN CLASS" ship with another (e.g., Mercenary Ship with Fesarius). See **ship class**, **exchanging cards**.

62nd Rule of Acquisition

This event is nullified if you play or have played Scan or Full Planet Scan on *any* mission, or if you begin an attempt of the mission on which it is played with <3 or >7 personnel. Attempts of other missions have no effect on this event.

75th Rule of Acquisition

See **helps**.

1962 Roger Maris Baseball Card

You may not trade this artifact for another unless you are immediately able to play that artifact as your own (this does not count as your normal card play). Traded artifacts are returned to their owners at the end of the game. See **in play**.

A Fast Ship Would Be Nice

When encountering this dilemma, you may not substitute a ship for the victim if your opponent is **playing Borg**. See **commandeering**.

Abandon Ship!

For this dilemma, you may choose which of your personnel will fulfill the staffing requirements. A personnel may fill a requirement. In addition to printed staffing requirements (if any), a ship requires at least one **matching** personnel aboard to be staffed.

You may not rescue or capture the abandoned personnel during a mission or scouting attempt or during your opponent's turn. See **damage**, **attribute modifiers**, **capturing**, **quarantine**, **ship staffing**.

abduction

Cards such as Assimilate Counterpart, the Talon Drone (Three of Nineteen), or Reassimilate Lost Drone may allow your Borg to *abduct* a personnel. If this occurs during personal combat, both combatants cease to participate in the battle and may immediately beam away (if possible), but are still "stopped." The abducted personnel is *escorted* by your Borg present and may be moved around like equipment. If the abducted personnel is ever unescorted, your opponent can rescue them with their own personnel present. Abducted personnel are **disabled**, and do not participate in battles. They are not captives and are not affected by cards that affect captives, such as Rescue Captives. An abducted personnel who becomes assimilated is no longer considered abducted.

aboard

See **present**.

acquired

See **artifact**.

actions

An action is one operation that you perform in the game. Examples of actions include playing, drawing, or discarding *one* card, moving a ship from one location to another (possibly passing other locations on the way), moving personnel by beaming or other means, using a personnel's special skill (except automatic modifiers), battle (from initiation until a winner has been determined and damage or deaths have been resolved), and attempting or scouting a mission. Applying **automatic modifiers** (e.g., "your personnel are STRENGTH +2 where present") and checking conditions (e.g., battle affiliation restrictions) are not actions.

actions - group

An action may cause other actions to occur within itself. For example, a personnel battle includes sub-actions of creating a combat pile, individual personal combat engagements, determining the winner of the battle, and discarding killed cards. An action in place of your normal card play, in place of a card draw, etc.

may also consist of several sub-actions (such as playing multiple cards under Red Alert!). This is called a *group action*, and until it has finished, neither player may initiate any other actions except actions that suspend play, or responses to the group action or a sub-action. Valid responses may be made to each sub-action of a group action. For example, when a ship is reporting with crew, a player may choose to play an Energy Vortex on the ship, or on a specific personnel being reported. Likewise, you may play Android Headlock or use Hypospray's text in response to a specific combat pairing.

actions - interrupting

You may not interrupt an action by another action, unless the second action:

- is a *valid response* to the first action or one of its sub-actions; or
- explicitly "suspends play" (according to a card text or rule).

For example, you may make valid responses to the encounter of specific dilemmas during a mission attempt, but you may not play interrupts between dilemma encounters. See **actions - step 2: responses**.

actions - sequence of steps

Every action has three steps that must occur in order:

1. Initiation (declaring the use of a multifunction card, meeting conditions, choosing targets, and paying costs).
2. Optional responses (attempts to cancel or modify the action).
3. Results (gameplay consequences of the action).

These steps are described in more detail in the following sections.

actions - step 1: initiation

Initiating an action may include any or all of the following, in this order:

- declaring the use of a multi-function card (e.g., you may play Going to the Top to return a personnel to hand OR to download a personnel; you may discard a Space-Time Portal from the table for one of five possible results);
- meeting conditions of rules and game text (e.g., battle affiliation restrictions; an open Alternate Universe Door to play an ■ card; game text such as "plays at start of battle");
- choosing **targets** (e.g., selecting a player to draw cards with Kivas Fajo - Collector, an outpost at which to report a personnel; choosing a ship to attack, or a drone to download from your draw deck with the Borg Queen's skill); and
- paying costs required by rules or game text (e.g., using your normal card play to report a personnel card; forfeiting a card draw to initiate a download; using a special download icon).

Once you begin to choose targets for an action, you must complete the initiation of that action (if legal). For example, if you start looking through your draw deck for a target card to download with the Ops text, you may not decide to abort the download by not selecting a target; if you have any valid target card available, you must select one and complete the download. See **showing your cards**.

Some actions require a specific card to be played as a cost in order to resolve. When this is the case, use only the game text of the action; ignore the game text of the card being played as a cost. Cards which are played as a cost may be responded to normally and if the card played as a cost is nullified, initiation of the original action fails, no other costs are paid and the action's performer may attempt to use the action again at their next opportunity. Examples:

- I Hate You allows you to play Vulcan Nerve Pinch as a cost to nullify itself.
- Relief Mission II (front side) allows you to play a Wormhole as a cost to move your ship between it and another location.
- ❖ Nebula requires you to play Scan as a cost to initiate battle at its location.

Dilemmas revealed and encountered

The initiation of a dilemma encounter begins (i.e. it has been "just revealed" but cannot otherwise be responded to) when the seeded card has been slid out from under the mission, turned face-up, and both players have had the opportunity to read it. After a dilemma is revealed, the dilemma encounter proceeds: targets are chosen and conditions are checked. The initiation of the encounter is complete (i.e. the seed card has been "just **encountered**" and may be responded to) only when any targets for the dilemma have been chosen and you have checked to see if the crew or Away Team can meet the dilemma's conditions (if any). If the dilemma requires a trigger or specifies targets with specific features which are not present, the dilemma will have no effect, but the initiation is still complete. (See **dilemma resolution**.)

For example, your Away Team encounters Nausicaans. The target must be selected and you must check the Away Team's total STRENGTH to see if it is greater than 44 before you may nullify the dilemma with Interphase Generator.

Some cards, such as Mission Fatigue and Cyrus Redblock, add a sub-action to dilemmas, randomly selecting a personnel to be "stopped" or killed before the dilemma's own game text is resolved. This sub-action occurs just after the dilemma is revealed, unless the card is a mis-seed, before the dilemma encounter's initiation step.

actions - step 2: responses

After an action has been initiated and before its results begin, optional responses are allowed. A valid response must specifically relate to (modify, cancel, nullify, or prevent) the action.

For example, if you initiate a personnel battle at a site, any action that says it "plays at start of battle," occurs "during battle," "cancels (or prevents) a personnel battle," plays when an adversary is "just engaged," etc. would be a valid response. Smoke Bomb, Hail, Etablish Tractor Lock, and Phaser Burns are valid responses to battle. Going to the Top is *not* a valid response to personnel battle; although returning a personnel to hand or downloading one could affect the outcome of the battle, Going to the Top does not specifically say that it is related to battle. Likewise, Hugh is a valid response to the attack of a Borg Ship dilemma just encountered, because it nullifies that attack. Playing Temporal Rift on the ship and returning the ship to your hand by discarding a Space-Time Portal are *not*

valid responses to encountering a Borg Ship (or any other dilemma). Similarly, neither Loss of Orbital Stability nor What Does God Need With A Starship? are valid responses to a ship beginning movement.

A card play or other action that may occur *at any time* (e.g., playing an Interrupt card, revealing a hidden agenda) is not a valid response to an action unless it specifically relates to that action. For example, a card may not be played via "Devidian Door" to an Away Team during a mission attempt or battle. A card which says it *suspends play* may be played at any time (not just during the response step of an action), and may temporarily suspend *any* action, whether related or not. (The suspending action may be responded to normally, and after it is complete, the suspended action resumes.) Using a special download icon also suspends play. Thus, a personnel's special download icon may be used to download a card during a mission attempt or battle, and Launch Portal may be used to download and launch a shuttle during battle. See **downloading**.

More than one valid response may be made to an action. For example, if I play Palor Toff, you may respond first with Countermanda to place three cards out of play, and then with Amanda Rogers to nullify Palor Toff. Interrupts and skills that "prevent" an action may be used as a response to that action. If the action thus prevented is a card play, it nullifies that card play. For example, if I play You Dirty Rat on Anya to morph her into a rat, you may respond with Howard Heirloom Candle to prevent her from morphing and nullify You Dirty Rat. (See **battle**.)

When all responses are over, or if neither player chooses to respond, the action has its result. If a properly initiated card play is nullified, any costs paid are not recovered, but all results of the card play are canceled. For example, you play Q's Tent and I nullify it with Wrong Door. You cannot play another Q's Tent this turn (a cost of playing the card), but you do not lose the ability to draw cards this turn (part of the results of the Q's Tent).

Responses modifying targets or conditions

If a **hidden agenda** is activated as a response to an action, all of its effects are retroactive to the start of the initiation of the action, as if the hidden agenda had already been revealed before the action was initiated. Thus, if the hidden agenda invalidates a condition for an action, the action becomes illegal. If the action was a card play, the card returns to your hand.

For example, you initiate the play of Activate Subcommands, and I respond by activating Computer Crash. Since Activate Subcommands requires a download, it is now illegal and returns to your hand. If a condition for an action becomes invalid before the action resolves, for any reason other than the activation of a hidden agenda (e.g., through the play of another card in a Manheim effect "hiccup"), it has no effect on the initiation. For example, if you initiate the play of K'chiQ, and I close your Alternate Universe Door with a Revolving Door during a "hiccup," you can still play K'chiQ because the condition was met during the initiation and is not re-checked. If a target of an action becomes invalid after the action is initiated, then the action is "played out" without results. If the action is a card play, that card is discarded. For example, if you target an outpost to play K'chiQ, and I then destroy the outpost with a Supernova during a Manheim "hiccup," you must discard K'chiQ.

actions - step 3: results

When an action begins to have its results, this typically causes one or more other actions to occur. For example, the result of playing Kivas Fajo - Collector is that the target player must draw three cards. Each of the three card draws is an action with its own three steps, and each may be responded to (e.g., with Subspace Schism).

However, the original action can no longer be responded to or otherwise modified, because its optional responses step has passed, and it is currently having its result. For example, failing to meet the requirements of Barclay's Protomorphosis Disease causes everyone present to die. These deaths can be responded to, but the dilemma's targets can no longer be adjusted. Empathic Touch, as a direct response, can stop an Empathy to save another personnel, but that Empathy (despite no longer being present) remains targeted and still dies.

actions - taking turns

Players alternate initiating actions. You may initiate the first action of your turn. After your action has had its result or is cancelled, then your opponent may initiate the next action, and so on. Whenever it is your turn to initiate an action, if you do not wish to do so you may "pass." You must allow your opponent ample time to initiate an action or "pass." When an action you initiated is in its optional responses step, your opponent has the first opportunity to initiate a response; when that response is complete you may initiate a response, and so on. Whenever both players pass consecutively during the optional responses step of an action, that action proceeds to its result. In the rare case where both players initiate an action at the same time (e.g., revealing adversaries for a combat pairing), and both players wish to respond to that action, the player whose turn it is may initiate a response first; players then alternate actions as usual. For example, if both players wish to make a response to a combat pairing (such as playing an interrupt or using a personnel's "stun" skill), the player whose turn it is may respond first. You cannot initiate *any* action (including using your personnel's skills which are not **automatic modifiers**) during your opponent's turn except:

- you may make valid responses;
- you may play interrupts (between other actions or as valid responses); and
- you may play a card or use game text that specifies it may be used "**at any time**" or "every **turn**," that "**suspends play**," or that in some other way indicates that the action may be taken on the opponent's turn. See **use (skills)**.

actions - "just"

Some actions may be initiated only just after some other action or condition has occurred, before anything else can intervene (except another "just" action). These are typically indicated by the word "just" in game text. It may be a response to another action (e.g., "just initiated," "just played"), or it may be a new action that follows the result of the other action (e.g., "just completed," "just reported"). An action may be responded to or followed by any number of applicable "just" actions. "Just" actions always take place before non- "just" actions. This may allow or require you to initiate an action when it would otherwise be your opponent's turn to do so. For example, you initiate a planet mission attempt and solve the mission. Although it is normally your opponent's turn to initiate the next

action, you may first play Particle Fountain ("play...on just completed planet mission").

actions - required

Required actions are usually indicated by "must" or "must do nothing but." There are two types of required actions, moving and non-moving.

Moving required actions include Cytherians (you must travel to the end of the spaceline), Incoming Messages (you must return to an outpost), and Conundrum (you must target and "chase" a ship). Additional personnel and equipment may be brought aboard the ship by beaming, reporting (e.g., to a Borg Cube), or any other method that does not require the ship and crew to take an action such as docking. Personnel and equipment may not be removed from the ship by any means. The only other actions the ship and crew may perform are moving ("Ship must do nothing but..." means "ship and crew must do nothing but...") and meeting conditions to cure/nullify cards affecting the ship. It may not cloak, phase, or initiate battle, including a counter-attack (though it may return fire if attacked). The crew may not initiate battle against an intruder, but may defend themselves if attacked. Destinations of a required action (outposts, spaceline locations, ships to attack, etc...) must be on the same spaceline as the moving ship. When a moving required action states that a ship must travel at "normal speed" or "full speed," it means you must use all of its available RANGE each turn (assuming that the ship is staffed to move), including any **automatic modifiers** such as a Plasmadyne Relay aboard, even if this will place the shp at a hazard such as Gaps in Normal Space. You may stop at intermediate locations. You may (but are not required to) use Lakanta's or The Traveller's skills, Where No One Has Gone Before, Wormholes, Transwarp Network Gateways, or other such means to shorten the travel, but only if it directly shortens the travel. For example, if **Two of Nineteen** is affected by **Cytherians**, he may use his special skill to download a **Transwarp Network Gateway** to move between two existing Gateways, but not to play a new Gateway. The ship can be affected by cards played on it or encountered on the spaceline, such as Wormholes, Gaps In Normal Space, etc.

Non-moving required actions include Samaritan Snare (you must attempt the mission, if Federation) and Conundrum after you reach the targeted ship (you must attack the ship). If a ship is targeted by a non-moving required action, you must perform that action as soon as possible, typically as your next action. Responses to that action (e.g., battle-related cards or Senior Staff Meeting) may be played.

When your cards are required to take more than one action, you may choose the order in which to take those actions. For example, if your Federation ship affected by Cytherians is at Samaritan Snare, you may choose whether to move the ship (if you have available RANGE) or attempt the mission as your next action.

A ship under the influence of a required action remains under that influence after it is commandeered or assimilated; the new controller must complete the action.

Activate Subcommands

This event may download a drone which has all three subcommand icons (e.g., Seven of Nine) as any one of the three subcommands. You must also download two other drones of the other two subcommands.

Activate Tractor Beam

The first function of this interrupt allows you to tow one ship for the extent of your available RANGE on the current turn; the interrupt is then discarded. When played for the second function, the interrupt remains on the ship to add the Tractor Beam permanently. You may play two copies of this interrupt on a ship, one to add a Tractor Beam and one to tow a ship. See **towing**.

active

An *active* personnel is one which is not "stopped," not disabled, and not in stasis.

Adapt: Modulate Shields

See **immune**, Remodulation (errata).

Adapt: Negate Obstruction

A dilemma may be nullified by this interrupt *only* just after it is **encountered** in a Borg scouting attempt. You must play another copy of the interrupt each time you encounter another copy of a dilemma that you wish to adapt to. See **Q-related dilemma**.

Add Distinctiveness

For this incident, seed cards (which must be placed **out-of-play**) include missions, dilemmas, artifacts, and any other card which is *only* seedable (has no normal "play" function). See **outside the game**.

Any non-Borg personnel or ships obtained from an expansion pack with this incident are considered assimilated as drones (see **assimilation - personnel**) before you report them for duty. You may report such cards immediately (ships to any spaceline location or your Borg Outpost; personnel to any of your ships or outposts or to a planet) without regard to icons or **native quadrant**. If you place them in your hand to play later, you must obey all normal reporting requirements. If you obtain Jean-Luc Picard from an expansion pack using this incident, you may not play him immediately if you have Locutus of Borg in play, but may later perform a **persona** exchange with the two cards.

Personnel you assimilate as drones who are later killed, placed out-of-play, rescued, etc. are no longer counted in X for this incident.

adjacent

Two spaceline locations are *adjacent* to each other if there is no other **location** between them (even if a card which does not form a location, such as Q-Net, is between them.)

affiliation

There are 15 affiliations: Bajoran, Borg, Cardassian, Dominion, Federation, Ferengi, Hirogen, Kazon, Klingon, Neutral, Non-Aligned, Romulan, Starfleet, Vidiian and Vulcan. Each affiliation has a distinct border color (but see Captain Proton cards) and a unique **affiliation icon** in the upper left corner of each Personnel or Ship card (lower left corner of each Facility card). A few cards are **multi-affiliation**.

(**Equipment** and **Site** cards have no affiliation.)

See: **compatible**.

affiliation and ship origin

Some cards, such as tactics, affect "Klingon ships," "Romulan ships," etc. These cards apply to ships currently holding that affiliation as well as ships that "originated" with that affiliation. A ship's class or lore may indicate that its origin is different from its affiliation. For example, the *B'Rel*, a Ferengi-affiliation ship identified in its lore as a "Klingon Bird-of-Prey," is both a Klingon ship and a Ferengi ship. The *Cha'Joh* is a **multi-affiliation** ship of Klingon origin ("Bird-of-Prey"); thus, it is a Klingon ship regardless of its current affiliation mode, but a Romulan ship only in Romulan affiliation mode. A Romulan ship commandeered by Klingons is both a Romulan ship and a Klingon ship. The *Naprem* (K'Vort-class "Bird-of-Prey") is of Klingon origin; the *Stolen Attack Ship* ("Jem'Hadar attack ship") is of Dominion origin.

affiliation and species

Cards that affect "Klingons", "Romulans," etc. apply to personnel of that affiliation as well as that **species** (including hybrids). Thus, Worf, K'Ehleyr, and Quark Son of Keldar (in Klingon mode) all are Klingons for Klingon Death Yell. Ba'el and Simon Tarses are Romulans for D'Tan's INTEGRITY enhancement. Miles O'Brien (Fajo Collection) will not work with Garak (in either mode), Dukat, or Evek.

A "non-Klingon" personnel is neither Klingon by species nor Klingon affiliation. **Espionage cards** and cards that refer to an affiliation by its icon (such as Kira Nerys) refer only to affiliation, not to species.

affiliation attack restrictions

See **battle**.

affiliation icon

A round icon in the upper left corner of a Personnel or Ship card or lower left corner of a Facility card, indicating the card's affiliation. Also, a rectangular icon on a Mission card indicating which affiliations can attempt the mission.

Airlock

Either player may use the text of this doorway if their personnel is present with an appropriate target, but only on each of their own turns. An **opposing** personnel must have lower STRENGTH or CUNNING than the personnel tossing them out. A Rogue Borg must have lower STRENGTH. See **battle - non-battle cards**.

Ajur

This personnel (as well as his fellow Vorgon, Boratus) may use his special skill to peek at only cards that are seeded face down under the mission, and only if there more than three. See **alone**, **once per game**, **mis-seeds**.

Alien Parasites

This entry covers both the original Alien Parasites dilemma and the version included in the combo dilemma Alien Parasites & REM Fatigue, whether encountered on a planet or in space. When you encounter this dilemma and fail to meet its conditions, the mission or scouting attempt immediately ends. At a planet mission, beam the Away Team back to the ship or facility with which they are associated, if any (if not, they remain on the planet surface) or have them reboard their landed ship without transporters. At a space mission, the crew remains aboard their ship. Your opponent then chooses whether or not to take control of the ship/facility and the crew or Away Team. If your opponent chooses to take control, your turn is suspended (you may not initiate actions except as normally allowed during your opponent's turn) while your opponent temporarily controls the ship or facility (if any), the Away Team or crew which encountered the dilemma, and any other personnel aboard that ship or facility. (If any personnel aboard are already "stopped," they remain so unless your opponent plays a card that "unstops" them, such as Distortion of Space/Time Continuum; they then join the rest of the crew.) Your opponent does not control any other ship or facility at the location or any personnel who were previously "stopped" on the planet. Your opponent may not take any actions that would normally occur only during their turn, except those using your ship and crew which they control. Your opponent may take legal actions (see **control** for limitations) with the ship and crew until they become "stopped" (they may not then take any action to "unstop" them) OR they cannot take any further meaningful actions with them (e.g., they may not simply beam them up and down endlessly) OR they chooses not to take any further actions with them. Then control returns to you and your suspended turn resumes. If the ship and crew are not already "stopped" (or if your opponent chose not to take control), the personnel who originally encountered the dilemma (and the ship, if encountered at a space mission) are now "stopped" by their failure to overcome it. The dilemma is replaced under the mission to be encountered on the next mission or scouting attempt.

If you take control of your opponent's cards, you must follow all Borg Away Team and battle restrictions, and they may not attempt missions.

You may use the controlled Borg to scout for your own current objective if you are playing Borg. If you are playing Borg and control a non-Borg ship and crew, they may attempt and solve a mission, but neither player scores the mission points.

Alien Probe

See **Telepathic Alien Kidnappers**, **Battle Bridge side deck**, **Tribble side deck**.

All Threes

To play this interrupt, you must have at least six cards in your draw deck to **reveal**. Reveal the first three cards and the next three cards from the top of your draw deck in two sets, which you may not rearrange. See **any**, **in play**.

Alliance Interceptor

See **interceptor**.

alone

A personnel "is alone" if there are no other personnel (belonging to any player) present. A personnel is "alone with" a personnel, or a characteristic which that personnel has, if that personnel or characteristic is the only other personnel present.

Example: Ajur is "alone with Archaeology" if the only other personnel present has Archaeology.

Alternate Universe Door

A seeded copy of this doorway allows your -icon cards to enter play. See **Alternate Universe icon**. You may not play or download this doorway to the table for this purpose. You may play this doorway to nullify a Temporal Rift only during your own turn (unless downloaded by discarding a Space- Time Portal). This use is a **card play** that returns to your hand rather than discarding (not "showing a card") and may be affected by Energy Vortex.

Alternate Universe icon

Cards with this icon are not from the latter half of 24th century... at least, not the one we're familiar with. cards may be from the past, possible futures, alternate timelines, illusions, or even dreams. Ordinarily, they may only play to a **Time Location** where they are "native to the timeline."

Otherwise, cards may not seed or enter play except while specifically allowed to by a card (explicitly using the icon), such as Alternate Universe Door, Temporal Micro-Wormhole, or Dyson Sphere Door. The enabling card might further specify the timing or location of reporting the card, such as with Seal Rift or Where No Man Has Gone Before. The enabling card must use the icon in the context of enabling the report: for example, Marlena Moreau has a icon, and a special download of Classic Tricorder which is an card, but the download does not reference the icon, and so does not overcome this restriction.

cards already in play or already seeded are unaffected by closed or discarded doorways. If the doorway is closed (or has been discarded) when a legally seeded card is encountered, the card still has its normal effect. However, if an earned artifact goes to your hand, you *do* need an open doorway to play it later.

Altonian Brain Teaser

On this dilemma, the phrase "if their CUNNING <15" means "if that personnel's CUNNING <15." If the affected personnel's CUNNING is less than 15, any bonus points (positive or negative) scored at that location are not lost or cancelled, but are not counted in your final score for the game, whether scored before or after the dilemma was encountered. See **points**, **Balancing Act**, **In the Zone**, **dual-personnel cards**.

The points from Cytherians are affected by an Altonian Brain Teaser only at the far end of the spaceline where the points are scored, not at the location where the Cytherians was encountered.

Amanda Rogers

An Artifact or Doorway card is "played as an Interrupt card" only if its text specifically says so. For example, Space-Time Portal may be discarded from the table to "play as a second Wormhole interrupt." See **card types**.

Ambush Ship

See **WEAPONS**.

Anastasia Komananov

To use her special skill, this personnel must have been aboard the opponent's ship (like an infiltrator) since the start of the opponent's last turn.

android

"Android" is a **species**. The term includes any personnel identified in its title or lore as an android (such as any **Soong-type android**), Exocomps, and Commander Data. Androids are affected normally by *all* cards unless otherwise specified.

ANIMAL

This classification has several important differences from other classifications. ANIMAL may not be selected as a skill or classification. In addition, ANIMALs may not

- attempt missions alone;
- meet ship staffing requirements, including the matching affiliation requirement;
- enable the use of hand weapons or initiate battles;
- commandeer, or apply their affiliation to a commandeered ship or facility;
- use their classification to staff a Kurlan Naiskos; or
- be assimilated or targeted for assimilation.

A personnel of this classification remains an animal even if its classification is removed or changed, and is subject to all the normal restrictions on ANIMALs. Otherwise, ANIMALs are affected normally by all cards.

another

See **other**.

Anti-Matter Spread

The phrase "opposing ships'WEAPONS" on this interrupt refers to ships that are **opposing** the ships of the player playing the card. You may not play it on behalf of the Borg Ship dilemma to reduce the WEAPONS of your opponent's ships being attacked by the dilemma. The reduction of WEAPONS for personnel with CUNNING<8 applies only to Ship cards, including **Borg-affiliation ships**. The reduction of WEAPONS to 16 applies only to the Borg Ship dilemma.

Anti-Time Anomaly

This event kills all personnel (not Rogue Borg interrupts) on or off the spaceline in all quadrants, at time locations, in a Penalty Box, being held by aliens, in **stasis**, etc. (Holographic personnel deactivate as usual instead of being killed.) The only personnel who are protected are those who are timetraveling into the future (i.e., in a Temporal Rift or Time Travel Pod) at the time the Anti-Time Anomaly resolves. See **in play**.

any

If a card refers to a specific Star Trek character using the word "any" (e.g., "any Miles"), it refers to any Personnel card representing the specified character, including , , and personnel (but not impersonators). Thus, both Chief O'Brien and Smiley are "any Miles;" and both Montgomery Scott and Mr. Scott are "any Scotty;" but Odo Founder is not "any Odo."

"Any *Enterprise*" is any ship with "*Enterprise*" in its card title. "Any Nor" is any station identified in its title or lore as a Nor (including Deep Space 9).

For other card types, "any" (or "a", "an", or "one") refers to a card with that characteristic. For example, "any disruptor" includes Varon-T Disruptor,

Klingon Disruptor Rifle, and Breen CRM114, while "Any Emblem card" includes Emblem of the Empire and Emblem of the Alliance (but not cards displaying the icons representing those emblems).

When a card refers to a specific card title without a modifier such as "any", it refers only to a card of that exact title (or a member of that card title group). For example, Investigate Coup requires Tomalak and cannot be solved by Ambassador Tomalak.

any Intelligence

see **Intelligence**

anywhere

When a card allows a personnel or tribble to report, beam, or relocate to "anywhere," it must be aboard a ship or facility, or on a planet surface. You may not report, beam, or relocate personnel or tribbles off the spaceline or timeline (such as to a Penalty Box) or into space.

Aphasia Device

See **quarantine**.

Arachnia

See **Borg** (Borg-affiliation ships).

Arbiter of Succession

The two Klingons targeted by this interrupt may belong to the same player.

Arne Darvin

This personnel does not allow you to draw a card for his own report aboard K-7.

The Art of Diplomacy

see **use (skills)**.

Articles of Jurisprudence

This card is **unique** only while **in play** for its first function. When in play for that function, it does not prevent another copy from being played for the other function

artifact

A card type representing a rare object with special powers. Artifacts must be seeded during the dilemma phase, under planet missions only, unless a card allows or requires seeding at a space mission, and you may seed only one artifact under each mission unless otherwise specified (see **mis-seeds**).

A seeded artifact is *earned* when the mission is completed, not when the artifact is **encountered**. (must complete an objective that allowed scouting a location *and* have a card which allows acquisition of artifacts before they can *acquire* any artifacts seeded at that location.) "Earned" is synonymous with "acquired." Cards seeded like artifacts are earned or acquired in the same way as artifacts. See **scouting**.

Artifacts cannot be used until they have been earned, for example:

- by completing the mission (or a objective targeting the mission, if a card gives those permission to acquire artifacts);
- with a card such as The Charybdis or HQ: Return Orb to Bajor; or
- with a card that allows an artifact to be earned without seeding, such as Reclamation or Starry Night.

An artifact may be downloaded *only* by a card that specifically downloads artifacts (e.g. Secret Compartment) or that has a special download icon for a named artifact (e.g., James Tiberius Kirk for Tantalus Field). For example, Bareil may *not* download a Varon-T Disruptor. When a card specifically downloads an artifact, that artifact is earned.

If an artifact leaves play, it cannot be brought back into play unless it is earned again (for example, by re-seeding under Q's Planet and completing that mission, or with one of the cards listed above). See **Masaka Transformations**.

An artifact that is "used as equipment" joins your crew or Away Team when earned; some artifacts are placed in your hand to play later; and others are resolved immediately, according to their game text.

When you acquire multiple artifacts or cards seeded like artifacts at a single mission, you may generally resolve them in any order you choose. For example, if you acquire your opponent's Magic Carpet Ride OCD and your own Varon-T Disruptor, you may choose to have the Varon-T Disruptor join your Away Team before your opponent may relocate your ship and Away Team.

However, if two copies of a non-duplicatable card are earned, the first one encountered is acquired and the second copy is discarded. For example, if both you and your opponent seed a copy of Ressikan Flute under a mission, you acquire only the first copy encountered and discard the second. (This also applies if you acquire another instance of a persona which you already have in play, or a Borg counterpart when you already have a counterpart in your collective.)

The Artificial Intelligence

This personnel's "NO STRENGTH" is an **undefined attribute**.

Assign Mission Specialists

This objective has two effects. First, it allows a one-time download of two mission specialists to an outpost (not to any other type of facility). If you choose to use the optional download, you must do so immediately upon seeding or playing the objective. (The mission specialists are not seed cards.) If you wish to play another Assign Mission Specialists later to download two more specialists, you must first discard the one in play at the start of your turn. (See **unique and universal**.)

If the download of the mission specialists is prevented by the activation of **Computer Crash**, the objective remains in play on the table for its second function. The download opportunity is permanently lost.

Second, while you have *any* Assign Mission Specialists card in play, *any* mission specialists you have in play (regardless of whether downloaded or played normally) score 5 points when using their skill to complete a mission. See **use (skills)**.

For example, the mission Reported Activity requires Navigation + Honor x2. It is solved by the following Away Team: mission specialists B'iJik (Navigation), Konmel (Navigation), Kahless (Honor x2), and two copies of Batrell (Honor), plus non-mission specialist Governor Worf (Honor x2 plus other skills). A maximum of 15 extra points may be scored (5 by Kahless, 5 by one copy of Batrell, and 5 by either B'iJik or Konmel, but not both). Kahless is *not* forced to meet the entire Honor x2 by himself, nor is Governor Worf required to use his Honor at all.

A **skill** with a multiplier, such as Honor x2, is one skill. *Any* special skill, including a special download, disqualifies a personnel from being a mission specialist. For example, Tarus (Stellar Cartography) and Kahless (Honor x2) are both mission specialists. John Doe, whose only skill is a special skill, and Madam Guinan, who has two skills (one regular and one special), are *not* mission specialists.

You cannot create a mission specialist by removing skills from a multi-skilled personnel (e.g., with Tsiolkovsky Infection). If a card *replaces* a mission specialist's single skill with another regular skill (e.g., Reflection Therapy), that personnel remains a mission specialist. If a personnel loses mission specialist status due to a card such as a Medical Kit or Mot's Advice, that personel regains it if separated from the kit or if the card is nullified.

Assign Support Personnel

A **skill** with a multiplier, such as Honor x2, is one skill. *Any* special skill, including a special download, disqualifies a personnel from being a support personnel for this objective. See **Major Rakal**.

If a multi-affiliation personnel has different skill sets for each affiliation, the skill set for the affiliation selected for reporting determines support personnel status. For example, Stefan de Seve is a support personnel if reported in Romulan mode, but not in Federation mode.

Assimilate Counterpart

Participating in any battle at the location of the target prevents you from **probing** to complete this objective, even if the target is no longer at the location of that battle. Simply placing an unabducted target on an Assimilation Table (e.g., by relocating him there with Mysterious Orb) is not sufficient to allow you to probe. You must first battle and abduct the target as stated. See **drone**, **showing your cards**.

Assimilate Homeworld

If the target of this objective is destroyed (e.g., by a Supernova), discard the objective (and any Stop First Contact or Build Interplexing Beacon suspending it) immediately. See **mirror universe**.

Assimilate Planet

See **point box**.

Assimilate Species

See **humanoid**, **assimilation - personnel**, **showing your cards**.

Assimilate Starship

See **active**, **showing your cards**.

assimilated counterpart

See **assimilation - personnel**, **counterpart**, **He Will Make An Excellent Drone**.

Assimilated Vessel

The player who scores the points is the *opponent* of the player who encounters this card (or otherwise brings it into play, such as with Obsession). This card does not award points when it is destroyed in battle.

assimilation

You may assimilate planets or your opponent's personnel and ships by using Objective and other cards that allow assimilation. You may assimilate only cards which you do not already control, and only if a card or rule allows it. Assimilated cards undergo specific transformations detailed in the following sections.

assimilation - facility

See **assimilation - planet**.

assimilation - personnel

When your Borg assimilate an opposing personnel, it becomes a Borg *drone* under your control (however, your opponent must still obey the **persona** rule and may not report another instance of a non-universal persona) and it undergoes the following transformations:

- Its affiliation changes to .
- Its gender becomes irrelevant to the Borg.
- Its classification (if any) becomes its first listed regular skill.
- If it already has any subcommand icons, it retains them, and any other normal staffing icons are lost.
- If it has no subcommand icons, its printed staffing ability changes to a subcommand icon, as follows:

Old Staffing	New Icon
Other	

A drone will never have more than one copy of each subcommand icon. For example, if Seven of Nine is assimilated as a drone, her icon is lost rather than converted.

Its attributes adapt to service the collective based on its subcommand icons, as follows:

Icon	Sets attribute...
	INTEGRITY to 7
	CUNNING to 7
	STRENGTH to 7

Any attribute not set by a subcommand icon is set to 5.

Borg do not assimilate (or target for assimilation) ANIMALs or holographic recreations. Such personnel are excluded from any selections for abduction or assimilation. *All* other personnel, including androids, changelings, and your opponent's Borg, may be assimilated normally unless otherwise specified by a

card. For example, if your opponent has The Kazon Collective in play, their Kazon are immune to assimilation.

In addition to drone assimilation, you may assimilate a male personnel as a *counterpart* by completing the Assimilate Counterpart objective. When this occurs, the counterpart undergoes the same transformations as a drone, with the following exceptions:

- He is considered male for Borg-related cards only. For example, a counterpart is not affected by Male's Love Interest unless Let Me Help is in play.
- His staffing ability adapts to service the Collective by changing to all three subcommand icons: .
- His INTEGRITY and CUNNING remain the same, and his STRENGTH is +3 (if he was already a **counterpart**, all attributes remain the same).
- His previous affiliation remains relevant for all cards requiring a matching counterpart, such as Assimilate Homeworld or Service the Collective. If he is multi-affiliation, all of his affiliation icons may be used for this purpose.

Your Collective is limited to one counterpart (or personnel targeted as such) at a time. While any personnel is targeted to become a counterpart, that personnel may not be assimilated as a drone and is excluded from all such selections. Dual-personnel cards may not be targeted for assimilation as a counterpart. A counterpart may be converted to a drone with **He Will Make an Excellent Drone**.

Any cards already played or placed on the personnel before assimilation remain in play (you do not recheck the conditions or targets for playing that card).

The Borg overlays from the Enhanced First Contact product do not allow assimilation of cards and cannot be placed on non-Borg cards to allow them to be stocked in your deck. They may be sleeved with Personnel cards you assimilated as a memory aid for the transformations.

assimilation - planet

When you assimilate a planet, any opposing personnel, equipment, and landed ships on that planet are assimilated. Any opposing facilities at that location, all personnel and equipment in or aboard a facility, and all ships docked at a facility are also assimilated. Personnel and equipment aboard a docked or landed ship are *not* assimilated. The affiliation of an assimilated facility changes to , and you may **report** cards to it in accord with normal native quadrant reporting rules.

If your Survey Drone, Sixteen of Nineteen, is on the planet when it is assimilated, it may acquire any seeded artifacts. If not, any artifacts (or cards seeded like artifacts) are placed face up on the planet and may be later acquired by your Survey Drone or by any non- personnel present. Mission attempts may not be made at assimilated planets, and the mission affiliation icons become irrelevant (facilities requiring a matching affiliation icon may no longer be built there).

assimilation - ship

When your Borg assimilate an opposing ship, you take control of that ship (but your opponent must obey the persona rule) and it undergoes the following transformations:

- Its affiliation changes to .
- Borg staffing requirements do not change.
- Non-Borg staffing requirements adapt to service the Collective:

Old Staffing	New Icon
Other	

Any other non-Icon staffing requirements are irrelevant.

Any carried ships aboard are assimilated (but personnel and equipment aboard are not). Any cards played on or placed on the ship prior to assimilation (such as a Kurlan Naiskos) come under your control.

Assimilation Table

Connecting a personnel to (or disconnecting the occupant from) this equipment is an order. See **executing orders**. The Assimilation Table's controller may connect it to any personnel he or she controls (including a captive), and may disconnect it from any personnel. See **implant card**, **Assimilate Counterpart**.

Asteroid Sanctuary

This interrupt is a valid response to the initiation of a ship battle. It cancels the **battle** (but all cards involved are still "stopped"). See **actions - step 2: responses**. It may not target a **docked ship**.

at any time

This phrase indicates that an action may be used during any phase of either player's turn (except start-of-turn or end-of-turn), between other actions or as a valid response. It may not interrupt other unrelated actions. See **actions - step 2: responses**.

Atmospheric Ionization

This event allows up to 3 personnel to beam, up or down, every turn (e.g., 2 down and 1 up or any other combination).

ATTACK bonus

A feature of **Tactic** cards. In a ship battle, the ATTACK bonus on your current tactic (if any) is added to the total WEAPONS of your ships firing to calculate your ATTACK total. The ATTACK bonus is *not* an **attribute enhancement**. See **battle - ship**.

attempt

Non-Borg affiliations may make **mission attempts** and **commandeering** attempts. Borg may make **scouting** attempts.

attribute

A feature of Personnel, Ship, and Facility cards. Personnel have three attributes: INTEGRITY, CUNNING, and STRENGTH. Ships have three attributes: RANGE, WEAPONS, and SHIELDS. Facilities may have WEAPONS and/or SHIELDS. See **attribute enhancements**, **attribute modifiers**, **undefined attribute**, **variable attribute**.

attribute enhancements

Attribute enhancements refer only to positive changes in the attributes of a ship or personnel. SHIELD extension from a facility and ATTACK and DEFENSE bonuses are not attribute enhancements; thus, Shipwreck and Weak Spot do not affect a facility's ability to extend its SHIELDS around ships. See **attribute modifiers**, **battle - ship**.

The attributes of ships with a restriction box such as the *Keldon Advanced* are not enhanced by the presence of the required skill or characteristic aboard (in this case, Obsidian Order); rather, they are reduced if the required skill or characteristic is *not* aboard.

attribute modifiers

When resolving dilemmas, determining STRENGTH in battle, etc., always apply any relevant modifiers to cards in play. Modifiers do not affect cards in your hand (e.g., for Royale Casino dilemmas). See **automatic modifiers**.

An attribute is considered *reduced* (for cards such as Abandon Ship! or U.S.S. Enterprise-B) if it is affected by a card that says it is reduced (e.g., Baryon Buildup), is -X (Vole Infestation), or is "**disabled**" ("Pup"), even if it is also affected by a card that enhances that attribute by the same amount (Plasmadyne Relay). Also, the RANGE of a ship that has rotation **damage** applied is reduced. A ship that "cannot move" (Menthar Booby Trap) does *not* have its RANGE reduced. Attributes may not be reduced to less than 0. An **undefined attribute** may not be modified.

See **modifier order**.

automatic modifiers

Any modifier which simply states that it occurs, without a word such as "may" to indicate that it is optional, is automatic and mandatory. For example, "While on your ship, RANGE is +1" is an automatic modifier, whereas "if on a ship, may reduce RANGE or WEAPONS by 2 until end of turn" is optional.

Away Team and crew

When your personnel are aboard a ship or space facility that you control, they are a crew. *In all other situations*, they are an Away Team. When aboard a ship or facility controlled by your opponent, they are also **intruders**. (Equipment cards may be carried by crews or Away Teams, but an Away Team or crew must contain at least one personnel.)

Your opponent may not look at the cards in your Away Team or crew, except when necessary for verification. See **showing your cards**.

Borg affiliation personnel may not form Away Teams unless counter-attacking or allowed by game text. **Holographic personnel and equipment** may exist only on ships or facilities, unless a card such as Mobile Holo- Emitter or **Holo-projectors** allows them to exist on a planet surface.

Cards referring to an Away Team normally do not include crew. For example, a Genetronic Replicator prevents deaths only in your Away Team, not in your crew. (A few dilemmas which incorrectly refer either to a ship's crew or to an Away Team have been revised to include both.)

Your **compatible** personnel aboard one ship or facility, at one site, or on one planet surface (outside a facility or landed ship) must form a single Away Team or crew.

However, compatible personnel who are "stopped," disabled, or in stasis are separated from the primary Away Team or crew and form a second, separate team. This second team cannot participate in mission attempts, and its members are not **present** with dilemmas encountered by the primary team during mission attempts. (See **dilemma resolution**.) When members of this team become unstopped, leave stasis, or are no longer disabled, they immediately rejoin the primary team.

An Away Team can be associated with only one ship or space facility at a time. If you beam Away Teams from multiple ships or facilities to the same planet, you must designate which single ship or facility the new combined Away Team will be associated with. An Away Team remains associated with the ship it beamed (or disembarked) from until they board another of your ships or space facilities, become associated with another ship by joining that ship's Away Team, or are separated by the departure of the ship or the Away Team from that location (including the ship time-traveling into the future via Temporal Rift). For example, if you play Memory Wipe on your ship, beam an Away Team to a planet, and move the ship to another location, those personnel revert to their normal affiliations.

Away Team battle

This phrase (or "Away Team or Rogue Borg battle") on a card is synonymous with "personnel battle," which may include Away Teams, crews, and/or Rogue Borg.

Bajoran

An **affiliation** and a **species**. See **affiliation and species**.

Bajoran Interceptor

See **interceptor**.

Bajoran Raider

See **report with crew**.

Bajoran Resistance Cell

A Resistance personnel is one with Resistance **skill**. See **Espionage cards**.

Bajoran Shrine

"Using a disruptor at an adjacent site," which can destroy this site, means that a personnel is present there with a disruptor which that personell can legally use (see **equipment**). For example, a Klingon could destroy the site if that klingon is carrying a Klingon Disruptor, but not a Romulan Disruptor. The disruptor does not have to be used in battle, nor does destroying the Shrine count as a battle.

The "other Bajoran" who must be present for the Prylar, Vedek, or Kai to conduct services may be any other Bajoran

Personnel card, including another Prylar, Vedek, or Kai (even a copy of the first one).

Bajoran Wormhole

Whenever you play or download this doorway to the Alpha Quadrant, you must download another copy to the Gamma Quadrant (creating that spaceline if there are no missions there yet). The Alpha Quadrant Bajoran Wormhole card must be placed or inserted adjacent to a Bajor Region location if any are on the spaceline. If not, the doorway may be inserted anywhere on the spaceline that is not within another region, creating a Bajor Region. If one end of the Bajoran Wormhole is destroyed, the other end is discarded also. See **doorways**, **wormholes - movement through**.

Bajoran Wormhole: Mirror Universe

When you seed or play this doorway, you are not required to download **Bajoran Wormhole**, but if you fail to do so, the download opportunity is lost. Only one player may download Bajoran Wormhole; the player who seeded or played Bajoran Wormhole: Mirror Universe gets the first opportunity to do so. This doorway is *not* discarded if the Bajoran Wormhole is destroyed. See **between**, **card titles**.

Balancing Act

The point loss for this dilemma is not scored at any specific location and thus is not affected by Altonion Brain Teaser. To see if you are affected by this dilemma, count all your missions with point boxes in all quadrants. A dual-icon mission is both ■ and ● and is counted as one of each. Examples:

5●-1■ or 5■-1● = 4. You lose points. 4 ●-2■ or 4■-2● = 2. No point loss. 1■ ● + 4■ + 1● = 5■-2● = 3. You lose points.

banned cards

The only card banned from tournament play is Raise the Stakes. All other issued cards, in all border colors, including foils, are allowed in tournament play.

Barclay Transporter Phobia

This interrupt plays as a response to the initiation of transport. The affected personnel refuses all beaming, including the transport just initiated. Place the interrupt on the affected personnel as a marker.

Bareil

This personnel cannot download an **artifact** used as equipment.

Baryon Buildup

See **cumulative**, **facility**.

Barzan Wormhole

See **between**, **Supernova**.

Bashir Founder

This personnel cannot use his special download while aboard a cloaked or phased ship. See **cloaking and phasing**, **WEAPONS**.

battle

A conflict you initiate during the executing orders segment of your turn. Two types of battles can occur: ship battles (which may also involve facilities or ◎ cards) and personnel battles (which may also involve Rogue Borg). ("Personnel battle" is synonymous with "Away Team battle" or "Away Team or Rogue Borg battle.") The following rules are common to both types of battles:

- You may initiate battle only during your own turn.
- You may attack only cards which you do not control, unless a card or rule requires or allows you to attack your own cards. (The Borg Ship dilemma and Rogue Borg are considered *self-controlled*.) You may attack an opponent's ship or facility even if you have intruders aboard.
- You may attack only cards which are **present** with your cards (for personnel battle) or at the same **location** (for ship battle). Personnel and Rogue Borg are present together if they are on the same planet, ship, facility, or site. Ships, space facilities, and ◎ dilemmas may attack other ships or facilities in space, or planet facilities, at the same location. Landed ships may not attack or be attacked unless a card specifically allows it.
- Each of your non-● ships, facilities, or Away Teams that wishes to initiate an attack must have a leader present (if playing ●, each must have a ● personnel present instead). A *leader* is any personnel with Leadership skill or any OFFICER. Each ship or facility must also have at least one personnel of **matching affiliation** aboard (which may or may not be the leader). If the facility is a Nor, the leader and matching personnel must be in Ops.
- No other **actions** can occur during a battle unless they are a valid response or suspend play, or a card specifically allows them. For example, you cannot beam personnel off your ship during a battle without a card such as Emergency Transporter Armbands.
- When a battle is over, all cards involved in the battle are **"stopped."** If a properly initiated battle (or "attack") is cancelled, prevented, or nullified (e.g., with Hugh or I'm a Doctor, Not a Doorstop), all cards involved have still participated in a battle and are "stopped."
- If your opponent attacks you, during your next turn you may initiate one or more *counter-attacks* against any or all of your opponent's ships, Away Teams, facilities, crews (if you have a way to beam through the SHIELDS), etc. which are still at the location of the opponent's attack, regardless of the form of the original attack. (You may bring additional forces to the location.) When you counter-attack, no leader or ● personnel is required and no affiliation restrictions apply. Your opponent, on their next turn, may then initiate their own counterattack, and so on. Counter-attacking is always optional. A counter-attack is a new battle, not a "continuation" of the previous battle.

Non-battle cards

Cards that kill personnel or damage and destroy ships do not constitute a battle unless they specify that they include a battle or attack involving your opponent's personnel or ships, or Rogue Borg or the Borg Ship dilemma. For example, destroying a ship with Romulan Ambush or a Nemesis icon is not a ship battle; tossing a personnel out an Airlock is not a personnel battle. A dilemma such as El-Adrel Creature, which "attacks" your personnel, is not a battle.

battle - affiliation restrictions

Most affiliations have restrictions on whom they may attack. Most affiliations have standard attack restrictions: they may attack any affiliation other than their own. There are exceptions:

- Klingon, Kazon, Non-Aligned (when they do not have War Council in play), and Neutral forces may also attack their own affiliations.
- Federation forces cannot attack any affiliation (except Borg).
- Borg forces may not initiate battle except when allowed or required by a card. When allowed to initiate battle, they may attack any affiliation including opposing Borg.

Some cards also impose additional attack restrictions. For example, War Council imposes standard attack restrictions upon your Non-Aligned cards, which would prevent your Non-Aligned cards from attacking forces which contain a Non-Aligned card.

A mixed **force** is subject to *all* the attack restrictions of its members. For example, a mixed Away Team of Federation and Non-Aligned personnel, or a Federation crew aboard a Non-Aligned ship, is a Federation force, and may not initiate a battle (except against Borg). A Romulan crew aboard a Non-Aligned ship is a Romulan force, and may not be attacked by other Romulans. (-dilemmas and Rogue Borg interrupts are always able to initiate battle.) Aboard a Nor you control, your affiliation battle restrictions are determined by all your personnel aboard who are compatible with the station's affiliation.

If a card allows you to attack a specific affiliation or faction, then you may attack any forces that include that affiliation or faction, even if other cards are working with them. For example, Admiral Leyton allows you to attack a Dominion/Cardassian force. When a card, such as Emblem of the Empire, removes affiliation attack restrictions from a group of cards, they may attack any affiliation, including their own. If cards from that group mix with other cards whose affiliation attack restrictions have not been removed, the entire force is subject to the restrictions of the second group. A card that allows a specific attack (e.g., **Captain Kirk** may initiate battle against non-) does not remove affiliation attack restrictions.

battle - personnel

Personnel battles may also include Rogue Borg. Throughout this section, "personnel" should be taken to mean "personnel or Rogue Borg." See **Rogue Borg Mercenaries**. Special rules also apply to **holographic personnel**.

1. Announce your attack. Identify which one of your Away Teams or crews is attacking and which one of your opponent's Away Teams or crews they are attacking. (The group that you attack may include personnel which are disabled, though they do not engage in personal combat, but not those in stasis.) The battle has now been initiated. After the battle has been initiated and until a winner is determined, the opposing force is considered the "opponent" of your cards in the battle, even if that force is **self-controlled** or under your control (as with Arbiter of Succession or **White Deprivation**).

2. You and your opponent may now use any cards that apply at the start of battle. These responses to the battle initiation may include an interrupt such as Vulcan Nerve Pinch or equipment that may report to a just-initiated battle such as D'k Tahg. See **Emergency Transporter Armbands**.

3. Shuffle your personnel (not including any which are **disabled**, **stunned**, or **mortally wounded**) and place them face down to form a "combat pile." Your opponent does likewise.

4. You and your opponent then simultaneously turn over the top card of your combat piles, and these two *adversaries* engage in personal combat. Compare their individual STRENGTH attributes (applying relevant modifiers such as phasers or Lower Decks):

- If one personnel's STRENGTH is greater than the other's, the higher-STRENGTH personnel may choose to *stun* their adversary (temporarily rotate the adversary card 90 degrees).
- If one personnel's STRENGTH is more than double the other's, that personnel may choose to *mortally wound* their adversary (temporarily rotate the adversary card 180 degrees).
- If the two combatants have equal STRENGTH, neither may stun or mortally wound the other.

Repeat this step until one player's combat pile runs out. Any cards remaining in the other player's combat pile are then turned face up.

If both cards in a combat pairing have a stun effect, or if both players wish to make a response to a combat pairing, the player whose turn it is has the first opportunity to do so. For example, your Data just engaged your opponent's Fek'lhr who has '45 Dom Perignon present. You wish to play Android Headlock, while your opponent wishes to use the ability of the '45 Dom Perignon. If it is your turn, you may play Android Headlock first.

5. To determine the winner of the overall personnel battle, compare your total remaining STRENGTH to your opponent's (or the Rogue Borg's) total remaining STRENGTH (applying relevant modifiers). Stunned and mortally wounded cards do not add their own STRENGTH to the total, but may still modify other cards (e.g., a stunned Shakaar Edon still makes other Bajorans stronger). The force with the higher total is the winner, and immediately kills one opposing personnel (random selection from among those not mortally wounded, but including those who are stunned or disabled). If the STRENGTH totals are equal, no one wins or loses the overall battle.

6. After the personnel battle is over, mortally wounded cards die (discarded), stunned cards recover from being stunned, and all survivors of the battle are "stopped."

battle - ship

Ship battles may also include facilities or dilemmas. These rules apply whether **Battle Bridge side decks** are being used by zero, one, or both players .

1. Announce your attack, then identify which of your ships and/or facilities will be firing and which enemy ship or facility they are targeting. You can use any or all of your compatible ships/facilities at that location, but can target only *one* enemy ship or facility per battle. (Borg Ship dilemmas and Borg-affiliation ships with a Multiplexor Drone aboard are allowed to fire WEAPONS against two or more targets in the same battle. See **battle - ship - multiple targets**). After the battle has been initiated and until a winner is determined, the opposing force is considered the "opponent" of your cards in the battle, even if that force is **self-controlled** or under your control (as with **Arbiter of Succession** or **White Deprivation**).

If the card you are targeting had been "stopped," it is "unstopped" for this battle. Each of your ships or facilities that will be firing WEAPONS must have WEAPONS>0, be "unstopped," undocked, uncloaked, and unphased, and have a leader and a personnel of matching affiliation aboard.

2. If your opponent wishes to return fire during this battle, that player must also now identify which *one* of your ships or facilities (involved in the initial attack) the attack will be targeting, and which of their ships and/or facilities there will be returning fire against that target. Each of your opponent's ships and facilities that returns fire must also have WEAPONS>0, be "unstopped," undocked, uncloaked, and unphased, and have a personnel of matching affiliation aboard (but no leader is required). The battle has now been initiated.

3. You and your opponent may now use any cards that apply at the start of the battle. These responses to the battle initiation may include cards which will allow you to draw extra Tactic cards in the next step, such as Battle Bridge Door or Attack Pattern Delta.

4. Each player who has a Battle Bridge side deck may do the following:

- draw up to two Tactic cards (or more if allowed by a card played in step 3) from the top of their side deck (he may look at each one before deciding whether or not to draw the next);
- choose *one* of those Tactic cards (regardless of how many ships are firing) to play face down on the table as their *current tactic* (optional); and
- place their unplayed Tactic card(s) face-up underneath their side deck. (Used Tactic cards never go to your discard pile. Instead, whenever one of them is discarded or otherwise leaves the table, place it *face up* underneath your side deck. When your Battle Bridge side deck runs out of face-down Tactic cards, shuffle the face-up cards and place them face down again underneath your seeded Battle bridge door.)

Any current tactics played on the table are then revealed at the same time.

If you choose to use a special download icon for a Tactic card, you must do so at the time you would normally draw Tactic cards, and you must use the downloaded tactic as your current tactic.

You may use a current tactic even if your only card participating in the battle is a facility. ATTACK and DEFENSE bonuses work normally; if the facility has no usable WEAPONS, it cannot target an opponent's card and thus cannot use the ATTACK bonus.

5. Compute your ATTACK total by adding together the total WEAPONS power of all your attacking cards (counting all applicable **attribute enhancements** from other cards) plus the ATTACK bonus from your current tactic (if any). (The ATTACK bonus is added only once, not once for each ship.)

Your opponent computes their DEFENSE total by adding the SHIELDS of their targeted ship or facility (counting all applicable enhancements) to the 50% facility SHIELDS extension (if the target is a docked ship) plus the DEFENSE bonus from their current tactic (if any).

Now compare the two totals to see if you score a hit (but damage is not applied until *after* your opponent's return fire, if any).

- If your ATTACK total is greater than your opponent's DEFENSE total, you score a *hit*.
- If your ATTACK total is more than double your opponent's DEFENSE total, you score a *direct hit*.
- If your ATTACK total is less than or equal to your opponent's DEFENSE total, the target is not hit.

6. If your opponent announced during the initiation of the battle the desire to return fire, your opponent does so now. Your opponent computes the ATTACK total (including that player's current tactic's ATTACK bonus) and you compute your DEFENSE total (including your current tactic's DEFENSE bonus). Your ship may suffer a hit or direct hit as described above.

7. Apply any damage caused by either or both players. If you scored a hit or direct hit on your opponent's ship or facility, indicate the damage as follows:

- If you are *not* using a Battle Bridge side deck, apply *rotation damage* - rotate the target 180 degrees to indicate that it is damaged, with these effects: RANGE is reduced to 5 (if it is already less than 5, it remains the same), Cloaking Device is off line and HULL integrity is reduced by 50%. (If it is damaged again before being repaired, reducing the HULL integrity to 0, it is destroyed.) If you scored a direct hit, HULL integrity is reduced by 100% and the target is thus immediately **destroyed**.
- If you are using a Battle Bridge side deck, the *amount* of damage to your opponent is determined by symbols on your current tactic, and the *kinds* of damage are marked by one or more of your Tactic cards (which are referred to as *damage markers*):

This symbol on your current tactic means you place this card on the target as a damage marker.
This symbol on your current tactic means you draw a new Tactic card from your side deck to place on the target as a damage marker.

- If you are using a Battle Bridge side deck, but you chose not to play a current tactic in this battle (or it was nullified), your opponent suffers *default damage*. Default damage is two cards from your side deck ( ) for a hit, or four cards ( ) for a direct hit.

If your side deck is completely out of Tactic cards, you will be unable to further damage your opponent until some of your

damage markers return to your side deck. See **damage** for further details.

The player whose ships and/or facilities sustain the least HULL integrity loss (maximum of 100% loss per ship or facility) during that battle is the winner. (If the HULL integrity losses are equal, there is no winner or loser.)

8. At the end of the battle, discard your current tactic (face-up under your Battle Bridge side deck) unless it was used as a damage marker. Destroyed ships and facilities (and all cards aboard them) are discarded and all surviving ships, facilities, and crews involved in that battle are "stopped." Ships which had been docked at a destroyed facility are *not* destroyed (unless landed on Docking Pads).

battle - ship - multiple targets

dilemmas are allowed to fire WEAPONS against two or more targets in the same battle. (**Multiplexor Drone** also allows this under limited circumstances.) This expands the fire (or return fire) portion of the battle into two or more engagements. Each engagement has only one target, but it is possible to have multiple cards firing upon that target.

Compute separate ATTACK and DEFENSE totals for each engagement, repeatedly using the appropriate bonuses from each player's current tactic each time. In other words, each player is limited to one current tactic for the battle, but it will apply to each engagement.

If your multiplexed Borg ship scores a hit (or direct hit) against two or more targets and your current tactic has a ⇩ symbol, use that card as the damage marker for one of those targets (your choice) and treat that symbol as ⇩ for damage to each remaining target. All damage markers drawn from your side deck must be placed on the hit targets randomly, without looking at the markers before placing them; choose a ship, draw and place the markers for it, choose another ship, and so on.

Because ships and facilities destroyed in battle are not discarded until the end of the battle, you cannot retrieve any damage markers from targets at -100% HULL integrity to use in separate engagements of the same battle.

Battle Bridge Door

The second function of this doorway enhances the WEAPONS of only those ships and facilities involved in the battle, and only for the duration of that battle.

Battle Bridge side deck

This **side deck** is made up of **Tactic** cards which increase your offensive and/or defensive capabilities during ship battle and also indicate **damage** affecting your opponent's ships and facilities.

You can have as many Tactic cards in your side deck as you like, even duplicates. The side deck is activated during the doorway seed phase by a Battle Bridge Door card placed face up on top of the side deck. See **battle - ship**.

Your Tactic cards are not part of your hand, and thus are not affected by cards such as Alien Probe and Energy Vortex. Your used Tactic cards do not go to your discard pile. Instead, whenever one of them is discarded or otherwise leaves the table, place it *face up* underneath your side deck. When your side deck runs out of face-down Tactic cards, shuffle the face-up cards and place them face down again underneath your seeded Battle Bridge Door.

beaming

Beaming uses transporters to transfer personnel, equipment, and tribbles over short distances. All ships and facilities have their own transporters unless the card indicates otherwise. To beam to or from a ship or facility, its SHIELDS must be conceptually dropped by a player, or a card or rule must specifically allow dropping or beaming through the SHIELDS. Transporters and SHIELDS may be operated by the player who controls a ship, or by any player who is allowed to use a **facility**. (You need not have a Personnel card aboard a ship or facility in order to use its transporters.) For example, you may normally beam cards to or from your opponent's headquarters, but *not* to or from your opponent's ship or outpost which is protected by SHIELDS. If SHIELDS=0 or are disabled or off line, you may beam freely.

You may beam cards between two ships and/or facilities that you control or are allowed to use, or between a ship or facility and a planet surface. The starting and ending point of the transport must be at the same **location** and a ship or facility must be **compatible** with any personnel beaming aboard, unless you are invading an opponent's ship or facility that you are not allowed to use. (Equipment cards have no affiliation.) You may only beam to/from your transporters (e.g. you may not use the transporters on a facility to beam directly from a planet to a ship that has no transporters). You may not use the transporters of one ship or facility to transport cards directly between a planet and another ship or facility without transporters. You may not beam any card into space unless a card specifically allows you to do so.

Because dropping a large space station's SHIELDS to permit beaming is risky, you are not allowed to beam cards (except **tribbles**) to, from, or within a Nor unless a card allows it. Thus, you cannot normally beam from a ship docked at the Nor to the planet it orbits, between two docked ships, or between a docked ship and an undocked one. (If a card allows you to beam aboard a Nor, personnel need not be compatible with the Nor.)

To beam cards, announce the beaming, remove the cards from the ship, facility, or planet, and move them to their destination, placing them under a ship or facility or on top of a planet. All cards in a group beam simultaneously unless you specify otherwise.

There is no limit to the number of times you can beam during your turn.

Special beaming cards such as Near-Warp Transport or Emergency Transporter Armbands, or dilemmas such as Extradition, do not overcome obstacles to beaming, such as Atmospheric Ionization, Katherine Pulaski's beaming restriction, Barclay Transporter Phobia, or being "stopped," and do not provide transporters, allow you to use your opponent's transporters, or allow beaming from a Nor unless specified.

become

when a card "becomes" a **characteristic** (such as a new gender, species, or affiliation), it gains the new characteristic and simultaneously loses any other characteristics of the same kind. For example, if Mardah is affected by Frame of Mind, she gains but loses and . If affected by Q-Type Android, she ceases to be Bajoran species and becomes Q-type android or human species.

between

When a card allows a ship or personnel to move *between* one location and another, it may move in either direction. For example, Bajoran Wormhole: Mirror Universe allows a ship to move "between here and a Bajoran Wormhole." The ship may move either from or to the Bajoran Wormhole.

Beware of Q

When you seed this objective (and have a **Q-Continuum side deck**), you must declare which function you are seeding the card for. If you wish to use the first two functions, you must have two copies in play. The first function does not require a Q-Continuum side deck or a seeded Q-Flash. It allows seeding of Q-icon dilemmas only (not other Q-icon card types). Using this objective to replace a dilemma with a Q-Flash is a valid response to the initiation of the dilemma encounter. See **actions - step 1: initiation**. If you replace a dilemma with a Q-Flash at a location where you seeded another Q-Flash, the second one revealed is discarded as a **mis-seed**. The second function of this objective can be used to replace a dilemma seeded at **Empok Nor**. If a mission has already been solved (or a Borg objective allowing it to be scouted has been completed), seeding a Q-Flash under it does not allow it to be solved again, or targeted with another Borg objective. See **encountered**, **Q-icon cards**, **scouting locations**.

Beyond the Subatomic

If the last card in your deck is the card type you named when you played this interrupt, you do *not* **lose the game**.

The Big Picture

Once you have solved (or scouted) both a space mission and a planet mission (either before or after The Big Picture is played), this event no longer affects you. See **winning the game**.

Birth of "Junior"

A ship whose RANGE is **disabled** by "Pup" has *not* been reduced to 0 by Birth of "Junior," and thus is not destroyed.

Black Hole

This doorway may only be played between two of the missions named ❖ Space, not other universal ■ missions. This doorway will pull in all cards (including ships) at the **adjacent** location even if a Q-Net is between the Black Hole and the adjacent location. If it pulls in the last location on either end of the spaceline, it stops alternating and continues to pull in locations from the remaining side. Cards that can close a **doorway** (e.g., Revolving Door) suspend the Black Hole's game text and are not pulled in.

When a ship in a Temporal Rift (or Time Travel Pod) is located at a spaceline location that is pulled into a Black Hole, the ship is not immediately discarded, because the ship is time traveling and thus not at that location "in the present"; the card only indicates where it will eventually reappear. Move the ship to the Black Hole location itself until it reappears.

Blended

This dilemma's requirement of "**any** Scotty" refers to any representation of the Montgomery Scott character.

Blood Screening

On this event, "pooling skills" refers to two or more personnel combining their skills together for a dilemma, mission, etc.

bonus point area

When you resolve scoring for any non-mission card with a point box, that card (unless it remains on a target or otherwise specifies that it stays in play to score the points) is placed in a bonus point area near your discard pile, as a reminder of those points, even if the card says to discard it. This is not part of your discard pile and is unaffected by cards such as Res-Q or Fire Sculptor. Cards in the bonus point area are no longer **in play** unless otherwise specified. For example, if a unique captive is placed in the point area using Relics of the Chase, its owner may report another copy of that personnel. If points are scored from a card without a point box (such as Lack of Preparation), that card is discarded when resolved, not placed in the point area. You must keep track of such points by another method.

bonus points

See **points**, **bonus point area**, **Altonian Brain Teaser**, **Intermix Ratio**.

Boratus

See **Ajur**.

Borg

There are a number of important differences between the Borg and other affiliations. An overview is presented here. Although "Borg" is considered both an affiliation and a species, unless otherwise specified, throughout this section, the term "Borg" refers to cards of affiliation.

The Collective and Hive

All of your Borg affiliation cards in play make up your Borg *collective*. All of your Borg-affiliation cards at one spaceline location (or time location), whether in space, on a planet, aboard a ship or facility, etc., make up a Borg *hive*.

Borg Personnel

Most Borg Personnel cards represent **drones**. A drone's lore identifies it as such and lists its species of origin (or "Biological Distinctiveness"). The Borg Queen, assimilated **counterparts** such as Locutus of Borg, and former Borg of non- affiliations are not drones. A Borg is considered to be both Borg species and its species of origin.

Gender is largely irrelevant to the Borg. Borg affiliation cards are not affected by gender-related game text on non-Borg-related cards (e.g., Love Interests, Matriarchal Society, Arachnia). For Borg-related cards, the Borg Queen is female and counterparts are male.

Borg personnel have no classifications, though several of the personnel types appear as **skills**. Regular skills (including the Borg Queen's selected skill) may be shared throughout a Borg hive using the Interlink Drone's skill or the Borg Vinculum. (See **skill-sharing**.) Your Borg may also share CUNNING using the **Unity Drone**'s skill.

Each Borg personnel has an icon identifying which *subcommand* (Communication, Navigation, or Defense) it is assigned to within the Borg collective. Subcommand icons are used

primarily to staff Borg ships, but also have other uses indicated by cards. Some Borg, such as the Borg Queen, have more than one subcommand icon, but may each contribute only one icon at a time to meet **ship staffing** requirements unless otherwise specified. See **Seven of Nine**.

Borg-Affiliation Ships

Each Borg ship has a bonus point box. These bonus points do not contribute to a Borg player's score, but are earned by your non-Borg opponent whenever that player destroys your Borg ship in battle (and *only* in battle).

Borg-affiliation ships are not affected by Plasma Fire, Warp Core Breach, Isabella, Into The Breach, Hugh, or the second function of Anti-Matter Spread. (They are affected normally by the first function of Anti-Matter Spread, like any other ship.)

Cooperation

Borg don't mix or cooperate with cards of other affiliations (they are not **compatible** with them). A player using - affiliation cards may not stock *any* non- - affiliation personnel, ships, or facilities in their game deck or any side decks, including former Borg such as One, or a **Mission II** with a built-in non-Borg outpost (even if they do not use that function of the card). If a player has and non- cards present together (The Naked Truth, Frame of Mind, etc.), normal **house arrest** rules apply. (A card bearing the "Borg Use Only" icon in its title bar can be stocked in your deck and used *only* when playing the Borg affiliation.)

Objectives

personnel may never begin or join mission attempts . Instead, a Borg player uses Objective cards to accomplish goals such as destroying a ship, scouting a space location, or assimilating a planet. Some Borg objectives score points; others confer different benefits.

When you are playing Borg and you have an uncompleted (Borg Use Only) Objective card face up in play, this is defined as your *current objective*. You are limited to one current objective at a time. You may have any number of non- objectives in play at a time. (You may also have other cards such as incidents in play.)

When you play (or activate) a Objective card, you must immediately target an appropriate location, ship, personnel, etc., as specified by the objective. Objectives may target solved or unsolved mission locations. The objective then allows your Borg to scout the ship or location, initiate battle, abduct a target, etc. See **scouting**, **scouting locations**, **scouting ships**.

Your Borg must complete scouting (if an objective involves scouting) and meet any other listed requirements (such as having Borg present at the location) before you may *probe* (usually at the end of your next turn) to determine your current objective's outcome and score its points, if any. See **probing**.

Scoring points

A Borg player scores points, both positive and negative, *only* from cards and cards which specify that they affect Borg. When you or your Borg are confronted with any other card which is point-related, play out the card but ignore the points. If that card presents a choice, you must choose an option which is not point-related, if possible. Points you score from completing *objectives* are non-bonus points. *Any* other points you score are bonus points (for example, points from the Add Distinctiveness incident or the negative points from Balancing Act).

Assimilation

You may assimilate planets or your opponent's personnel and ships by using Objective and other cards that allow **assimilation**. (Also see **abduction**.)

Borg Away Team Restrictions

Your Borg may not form Away Teams (either on a planet or on an opponent's ship or facility) except when counter-attacking or when allowed by your current objective or another card (e.g., Emergency Transporter Armbands, Near-Warp Transport, Iconian Gateway, Devidian Door).

Borg Battle Restrictions

Your Borg may not initiate battle except when counter-attacking or when allowed or required by your current objective (e.g., Assimilate Counterpart, Eliminate Starship) or another card (e.g., Conundrum, The Issue Is Patriotism). When allowed to initiate battle, they may attack any affiliation, including Borg.

Other Borg Restrictions

Borg do not commandeer (they assimilate instead), and do not use hand weapons for any purpose.

Borg-affiliation ships

See **Borg**.

Borg Cube

This ship (as well as the other Borg cubes with similar wording, like Locutus' Borg Cube) allows reporting of any equipment aboard (not just). Personnel may report to this ship using its game text even while affected by a moving required action. See **actions - required**.

Borg Nanoprobes

This Equipment card is not a **hand weapon**. A "Species 8472-related dilemma" is one that mentions Species 8472 in its lore. See **drone**.

Borg Queen

See **enigma icon**, **unique and universal**, **skills - modifying**, **skill-sharing**.

Borg Scout Vessel

See **report with crew**.

Borg subcommand icons

See **Borg**.

Borg Tactical Cube

This ship is a "Borg cube" (for cards such as Commandeer Ship or Harness Particle 010) but may not be downloaded by Retask (which downloads the ship named ❖ Borg Cube).

Borg Use Only icon

A card bearing this icon in its title bar can be stocked in your deck and used only when **playing Borg**.

Borg Vinculum

See **skill-sharing**.

Botany Bay icon

A card with the icon represents an unpleasant surprise for players who try to uncover what is better left buried. If a player examines a card with the icon any time other than during a mission or scouting attempt, place it on the mission where it was seeded. That player may not attempt or scout this mission until another mission has been completed or scouted by either player, then re-seed the dilemma at the same mission. If multiple dilemmas are to be simultaneously re-seeded in this way, re-seed them so that they are encountered in the original order.

bottom seed card

The bottom seed card at a mission is the card on the bottom of the mission stack (the first card you would encounter if attempting the mission).

Brain Drain

See **showing your cards**.

Brainwash

This event does not change a captive's affiliation, but makes it **compatible** with your personnel and removes *all* affiliation based restrictions on using the Brainwashed personnel as your own. (See **capturing**.) Examples:

- Galen will work with the Federation if Brainwashed, or with a Brainwashed Federation personnel (even if not Brainwashed himself).
- A Brainwashed captive in your crew or Away Team does not add affiliation-based attack restrictions (e.g., a Brainwashed Federation captive will not prevent your Klingons from initiating battle).
- A non-Borg captive Brainwashed by the Borg is not assimilated and thus may not share skills or scout, but may attempt missions of their affiliation (the Borg may not join the mission attempt and the Borg player may not score the mission points). The captive's skills may be used for other purposes, such as using SCIENCE to enhance SHIELDS with Metaphasic Shields.
- A Borg captive, Brainwashed by a non-Borg captor, will work with that affiliation, but may not join mission attempts. The captive's skills may be used in other ways, such as using Transporter Skill to nullify an Anti-Matter Pod. A Brainwashed Talon Drone could assimilate an opposing personnel stunned in battle (it would immediately be placed under house arrest or would become a separate Away Team).

Breen CRM114

This Equipment card may report wherever your Breen or arms dealer is present, and *only* where your Breen or arms dealer is present, even when reporting by using another card (e.g., Devidian Door, Security Office). A Breen or arms dealer need not be present to acquire a Breen CRM114 seeded at Search for Weapons.

Using this disruptor to damage a planet facility or landed ship is a special kind of attack (battle), requiring a leader in the Away Team and subject to all normal attack restrictions. The attack automatically succeeds; place one **damage** marker on the target from your **Battle Bridge side deck** (no damage is applied if you aren't using the side deck). Cards involved in the attack are "stopped" and your opponent is allowed to counter-attack there normally. See **once per turn**.

B'Rel

See **affiliation and ship origin**.

brig

See **capturing**.

Build Interplexing Beacon

See **Stop First Contact**.

Caithlin Dar

See **Release This Pain**.

Calamarain

This event's owner moves it in the same way as they would move a ship, but it is not a ship, is not affected by cards that affect ships, such as Q-Nets or Wormholes, and cannot move through the Bajoran Wormhole. Discard the event after either use (damaging a ship or killing Mortal Q). Calamarain cannot damage a cloaked or phased ship. See **cloaking and phasing**, **Explore Interstellar Matter**.

This event may not cause damage that will destroy a ship. When used with a Battle Bridge side deck, it causes *default damage*. Draw the two **damage** markers from your side deck, one at a time, and place each one on the ship unless it would destroy that ship (in which case discard that damage marker instead).

cancel

Act of preventing an action (such as a card play or a battle) from having its result. Any costs paid to initiate that action remain paid. When you cancel an action that was limited to once per turn, that action may not be initiated again during that turn. See **nullify**.

Captain Kirk

This personnel's special skill, "May initiate battle against non-," allows only *his* ship to initiate battle. Your other Federation ships (or ships with any Federation crew) present may not participate in that battle. (He may also lead an Away Team or crew in personnel battle.) See **battle - affiliation restrictions**.

Captain Proton cards

Several cards in the Holodeck Adventures set represent people and things from Tom Paris' holoprogram based on the 1930s sci-fi serial, *The Adventures of Captain Proton*. Like the world of Captain Proton itself, these cards are entirely in black-and-white. Any icons appearing on them should be treated as normal, color versions of those icons. Thus, Captain Proton is treated as a normal, Non-Aligned personnel; also, if you are probing for Omega Directive and reveal him as your

probe card, his special download icon triggers the "Threat eliminated" outcome.

Captain's Log

See **matching commander**.

Captain's Order

In addition to the cards marked with this phrase, Captain's Log, Lower Decks, Yellow Alert, and Senior Staff Meeting are also Captain's Order cards. You need not have Ready Room Door or Commander's Office (which list this definition) in play for these cards to be Captain's Orders and downloadable by James T. Kirk. Red Alert is *not* a Captain's Order.

captives

Personnel who are "held" by a dilemma are not captives. See **capturing**.

capturing

Some cards and rules allow you to capture your opponent's personnel (never a personnel you control). Captives are **disabled** (unless a card such as Brainwash specifies otherwise). The captives are *escorted* by your personnel as follows:

- Upon capture, captives are immediately relocated to one of your crews or Away Teams at that location, if possible (to the specific crew or Away Team making the capture, if any, such as when using Ilon Tandro or Captured).
- Otherwise, the capturing card remains in play and serves as a temporary "trap" to hold the captives on your side of that location until your personnel can arrive to take them into custody. (If there is a planet at that location, the trap is on the planet.)
- Your ship with transporters (in space) or your Away Team (on a planet) can subsequently take custody of the captives if present with the trap, then discard the trap card.

Each of your crews and Away Teams may escort any number of captives, and may move them like Equipment cards.

At any given time a captive can be in one of three conditions: (1) *held* by a trap, in a Brig, or by escorting personnel, (2) *Brainwashed*, or (3) left *unattended*. You may change the captive's condition during your turn.

A trap card placed on a captive is not **in play**; it is a marker of captive status and can no longer be nullified. For example, you may nullify Mandarin Bailiff with Q2 or Q-Flash when it is encountered (after the captive is selected but before placing the card on it as a trap), but not later.

You may not initiate battle against personnel you have captured, unless a card allows or requires it. See **White Deprivation**.

All captured cards are returned to their owner at the end of the game.

Brigs

Some cards allow you to add a Brig to a ship or facility. While you control the ship or facility, you may move captured personnel into and out of the Brig during your turn (while in the Brig they are *held* but not *escorted*). If your opponent commandeers or assimilates the ship or facility, their personnel may subsequently release any of their other personnel held captive in the Brig (if present).

Rescue

Captives that are *held* or *Brainwashed* may be rescued only by using a card that specifically rescues or releases captives (such as Rescue Captives, His Honor The High Sheriff of Nottingham, or Prisoner Exchange).

Unattended captives, however, are conceptually "tied up and left behind" and thus may be rescued by their owner's other personnel present, without any special card.

Whenever a captive is rescued or released, all **capturing-related cards** played on that captive are discarded.

capturing-related card

This phrase includes any card that:

- captures personnel or prevents their capture;
- specifically affects captives or allows them to be used in any way; has an effect when a captive is taken or escorted; or
- has an effect when a captive is taken or escorted.
- In addition, any card whose gametext downloads, nullifies, or modifies a card which meets any of the above criteria (specified by title), is also a capturing-related card

Disregard title and lore, ignoring the ordinary = **related** rule."

Examples of capturing-related cards include Thine Own Self, Ilon Tandro, Wolf, Brainwash, Rescue Captives, Impersonate Captive, Holding Cell Door, Fajo's Gallery, Gul Madred, and Madred.

Capture-related cards may still use captives.

card draw

A *card draw* refers to any card drawn from your draw deck (or from your discard pile, if using Carlos' skill; but not from a **side deck**), either as the player's end-of-turn draw(s) or through the use of a card that specifies that you "draw cards," such as Kivas Fajo - Collector. (Cards chosen from your deck using a Betazoid Gift Box are not "drawn.") Each card draw is a separate action.

An action that is "in place of one card draw" may replace any card draw (you may do this even if there are no cards remaining in your draw deck). Unless the action is explicitly restricted to once per turn, you may replace as many card draws as you are entitled to. For example, downloads with the Borg Queen's special skill may replace any or all of the three card draws from Kivas Fajo - Collector. The replacement action must be performed at the time you would normally make that card draw.

You may perform as many actions as you like each turn that have the restriction "draw no cards this turn" (e.g., playing a Q's Tent, downloading with Ops). You may not then draw any more cards for the remainder of the turn, by any means (normal card draw, Kivas Fajo - Collector, Masaka Transformations, etc.), or use an ability (such as the Borg Queen's special skill) that allows you to perform an action in place of a card draw.

However, if the first action you perform imposing a restriction of "draw no cards this turn" triggers a "just" action or valid response of drawing a card, the "just" action or valid response occurs before the

restriction takes effect. See **turn**, **actions - "just"**.

card play

A *card play* refers to any cardplayed by any means (normal card play for the turn, normal interrupt or doorway play, a card played "for free," downloaded into play, Devidian Door, etc.), except those "drawn" from a **side deck** (such as a Tactic card drawn from a Battle Bridge side deck). Card plays are of two types: Personnel, Ship, Equipment, and Tribble cards **report** (for duty), while all other card types are simply "played." See entries for specific card types for details of playing that card type.

Your *normal card play* is defined as the onecard play you are allowed each turn by rule. Although optional, this must take place before **executing orders**. Interrupts and doorways do not use up (or count as) your normal card play. All other playable card types use your normal card play unless otherwise specified, or unless brought into play via a mechanism such as **downloading** or as the direct result of playing an interrupt or doorway (such as Barzan Wormhole). If you are allowed to report a card using ongoing game text of a card that remains in play, such as Caretaker's Array, then that report uses your normal card play (unless otherwise specified).

Cards are always played face up, unless they have a **hidden agenda** icon. Except when playing a hidden agenda card, announce the name of the card when you put it into play.

Your opponent may examine any card that you play face up at the time of play, but not later unless allowed by a rule or card. (See **showing your cards**.)

An action that is "in place of your normal card play" must be performed when you would make your normal card play. Such an action may be a *group action* with several subactions; interrupts may not be played between those sub-actions. See **actions - group**.

Only one such "replacement" action may be performed each turn. For example, two Spacedoors will not allow you to download two ships.

card titles

See **Rulebook: The Colon Rule**.

card types

The current card types are Artifact, Doorway, Dilemma, Equipment, Event, Facility, Incident, Interrupt, Mission, Objective, Personnel, Ship, Site, Tactic, Time Location, Tribble, and Trouble.

The following are *not* separate card types: cards of different affiliations; Outpost, Station, and Headquarters (all are Facility cards); Q-icon cards (a Q-icon dilemma is a Dilemma card, etc.); Mission II (Mission cards); and Combo dilemmas (Dilemma cards).

A card that functions "like" or "as" another card type in a *particular context* does not count as that card type (unless the card specifically says otherwise). For example, Satan's Robot, an Equipment card that "participates in battle like a personnel," may never be targeted by Sniper (which targets personnel) and is still vulnerable to Disruptor Overload (which targets equipment). Likewise, Calamarain may not be targeted by Hail.

By contrast, when a card functions "like" or "as" another card type *generally* (such as when the card says it "plays as," "seeds like," or is "used as" a different card type), it counts as both card types for all purposes. For example, an Artifact that "plays as an event" can be nullified by Kevin Uxbridge. An Artifact that is "used as equipment" may be targeted by Vorgon Raiders (as an artifact), stolen by a Procurement Drone (as an equipment), discarded to satisfy Rebel Encounter, or (if re-earned with Reclamation) reported in any way that an Equipment card may be reported. Artifacts must still be earned legally before use.

Cardassian

An **affiliation** and a **species**. See **affiliation and species**.

Caretaker's Array

This incident allows a ship to relocate here from *any* Badlands Region location in any quadrant.

Cargo Bay

You begin a *cargo run* (as described on this site) when one or more of your personnel aboard a facility pick up one or more Equipment cards aboard that facility and carry them directly aboard your ship at the same location. You must announce the run and show your opponent which personnel and equipment are involved (but you do not have to specify now which personnel, equipment, or Cargo Bay you will use to complete it). When that ship arrives at a different facility any number of turns later, any of those same personnel who has been a member of the ship's crew since the run was announced may carry any of those equipment cards directly to the Cargo Bay to complete the cargo run.

You may not begin or complete a cargo run by beaming a crew member with equipment between universes with a Multidimensional Transport Device, or by beaming them aboard a ship with Invasive Transporters and then to Cargo Bay. You may not complete a cargo run begun by your opponent (e.g, if you take control of the ship with Neural Servo Device).

Your ship can take any path from the starting facility to the ending facility, giving you credit for each mission passed (except starting and ending locations). You may count each mission only once per cargo run. See **passing locations**.

While you may have multiple ships making cargo runs concurrently, a single ship's crew can complete only one at a time, earning card draws or Latinum downloads for only one piece of equipment. To deliver any additional equipment, a crew must begin a new cargo run. See **report**.

cargo run

See **Cargo Bay**.

Carlos

This personnel's special skill has no effect on probing or any other function that involves the draw deck, other than drawing cards.

carried ships

One ship may not be carried aboard another ship unless a card, such as Engage Shuttle Operations or Borg Sphere, allows it. If the "mother ship" is destroyed, any ship it carries is also destroyed. If a carried ship is destroyed, the "mother ship" is damaged.

Game text that allows you to launch carried ships also allows you to load or recover such ships. For example, Engage Shuttle Operations allows you to launch shuttlecraft from, and re-load them aboard, your ships with Tractor Beam and ENGINEER. Launching and loading require full staffing (see **movement**).

Personnel aboard a carried ship are also part of the crew of the carrying ship, or are intruders if the carrying ship is controlled by a different player.

Cards that may not target **docked ships** also may not target carried ships.

If you launch a carried ship into space from a landed ship, it counts as both launching and taking off; reloading a ship aboard a landed ship counts as both reloading and landing. For example, to launch the Delta Flyer from your landed U.S.S. Voyager, you must have a card such as Blue Alert to allow it to take off, using 2 RANGE.

Cha'Joh

See **multi-affiliation cards, affiliation and ship origin**.

Chamber of Ministers

The text "A Nor may coexist here" on this facility overrides the normal rule that you may not establish more than one facility at a location. However, Chamber of Ministers is not required in order to seed Deep Space 9/Terok Nor at Bajor. "A Nor" is a reference to the type of station (allowing Deep Space 9 or Terok Nor to seed there), not to the card named "Nor," which may not be established at a Bajor region location.

chameloid

See **shape-shifter**.

changeling

A species. All changelings are **shape-shifters**. (But not all shape-shifters are changelings.)

characteristics

Cards have game-relevant features called characteristics (e.g. human, female, admiral, leader, shuttlecraft, Jem'Hadar ship, disruptor, Interrupt, Starfleet). Some characteristics (species, gender, ship origin) are determined from a combination of affiliation, appearance (card image), and lore. Others are defined by a rule or card text, based on skills or other features of the card (e.g. a leader is any personnel with OFFICER or Leadership; an Interrupt is any card with the Interrupt card type or that specifies it is used as an Interrupt).

However, many characteristics, especially ranks and titles, are printed on the cards, usually in the card title, ship class, or lore. For example:

- The characteristic "admiral" is found in Admiral McCoy's card title and Norah Satie's lore.
- The characteristic "Nagus" is found in Krax's special skill.
- The characteristic "shuttlecraft" is found in the class of Quark's Treasure and Romulan Shuttle, and in the lore of Type 18 Shuttlepod.
- The characteristic "Jem'Hadar ship" is found in the card title of Jem'Hadar Attack Ship and the lore of Stolen Attack Ship.
- The characteristic "disruptor" is found in the title of Romulan Disruptor Rifle and the lore of Breen CRM114.
- The characteristic "Son'a" is found in the title of Son'a Shuttle and the lore of Ru'afo.

Context determines whether a card actually has the characteristic or not - the key question is "does the card say it is or has this characteristic?" For example, the phrase "Uses the same hull as the Cardassian shuttlecraft" in the lore of Patrol Ship does not make this ship a shuttlecraft. A card may be identified as currently or formerly having a characteristic; Bok ("former Ferengi DaiMon") is enhanced by Calandra. A position with the prefix "vice" counts as that position; for example, Alynna Nechayev ("Vice-Admiral") counts as an Admiral for Going to the Top or Office of the President. Disguises count; Vedek Dax may report for free to Chamber of Ministers, and Selok is both Romulan and Vulcan species. Gendered characteristics (such as "priestess") are synonymous with their opposite-gendered equivalents (such as "priest").

Information on other cards may not be used to define a characteristic for a card (except for matching commander, which may use information from either the personnel or ship lore). Thus Alidar Jarok ("Conscientious admiral...") may report for free to the Office of the Procounsul, but not Mendak, who is not identified in his card title or lore as an admiral (although the Devoras identifies him as Admiral Mendak.)

The presence in lore of a word or phrase that is the name of a skill is not a characteristic and does not confer that skill on a personnel. For example, Jaron ("former member of the Tal Shiar") does not have Tal Shiar skill and is not a "Tal Shiar" personnel (e.g. for Continuing Committee).

Lore on a personnel card saying that they "captained" a ship gives them the characteristic of Captain.

Characterize Neutrino Emissions

You may seed any number of *different* Orb artifacts (no duplicates) under this mission, regardless of whether the artifacts may normally be seeded in space, in place of the single artifact normally allowed at a mission.

Chief O'Brien

See **once per turn**.

Children of Light

This incident allows you to capture your opponent's personnel present with *your* Iden (or aboard a damaged ship at his location).

Chula: The Abyss

If more than one Quark's Bar is in play, the player encountering this dilemma chooses which one to relocate their personnel to.

Chula: The Chandra

For a personnel to continue past this dilemma, at least one attribute number must match the *same* attribute on the randomly selected personnel (e.g., INTEGRITY must match INTEGRITY). Apply all relevant **attribute modifiers**. See **dual-personnel cards**.

Chula: The Way Home

If more than one Quark's Bar is in play, the opponent of the player encountering this dilemma chooses which one to relocate the personnel to.

Chula: Trickery

For this dilemma, your opponent "recites [the personnel's] attribute numbers" by reading the printed attributes off the card, in order (INTEGRITY, CUNNING, STRENGTH), without applying modifiers. Attributes of dual-personnel cards are not added together, but are read as printed, for example, 3+3, 8+8, 5+5.

clarifications

See **revised text**.

class

See **ship class**.

Classic Communicator

See **skills - modifying**.

Classic Medical Tricorder

This works like the **Vulcan Tricorder**.

Classic Tricorder

This works like the **Vulcan Tricorder**.

classification

A personnel's classification is found only in their classification box. A **personnel type** such as MEDICAL in the skills box is a skill, not a classification. A card referring to "MEDICAL-classification personnel" refers *only* to personnel who have MEDICAL in their classification box. Borg personnel have no classification. See **skills**.

cloaking and phasing

General rules: A ship, facility, planet or personnel may cloak or phase only if game text allows (usually the Cloaking Device or Phasing Cloak special equipment.) To cloak or phase a card, flip it face down; to decloak or dephase, flip it face up. Your non-mission card may only perform one cloaking, decloaking, phasing or dephasing action each turn, only during your turn, and only if it is not "stopped." A card may not be cloaked and phased at the same time. A card may not enter play cloaked or phased.

Unless a card specifically allows otherwise, the following rules apply to cloaked cards:

- When any opponent plays a card or uses an ability, it may not target your cloaked cards.
- A cloaked card may not be attacked or boarded.
- Cloaked cards may not initiate battle, or attempt or scout missions.
- Cloaked cards are not considered to be opposing, present, "here," or otherwise at the location for requirements or abilities.
- When your personnel cloaks, you may choose to cloak any equipment present you control.
- Cloaked ships are affected normally by cards that affect all cards of its type (e.g. Q-Net will affect a cloaked ship), and count for requirements that check for the presence of its card type (e.g. Navigate Plasma Storms) A cloaked card may not be attacked or boarded.
- Personnel and landed ships on board a cloaked ship, facility, or planet are not themselves considered cloaked.
- Cards on or aboard a cloaked ship, facility, or planet are not considered to be "here," at the location, or opposing for requirements and abilities originating outside the cloaked card. (e.g. Captain Chakotay's attribute bonus does not apply to personnel on other ships if they are cloaked; a cloaked Borg ship may not probe for objectives.)
- Personnel may not walk or beam on/off a cloaked ship or facility.
- Ships may not dock/undock, or land/take off from a cloaked ship, facility, or planet.

Unless a card specifically allows otherwise, the following rules apply to phased cards:

- When any player plays a card or uses an ability, it may not target your phased cards.
- A phased card may not be attacked or boarded.
- Phased cards may not initiate battle, or attempt or scout missions.
- Phased cards are not considered to be opposing, present, "here," or otherwise at the location for requirements or abilities.
- When your personnel phases, you may choose to phase any equipment present you control.
- Phased ships may not move except by using RANGE. Phased personnel may not move except by beaming.
- A phased ship may not land or dock. If a landed or docked ship phases, it immediately undocks/takes off.
- Phased cards are unaffected by most cards and effects in play. This includes beneficial effects (e.g. a phased ship is unaffected by Q-Net, but is also unable to use Bajoran Wormhole.) Exceptions are: the span on missions, timeline disruption, and cards that affect all cards in play (e.g. Anti-Time Anomaly).
- Cards on or aboard a phased ship, facility, or planet are not considered phased.
- Cards on or aboard a phased ship, facility, or planet may not be attacked or targeted by cards that are not on or aboard the same card. (e.g. A Tantalus Field played on a phased ship can target personnel aboard the same ship, but not other ships.)
- Cards on or aboard a phased ship, facility, or planet are not considered to be "here," at the location, or opposing for requirements and abilities originating outside the

phased card. (e.g. Captain Chakotay's attribute bonus does not apply to personnel on other ships if they are phased.)

- Personnel may not walk or beam on/off a phased ship or facility.
- Ships may not dock/undock, or land/take off from a phased ship, facility, or planet.

cloaking device

This special equipment allows a ship or facility to cloak. See **cloaking and phasing**.

Clone Machine

This incident does not allow you to have more than one *version* of a **persona** in play at one time. Dual personnel cards may not be "cloned" using this card. Boreth is the premiere mission Investigate Disturbance. Mariposa is the *All Good Things* mission Aid Clone Colony.

The Clown: Playing Doctor

See **skills - first-listed skill**.

Coalescent Organism

This dilemma can be passed on to *anyone* who is present at the end of the turn, regardless of ownership. The dilemma is played on the selected personnel. Discard it if the personnel dies alone or from some other cause.

collective

All of one player's affiliation cards in play.

Colony

The Away Team must be "in" this **facility** to score points.

combo dilemma

A combo dilemma is a two dilemma combination in one Dilemma card. (See **card type**.) Encountering a combo dilemma is like encountering two separate dilemmas: if you meet the conditions of the first half, you continue on to face the second half; if not, you place the card back under the mission and will have to face the first half again. However, some combo dilemmas with conditions say "not repeatable" in the first half; this phrase takes the place of "discard dilemma" and means that the first half is conceptually discarded after you face it; when you or your opponent encounter that same exact card on another attempt, the first half of the combo is skipped. If the first half has no conditions (e.g., Male's Love Interest), it is *always* conceptually discarded after it has its effect. See **dilemma resolution**.

Cards that specifically affect the first half of a combo dilemma do not automatically affect the second half. For example, if Male's Love Interest is replaced by Beware of Q, overridden by Jealous Amanda, discarded by Senior Staff Meeting, or nullified by Kareen Brianon, you still encounter the Tarellian Plague Ship half of the card. Similarly, if you fail to overcome Alien Parasites and your opponent uses your personnel to re-attempt the mission, they will begin by facing REM Fatigue Hallucinations. However, Mission Fatigue "stops" a personnel before each subsequent dilemma, so one personnel will be "stopped" before each half of the combo. You may not legally seed a combo dilemma at the same location as either of the original dilemma cards on which it is based; the second one encountered would be a **misseed**. (See **copy**.) If the mis-seed is the first half of a combo dilemma, place it "conceptually" out-of-play while you encounter the second half, then place it physically out-of-play (instead of discarding it) once the second half has been resolved.

Commandeer Ship

The personnel who commandeers a ship with this objective may meet any three staffing icon requirements, whether they have those icons or not. For example, Christopher Hobson may commandeer the Decius and meet its entire staffing icon requirement of .

commandeering

When your opponent first establishes a facility or reports a ship, they control it. (It is also controlled by the affiliation printed on the card.) You may subsequently commandeer that facility or ship using a card that allows commandeering. For example, you may commandeer a Nor by having any of your Computer Skill personnel **unopposed** at its Ops site, as stated in the Ops text (a Nor without an Ops site may not be commandeered). You may commandeer a ship using a card such as Commandeer Ship or Outgunned.

When you commandeer a ship or facility, it comes under your control, and its affiliation changes to match the affiliation of one of the non-ANIMAL commandeering personnel (your choice) in the Away Team (e.g., Ops or Commandeer Ship) or crew(s) (e.g., Outgunned). If you have no personnel at the location (e.g., A Fast Ship Would Be Nice), the ship's affiliation does not change until your personnel arrive to take custody of the ship. You do not take control of any opposing personnel or equipment aboard unless otherwise specified by the card allowing you to commandeer.

You continue to maintain control of the facility or ship, even if you have no personnel aboard. However, your opponent may retake control by bringing unopposed Computer Skill to Ops, or by using a ship-commandeering card. You may commandeer only cards which you do not control (including a Nor or ship that your Borg opponent assimilated from you), and only if a card allows it. (Borg may not commandeer a ship or facility; instead, they must use a card that allows them to assimilate it.) See **facility - Control of facilities**, **Empok Nor**, **docking**, **actions - required**.

Commander Data

This personnel is an **android**.

compatible

Your two non- cards are compatible with each other if they belong to the same affiliation, or if at least one is Non-Aligned or Neutral, or if a card states they may "mix"; however, compatibility is overridden by any card or rule that specifically prevents compatibility (see **does not work with**). Borg-affiliation cards are only compatible with each other, not even with Non-Aligned or Neutral cards.

Compatible personnel may mix in the same crew or Away Team and board compatible ships and facilities. Personnel and ships may report to compatible facilities. However, you must still have a personnel of matching affiliation when required by a card or rule. Some cards that make different affiliations compatible are Treaty cards, Brainwash, Ferengi Trading Post (only while aboard), Temporal Micro-Wormhole, and Memory Wipe (seeded). Compatible personnel may mix in the same crew or Away Team and board compatible ships and facilities. Personnel and ships may report to compatible facilities. However, you must still have a personnel of **matching affiliation** when required by a card or rule.

Example: If you have a Treaty: Romulan/Cardassian in play, your Romulan, Cardassian, and Non-Aligned cards are compatible with your Cardassian Outpost, with Central Command, and with a Cardassian Nor, but your Klingon cards are not. Only your Cardassian cards match the facilities.

- Your Romulan and Non-Aligned cards mayreport to your Cardassian Outpost, to Central Command, or to a Cardassian Nor (but may not be downloaded using the Ops text, which requires a matching affiliation).
- Your Romulan and Non-Aligned personnel may supply staffing icons for your ship, if at least one personnel is aboard (see **ship staffing**).
- You may attempt a mission using a mixed Romulan/Cardassian/Non-Aligned crew or Away Team as long as at least one personnel matches one of the mission's affiliation icons.
- Your Romulan forces may assist your Cardassian forces in battle, but your Klingon forces may not.

If a card allowing compatibility is nullified or destroyed, incompatible personnel aboard a ship or facility are placed under **house arrest**. If a mixed Away Team is on a planet, the incompatible personnel form a separate Away Team and cannot return to the ship. The text **does not work with** means the cards are incompatible.

Computer Crash

You may activate this **hidden agenda** event as a response to an attempt to play a Q's Tent or a card requiring downloading (e.g., Activate Subcommands), or an attempt to download a card (e.g., by using the Borg Queen's skill or any special download icon), but not during the seed phase. The Q's Tent or card requiring downloading becomes an illegal card play and returns to the owner's hand; an attempted download is simply aborted (and does not use up any resource). See **actions - step 2: responses**.

If you initiate the play of a multi-function card such as Bajoran Civil War, and select a function that requires a download, it may be responded to by the activation of this event. The card returns to your hand; you may then play it for its other function, but you are not required to do so.

A card may allow but not require downloading, and thus may be played despite Computer Crash. For example, if Computer Crash is activated in response to an attempted download with Assign Mission Specialists, the download is prevented, but the card remains in play.

You may not suspend the activation of this event by using a special download icon.

Construct Depot

This **mission** may not be attempted or scouted by the opponent. You may not download a Remote Supply Depot if you already have a **facility** at this mission location.

Construct Starship

This objective allows you to download a facility only if it has text allowing it to play (or be built). For example, Husnock Outpost cannot be downloaded because it may only be seeded.

Containment Field

If this incident is discarded or placed beneath the draw deck using Q the Referee, any cards stacked on it are likewise discarded or placed beneath their owners' draw decks. See **Devidian Door** .

Activating this incident *will* nullify a Destroy Radioactive Garbage Scow that is already in play on a mission. The mission's point value is restored (even if it has already been solved) and the owner of the Destroy Radioactive Garbage Scow places the interrupt in their bonus point area to score -10 points.

Contender-related

see **related**.

control

Some cards allow you to take control of an opponent's cards permanently (by capturing, commandeering, assimilating, or stealing) or temporarily. (All controlled cards are returned to their owners at the end of the game.)

If you control your opponent's ship, any cards "played on" or "placed on" the ship (such as Kurlan Naiskos or Cytherians) come under your control also. Cards that are *aboard* the ship (personnel, equipment, carried ships) do not come under your control unless specifically stated by the card or rule giving you control. If you control your opponent's personnel, any cards "played on" or "placed on" the personnel (such as Ocular Implants or Mobile Holo-emitter) come under your control.

Treaties, ship enhancement cards, etc. apply to the controlled cards only when they normally apply to your cards (or all cards). For example, if you control the *U.S.S. Enterprise* owned by your opponent, it receives an attribute bonus from your Wall of Ships, and its attributes are not reduced by a Virus dilemma placed on your opponent's *U.S.S. Yamato*.

Temporary control

When you temporarily control a ship and crew with a card such as **Alien Parasites** or Neural Servo Device, treat the ship and personnel as if they were your own with regard to attempting missions, encountering dilemmas and Q-Flashes, scoring points, playing cards that play on "your ship" (such as Auto-Destruct Sequence), etc. The only exception is that you may not bring the personnel aboard one of your ships or facilities and you may not bring your personnel aboard their ship. You may use only "legal moves" - e.g., the ship and crew must still obey affiliation attack restrictions and Borg Away Team restrictions, may attempt only missions of appropriate affiliation, etc. Within those constraints, you may move the ship, abandon personnel on planets,

engage in battle, attempt missions (if you solve a mission, you score its points unless playing Borg), etc.

Conundrum

When you fail to overcome this dilemma, your ship and crew are "stopped" and you must immediately target one of your opponent's ships. (If there is no valid target, the dilemma is immediately discarded without effect and your cards are not "stopped.")

Once "unstopped," the ship and crew must chase and attack that target. This is a *required action* (see **actions - required**), and must be carried out alone; your other ships at the location may not join the battle.

Cloaked, phased, or landed ships, or ships in a Temporal Rift or Time Travel Pod are invalid targets. You may change targets at any time. If the selected target at any time becomes invalid or leaves play, you must target a different ship. If at any time there are no valid targets in play, the dilemma is discarded. Once you have attacked a target ship, the dilemma is "cured" and discarded.

converted card indicator

The gray bar at the bottom left corner of some cards was used to indicate information about a card's relationship with a corresponding backwardscompatible card from the *Star Trek CCG, Second Edition*. Backwards compatibility is no longer supported, so this indicator is no longer used.

cooperate

See **mix**.

copy

A *copy* (or *duplicate*) of a card is defined by its card title and, for personnel and ships, its game text. Different images, copyright dates, collectors' info, lore, expansion icons, affiliation border colors, or property logos do not affect whether cards are copies.

Personnel and ships:

Two Personnel or Ship cards are copies of each other if their card titles and game text are the same (taking into account revised titles and game text of reprinted cards). Examples of copies:

- Alyssa Ogawa (First Contact) is a copy of Alyssa Ogawa (Trouble With Tribbles starter deck reprint). Alyssa Ogawa (Premiere) is *not* a copy of this card because her game text is different (they are two versions of the same **persona**).
- Quark Son of Keldar (First Anthology preview) is a copy of Quark Son of Keldar (Blaze of Glory reprint) despite a minor rewording of his game text and the Blaze of Glory expansion icon.
- Tasha Yar - Alternate (Alternate Universe) is a copy of Tasha Yar - Alternate (Reflections foil). Her special skill was changed by errata.
- Lwaxanna Troi (Premiere alpha printing) is a copy of Lwaxana Troi (Premiere beta printing).
- B'Elanna Torres (blue Federation border) is a copy of B'Elanna Torres (gold Non-Aligned border). See **multi-affiliation cards**.

Other cards:

Other than personnel and ships, two cards are copies of each other if their card titles are the same (taking into account revised titles of reprinted cards). Also, each half of a **combo dilemma** is considered a copy of the original dilemma on which it was based (the "card title" included in its game text). Examples of copies:

- Radioactive Garbage Scow (Premiere) is a copy of Radioactive Garbage Scow (Voyager) and of the Radioactive Garbage Scow half of Female's Love Interest & Garbage Scow. You may not seed more than one of these under one mission; your Borg could Adapt to any of them after encountering any version.
- Medical Kit (Premiere) is a copy of Medical Kit (Voyager). You may not use a copy of each to add two MEDICAL skills to your OFFICER.
- Ready Room Door (First Contact) is a copy of Ready Room Door (Voyager). You may not play both during one turn.
- ❖ Klingon Outpost (Trouble With Tribbles starter deck reprint) is a copy of the Outpost card titled "Klingon" (Premiere). The card titles of most outposts have been revised. You may seed only one.

corresponding

The corresponding spaceline location for a time location is the spaceline location in the same quadrant as the time location, which has the location name of the time location either as the location name in its own lore (in the case of a mission), or as the card title (in the case of a Doorway). For example, the mission Agricultural Assessment (Sherman's Planet) corresponds to the time location Sherman's Peak (2267 Sherman's Planet), and the Bajoran Wormhole which has been placed in the Alpha Quadrant corresponds to the time location The Celestial Temple.

A corresponding location or region in an "opposite quadrant" is a location or region with the same name. For example, Bajor in the normal universe (Alpha Quadrant) corresponds to Bajor in the mirror universe (Mirror Quadrant).

Council of Warriors

This **objective** may not be nullified once it is relocated to your point area. Bringing a non-Klingon personnel into play by **persona** exchange, earning a Cryosatellite, or switching the affiliation of a multi-affiliation personnel is *not* "playing a non- Klingon personnel." See **card play**, **report**, **affiliation and species**.

countdown icon

When your card with a countdown icon enters play (is played face up, activated, or encountered), it has a countdown total equal to the number of the icon, or the numerical value of X of the icon (regardless of when it is played or activated or who encounters it.) At the end of each of the owner's turns, the card counts down (subtracts one from the countdown total.) When the countdown total reaches zero (0), the card nullifies itself and is discarded. *For example, your card with a countdown of* *nullifies itself the third time you end a turn.* A convenient way to keep track of your countdown icons is to either turn the card

90 degrees, or place a counter on the card, at the end of each of your turns.

counter-attack

See **battle**.

Countermanda

This interrupt is not an "Amanda Rogers card." See **card titles, discard pile**.

counterpart

A counterpart is a Borg personnel with "assimilated counterpart" in his lore, or a personnel assimilated with the objective Assimilate Counterpart. An "assimilated counterpart" may be used as a "matching counterpart" for the objective Assimilate Homeworld. However, when a card requires that a counterpart match the affiliation of a homeworld, it must also match the homeworld's universe. See **mirror universe**.

A counterpart may not be downloaded or affected by cards that specify drones. Your collective is limited to one counterpart in play at a time. Thus, if you have one counterpart in play, you may not play or assimilate another, and if you acquire another one (e.g., from a **Cryosatellite**), the second one must be discarded. A counterpart may be converted to a drone with **He Will Make an Excellent Drone** .

The assimilated counterparts are native to the Alpha or Gamma Quadrant and may not **report** to a Borg Outpost in any quadrant (see **facility**, **native quadrant**).

An assimilated counterpart's skill that enhances their ship's WEAPONS and SHIELDS +4 against their former affiliation works against any **force** that includes that affiliation. For example, Locutus of Borg's skill would enhance his ship against a Non-Aligned ship with some Federation crew or a mixed fleet of Federation and other ships under treaty.

counting cards

At any time, you may count the cards in your own hand. You may request that your opponent count their hand and tell you the correct count. You may also count the seed cards under a mission and check their orientation to determine the owners.

couple

a **personnel** and their **romantic partner**

crew

See **Away Team and crew**.

Crew Reassignment

The ship to which a personnel may report using this event must have the icon as one of its staffing icons. For example, personnel without an icon may not report to Starship Enterprise (Trouble With Tribbles) using Crew Reassignment. See **ship staffing**.

Crimson Forcefield

If opponent's tactic card is nullified, opponent's hits use default damage. See **ship - battle: *7. Damage***

Crisis

Because the ship at the location is not actually attempting the mission, the ship and crew are not "stopped" if this dilemma is not overcome. Only the attempting Away Team is "stopped."

Crosis

See **Rogue Borg Mercenaries** .

Crossover

When this incident allows your personnel to ignore their icon when reporting, treat them as if they have no quadrant icon (i.e., as if native to the Alpha Quadrant). Thus they may report to a native Alpha Quadrant facility, or (if) to Sherman's Peak.

The incident is discarded only when you report a Multidimensional Transport Device as your normal card play and then download one of the listed personnel to that Device.

If you report Ezri without this incident in play, and immediately use her special download for Crossover, you cannot then use Crossover to download a Multi-Dimensional Transporter Device to Ezri because it is no longer "just after" she reported. See **actions - "just"**.

Cryosatellite

All cards seeded with this **artifact** count as seed cards. They are seeded one at a time, not as a group. See **personnel - seeded**.

Crystalline Entity

This dilemma is an exception to the normal rule that dilemmas affect only the personnel in the crew that encounters the dilemma. It "kills all life on ship," including tribbles, intruders, and personnel who are "stopped," disabled, etc., and not participating in the mission or scouting attempt. (However, it does not kill personnel in **stasis**.)

If this dilemma is encountered after DNA Clues with Lore in play, 6 MEDICAL and 2 SCIENCE are required to pass the dilemma. See **dilemma resolution**.

cumulative

If a card is *cumulative*, multiple copies of the card can have the same effect on the same **target**(s) at the same time. Damage markers (Tactic cards) are cumulative, as are cards specifically marked "cumulative." All other cards are *not cumulative*.

While you may have multiple copies of a noncumulative card in play, they cannot have the same effect on the same targets at the same time. Also, multiple copies of a non-cumulative card "played" or "placed" *on the same card* may not have the same effect at the same time, even on different targets. *Targets* may include cards (e.g., personnel, ships) or a player. An action (such as beaming, ship movement, a battle, or a mission attempt) is not a target. Examples of *effects* include modifying skills, attributes, or mission or dilemma requirements; killing a personnel; damaging a ship; and generating benefits (such as card draws or points) for a player. For purposes of cumulativity only, all end-of-turn actions (or start-of-turn actions) are considered to occur "at the same time." Multiple responses to a single action (such as a battle) generally resolve one at a time, and thus are not restricted by cumulativity rules (unless they generate a continuing effect). Cards that may be played or have effects "once per (each, every) turn" are covered by the **"once per turn"** rule.

Examples:

- HQ: War Room: Multiple copies may not enhance the attributes of the same personnel at the same time.
- Science Kit: Multiple copies may not add multiple SCIENCE skills to the same personnel at the same time.
- Reflection Therapy: Multiple copies may not replace multiple skills on one personnel at the same time.
- Process Ore, Colony: You may not process ore at more than one Nor or score points at more than one Colony (start-of-turn actions) each turn. (The player is the target.)
- Telepathic Alien Kidnappers, The Traveler: Transcendence: Multiple copies of each card do not allow you to "guess" multiple cards or draw multiple extra cards (end-of-turn actions) each turn.
- Transwarp Conduit: This card generates a continuing effect (for the rest of the turn). A second copy played on the same ship while the first is still in effect will not quadruple its RANGE.
- Automated Security System, Dal'Rok, Establish Tractor Lock: If multiple copies are played or placed on the same Ops, mission, or ship, only one copy of each card can kill a personnel each turn or immobilize a ship, even if different targets are present.
- Fajo's Gallery: Multiple copies will not generate additional card draws when you capture a unique personnel.
- REM Fatigue Hallucinations: If two copies on the same group of personnel are cured at the same time, only one will score points.
- Romulan Disruptor: This card is marked "cumulative." Each personnel present with three disruptors will be STRENGTH +6.
- Android Headlock, Antique Machine Gun, Barclay Transporter Phobia: The effects of multiple copies of each of these cards occur as separate actions (not at the same time) and have different targets, and are thus not restricted by cumulativity rules.
- Alas Poor Drone, Cybernetics Expertise, Borg Nanoprobes: Although these cards are not restricted by cumulativity, they have "**once per turn**" effects that are governed by that rule.
- Multiple copies of the same card can be targeted by a single card at the same time. For example, two copies of Process Ore, even on different Ore Processing Units, do not allow you to 'process ore' twice, but, if two copies of Process Ore are in your discard pile they each count toward the total number of objectives in your discard pile for DNA Security Scan

current objective

See **Borg**, **objective**.

Five of Eleven (Cyber Drone)

This personnel's special skill only prevents Borg personnel from entering **stasis**, and cannot release them from stasis once established. For example, a Cyber Drone in a group of Borg relocated to an unsolved Qualor II Rendezvous would prevent them from entering stasis, but it cannot release them if brought there after the relocation.

It does not prevent ships from being placed in stasis (e.g., by the Quantum Singularity Lifeforms dilemma), though it can prevent the Borg personnel aboard from entering stasis.

Cytherians

This dilemma represents a *moving required action*. When it is encountered, the mission or scouting attempt immediately ends. If Mission Debriefing is in play, the crew is "stopped" before they can use any remaining RANGE to move that turn. The dilemma does not relocate your ship; you must use normal ship **movement** to move to the far end of the **spaceline**. Once the far end of the spaceline is identified (i.e., right or left end), that destination does not change even if the spaceline is rearranged with Blade of Tkon. See **actions - required**, **ties**.

Cytoplasmic Life-form

Multiple copies of the same personnel are not **different** personnel.

A "skill requirement" includes skills that are **personnel types**, such as MEDICAL.

The effect of this dilemma applies only when actually meeting the mission requirements (to solve it). It does not apply while facing **Lack of Preparation** or similar cards.

Dabo

While you may have a copy of this incident in play on each of two Quark's Bars, you may not get probe results using both copies at the end of a turn. See **cumulative**, **probing**, **Writ of Accountability**.

Dal'Rok

This dilemma is an exception to the rule that dilemmas affect only the personnel in the encountering crew or Away Team. Even at first encounter, *all* personnel at the location (including the opponent's) must be checked for lowest total attributes. The total attributes>150 required to nullify the dilemma must be in one crew or Away Team. See **ties**.

damage

When you are using a **Battle Bridge side deck**, any damage to your opponent's ships or facilities, whether from a hit in battle, dilemmas, or other causes, is indicated by damage markers, which are Tactic cards from your side deck. The damage results appear at the bottom of each Tactic card. See **battle - ship**.

Some damage results are immediate and have a one-time effect (such as killing a crew member or downloading a Warp Core Breach). Other damage results have an ongoing effect (such as reduced attributes or off-line transporters) as long as that damage marker is in play. Most damage markers also specify a reduction to HULL integrity. When a ship's or facility's HULL integrity is reduced to 0%, it is destroyed.

Multiple copies of the same damage marker are **cumulative**, including reductions to attributes and HULL integrity.

If your side deck is ever completely out of Tactic cards (because they are all in play as damage markers), you will be unable to further damage your opponent until some of your damage markers return to your side deck. You may not mix damage markers and rotation damage on your opponent's ship.

Rotation damage -If you are *not* using a Battle Bridge side deck, any damage to your opponent's ship (from a hit in battle or from a card such as a dilemma) is indicated by rotating the target 180 degrees to indicate that it is damaged, with these effects: RANGE is reduced to 5 (if it is already less than 5, it remains the same), Cloaking Device is off line, and HULL integrity is reduced by 50%. If you scored a direct hit in battle, HULL integrity is reduced by 100% and the target is thus immediately destroyed. If a ship with rotation damage is damaged again before it is repaired, the additional HULL integrity reduction of 50% also destroys the ship. A ship is damaged (for dilemmas such as Abandon Ship!) if it has any damage markers on it (even if there is no HULL damage), or has received rotation damage. Reduction of attributes from other causes is not "damage." You may never substitute rotation damage for damage marker symbols (e.g., Breen CRM114, HQ: Orbital Weapons Platform). To use such symbols you must have a Battle Bridge side deck.

Off line

When a damage result indicates that something is *off line*, the affected item may not be used in any way as long as that damage marker is in play. **Attribute enhancements** being off line affects all enhancements to the specified attribute.

Default damage

When you are using a Battle Bridge side deck, sometimes your opponent's ship or facility will be damaged when you do not have a current tactic (such as when encountering a dilemma or during a battle in which you choose not to play a current tactic). Whenever this occurs, the default damage is two cards from your side deck, or four cards for a direct hit. (Default damage should not be confused with "card rotation" damage, which applies *only* when you are not using a Battle Bridge side deck.)

Order of damage results

In most cases, the sequence in which you apply damage results will not matter. Occasionally the order may be significant. In these cases, carry out immediate damage results first and check the HULL reduction last.

For example, suppose the HULL integrity of your opponent's ship has already been reduced by 80% when it is damaged again, and the two damage markers from your side deck each specify one casualty and HULL - 30%. If your opponent wants to play an Escape Pod, they must suffer both casualties first, so the Escape Pod saves only the remaining crew. See **repair**.

Data's Body

This personnel counts as a seed card if "reported" at your outpost during the seed phase. When your Data's Body is present with your Data's Head, you may declare them to be attached (or detached) as desired during your turn. See **disabled**. When attached, Data's Head is no longer treated as an artifact (and thus is immune to Disruptor Overload, for example); instead, the two cards together are used as a single Personnel card. If the combination is discarded, the two cards are no longer attached and Data's Head is gain treated as an artifact. Like any other **artifact**, Data's Head must be earned before use.

Data's Head

See Data's Body.

Dathon

This personnel is the matching commander of the **Tama**. See **Tamarian-related**.

David Marcus

This personnel's special skill allows you to ignore the text "If not playing " on **The Genesis Device** if you place it on a planet you seeded.

deactivated

See **holographic personnel and equipment**.

Dead End

This dilemma is discarded only if the player first encountering it overcomes it by having at least 50 points. Otherwise, it is placed atop the mission and remains there permanently (unless nullified by Dropping In); you may re-attempt the mission if you have more than 50 points, but this does not nullify or discard the dilemma. Although it will "stop" a Borg scout on initial encounter, it does not prevent later scouting.

Dead in Bed

You choose the personnel in **stasis** to be killed when you play this interrupt.

Deanna Troi (First Contact)

This personnel must be part of the "stopped" Away Team to "unstop" them. For example, if two other personnel in her Away Team are "stopped" by **Parallel Romance**, they become a separate Away Team. She may not "unstop" them because she is not part of that Away Team. See **once per game**.

death

See **discarding**.

deck

There are two parts to every game deck: the **seed deck** and the **draw deck**. In addition, you may have one or more optional **side decks**.

Deep Space 9

Deep Space 9 and Terok Nor are two versions of the same facility **persona**, which is not duplicatable (see **unique and universal**). Thus, if a player seeds Deep Space 9 during the dilemma phase, his opponent may not seed Terok Nor during the facility phase; it is instead placed out-of-play. See **Chamber of Ministers**.

This station has several **facility commanders**.

Deep Space Station K-7

Like all stations, this station has no built-in reporting, docking, or repair functions. No sites may play here. However, because this station is at a **time location**, compatible personnel and equipment native to the timeline may report aboard the station using the time location's reporting function.

default damage

See **damage**.

Defend Homeworld

When this objective allows a download of personnel and ships in response to battle, it is to a specific destination ("download there") and thus the cards may report anywhere at the location (e.g., personnel may report aboard ships), ignoring quadrants. However, a SECURITY personnel downloaded with the objective's final function must be reported to a facility or other place where that personnel may normally report, because no destination is specified. See **downloading**.

If a facility or site provides the place for the downloaded SECURITY personnel to **report**, both the personnel and facility must be in their native quadrant. You may not download cards with this objective when your opponent attacks your Non-Aligned ship at your homeworld, even if there are crew members aboard matching the homeworld's affiliation. The specific card that is attacked (the ship) must match the homeworld and its universe (see **mirror universe**).

The "compatible ships, leaders, [and] SECURITY personnel" that you may download with this objective when your card is attacked at a homeworld must be compatible with the card that was attacked (and with each other, if they are mixing).

An attack by a Borg Ship dilemma or Rogue Borg, which are self-controlled, will not allow the download. Your opponent must attack your card with their ships or personnel.

DEFENSE bonus

A feature of **Tactic** cards. In a ship battle, the DEFENSE bonus on your current tactic (if any) is added to the SHIELDS of your ship that is being fired upon (plus any SHIELDS extension from a facility where the ship is docked), to calculate your DEFENSE total. The DEFENSE bonus is *not* an **attribute enhancement**. See **battle - ship**.

Dejaren

See **dilemma resolution - Targets**.

Deliver Supplies

The freighter or transport used to solve this mission must be in orbit with Transporter Skill aboard. See **dual-icon missions**.

Delta Quadrant

A "Delta quadrant **mission**" is one with a Delta Quadrant Δ icon in its point box.

Denevan Neural Parasites

See **dual personnel cards**.

destroy

See **Rulebook: Killed or Destroyed**.

Destroy Radioactive Garbage Scow

You may not reduce the same mission's points more than once with multiple copies of this interrupt. See **cumulative**. The points are not bonus points because the mission's value is reduced. If the **mission** has already been completed, no points are lost. See **Containment Field** .

Devidian Door

In order to play this card on table, you must have a card in play which allows the play of cards. Showing this card from hand to avoid losing the game does not require an -enabling card, because showing the card is paying a cost. See **anywhere**, **Ophidian Cane**, **Persistence of Memory**, **report**.

Deyos

Using this personnel's special skill to draw a card is a "just" action; it must be used immediately after the non-Youth Jem'Hadar enters play at his location, even if that Jem'Hadar enters play as a sub-action of a group action (e.g., multiple reports under Red Alert). See **actions - group**, **actions - "just"**, **card draw**.

different

A card is different from another card if they are neither copies of each other, nor versions of the same persona. Two copies of a ❖ mission represent different locations, and, if applicable, different planets.

dilemma

A type of card hidden beneath Mission cards, which create hidden challenges to be dealt with when attempting missions. Dilemmas must be seeded during the dilemma **seed phase**. There are three types: planet , space , and space/planet . See **combo dilemma**.

Dilemmas are **encountered** and resolved one at a time during a mission or scouting attempt. Each dilemma describes what happens when your crew or Away Team encounters it. It may list certain skills, attributes, equipment, or other requirements to overcome, cure, or nullify the dilemma; specific types of personnelthat it affects; and various results such as damaging or destroying a ship or "stopping," disabling, or killing personnel. Some dilemmas have **bonus points** that you score when you overcome the dilemma. See **dilemma resolution**, **dilemma timing**.

Text following "Place on mission" (or on ship, or any other target) is only active once the dilemma has been placed on its target. If it does not get placed, that text is ignored.

dilemma resolution

This section applies to dilemmas seeded under a mission (or Empok Nor), including cards seeded "like" or "as" [S/P] dilemmas (e.g., Quantum Incursions, Hide and Seek, or with Beware of Q). It does not apply to Q-icon dilemmas encountered during a Q-Flash. It does *not* apply to Q-icon dilemmas encountered during a Q-Flash. Unless otherwise specified, all references

in these sections to a "mission attempt" include scouting or commandeering attempts. An overview explaining how to apply the rules in this section can be found under **dilemma resolution - summary**. Also see the supplemental Dilemma Resolution Guide for application of the rules to specific dilemmas.

Dilemmas are **encountered** and resolved one at a time. (Some special rules apply to **combo dilemmas**.) When you attempt a mission, slide out the bottom seed card under the mission, turn it over to **reveal** it, and read it. (Dilemmas are meant to be read by the encountering player. See **your**.)

Each dilemma may have one or more of these features, described in more detail below: a *trigger*, *targets*, a *nullifier*, *conditions*, and/or a *cure*. Nullifiers, conditions, and cures are collectively referred to as *requirements*. For example, Ancient Computer, Isolinear Puzzle, and Phased Matter all include requirements for ENGINEER (conditions, nullifier, and cure, respectively). However, No Loose Ends targets ENGINEERS but does not require that skill.

A requirement such as STRENGTH>40 refers to the total STRENGTH of the Away Team or crew. When requirements or targets include attributes, apply any relevant attribute modifiers, such as Lower Decks, phasers, The Emissary, etc. A requirement for a personnel type, such as MEDICAL, may be met by either a skill or a classification, unless otherwise specified. A requirement for multiples of a skill, such as "2 Navigation", may be met by two personnel with Navigation or by one personnel with Navigation x2. (However, a requirement for "a personnel with 2 Navigation" must be met by a single personnel.) A requirement that does not currently apply is still a requirement. For example, a crew facing Crystalline Entity in space is still facing a dilemma requiring MEDICAL.

If a card "doubles a dilemma's effects" (Howard Heirloom Candle), it doubles only the results, e.g., kills two personnel instead of one. If a card "doubles a dilemma" (Taar, Lore), it doubles all features of the dilemma (requirements, results, point values). See **modifier order**.

Only personnel in the crew or Away Team attempting the mission may trigger, be targeted by, overcome, nullify, or cure a dilemma *during the mission attempt*. Personnel who are "stopped," disabled, in stasis, intruders, etc. are not affected by dilemma text targeting "crew," "entire crew," "all crew," "Away Team," or "entire Away Team" (which refer *only* to the crew or Away Team facing the dilemma). If a dilemma "stops," disables, or places in stasis part of the crew or Away Team, they are no longer participating in the attempt and thus may not affect or be affected by subsequent dilemmas. If personnel are placed or "held" with a dilemma atop a mission, "held by aliens," etc., they may not use (or share) their skills or attributes.

Only dilemmas using broader terms such as "all life on ship" or "personnel at this location" can affect personnel not involved in a mission attempt, when the dilemma is encountered. Dilemmas that enter play and have continuing effects may affect other personnel, even the opponent's, after the mission attempt is over. See **Crystalline Entity**, **Dal'Rok**, **present**, **"stopped."** If a dilemma states that it "damages" your ship, apply default **damage** of two damage markers (if your opponent is using a Battle Bridge side deck) or "rotation" damage (if they are not).

Multisection Dilemmas

Some dilemmas have more than one section, each with independent triggers, targets, and/or conditions. (Nullifiers and cures always apply to the entire dilemma.) For example, Triage has a first section with a target of a Biology or MEDICAL, and a condition of stopping them; and it also has a second section with an INTEGRITY condition. Ferengi Infestation has a first section with targets (a facility and the downloaded personnel), and a second section with a skill and attribute condition. If a dilemma has multiple sections, then situations listed below which say to discard the dilemma based on the triggers, targets, or conditions of a single section should instead be interpreted as only ignoring that section; the dilemma is only discarded once all of the independent sections have been resolved or ignored, or when the dilemma is cured or nullified. Unlike with combo dilemmas, which are conceptually two separate dilemmas, a single dilemma with multiple sections is always encountered in full; if the first section was resolved or ignored on a previous encounter, but the dilemma was replaced under the mission, the first section is still encountered again when the dilemma is re-encountered.

Triggers

A *trigger* is an element that must be present (or a situation that must exist) for the dilemma to have any effect. This is stated at the beginning of the dilemma and is often preceded by the word "if". If the trigger is not present, discard the dilemma immediately without effect (unless it has an "otherwise" clause with an alternate effect). Examples:
"If the Traveler: Transcendence is affecting you..."
"If this is a Federation Ship..."
"Stops SECURITY androids and OFFICER androids, if any present. Otherwise, kills one non-android Away Team member..."

Targets

The *targets* of a dilemma include the cards it affects (e.g., personnel selected to die), a personnel, ship, or facility that the dilemma is placed on, or a target destination for a relocation. Targets may be chosen by random **selection**, opponent's choice, or owner's choice. When a dilemma specifies a superlative such as "strongest," "most CUNNING," or "highest total attributes," and there is a tie, the opponent of the player encountering the dilemma gets to choose. If no personnel remain to be targeted by a dilemma just encountered, because you used game text that allows you to remove them, replace that dilemma under the mission (the mission attempt ends). For example, Elim Garak ("May avoid any random selection") encounters Armus - Skin of Evil. If you choose to have Elim Garak avoid the random selection, there is no one left to be targeted by Armus, and it is replaced under the mission. Another card that might remove all personnel before you can resolve a dilemma is Flight of the Intruder.

However, if a dilemma targets cards with specific features (e.g., a personnel with Empathy, a male, a non-Cardassian), and there are no cards present with those features, discard the dilemma immediately without effect, as when a trigger is not present. (This does not include personnel with specific features which are required as a condition for overcoming the dilemma. See Conditions below.) If two targets with different specific features are specified (e.g., one personnel and one non- personnel), and only one is present, target that one. A specified number of personnel is not a "specific feature;" if a card specifies that two target personnel are to be selected but only one personnel is present, it selects that one. Also discard the dilemma if there is no ship or facility to place the dilemma on, or

no destination for a relocation (e.g., "furthest planet" when there is no other planet on the spaceline).

Requirements

While many dilemmas' effects are automatic, causing ill effects as long as appropriate triggers and targets are present, other dilemmas list skills, attributes, other characteristics, personnel, equipment, actions, or cards as requirements. Requirements can either: prevent and **overcome** a dilemma's ill effect by meeting its *conditions*; cancel its ongoing effects by *curing* it; or discard the dilemma (either before *or* after it takes effect) with a *nullifier*.

Conditions

Most dilemma requirements are simple conditions. These are usually distinguished from triggers and nullifiers by the use of the phrases "To get past..." or "Unless..." They ordinarily target the crew or Away Team, but may target others where specified (see last example).

Examples:

Gomtuu Shock Wave: "Unless 2 Diplomacy and INTEGRITY>32 OR Empathy and INTEGRITY>35 present..."

Scientific Method: "To get past requires MEDICAL and 3 SCIENCE."

Dead End: "Unless you have at least 50 points..."

If your Away Team or crew can meet the conditions of a dilemma, they automatically **overcome** it, preventing its effect. Discard the dilemma (or, if it is a multisection dilemma, proceed to its next effect). If your Away Team or crew *cannot* meet its conditions, the effect occurs, the attempt ends, the attempting ship, crew, and/or Away Team are all stopped (see **dilemma resolution: stopping**), and the dilemma is reseeded as the bottom card beneath the mission, to be encountered again during the next attempt (but see **dilemma resolution: discarding** for exceptions).

You cannot choose not to overcome a dilemma with conditions. See **meeting requirements**.

Cures

Some dilemmas have an ongoing effect that can be cured, but not until *after* the dilemma takes effect. First, the effect happens, which removes the dilemma from the mission's seed cards (it will not be encountered again). Then, if the required skills are present, it is cured, before the next dilemma is encountered. If not, then the dilemma remains in play until cured or otherwise discarded.

Examples:

Aphasia Device: "Cure with 2 MEDICAL and 2 Biology."

Emergent Life-Form: "If ship has Holodeck, cure with 2 ENGINEER and Astrophysics aboard."

Topological Anomaly 4747: "Cure on your next turn with new SCIENCE arriving or when countdown expires."

On a multisection dilemma, a cure requirement applies to all sections; the entire dilemma is always discarded once cured.

Curable requirements are always marked with the word "cure," except on these curable dilemmas: DNA Metamorphosis, **Hyper-Aging**, Menthar Booby Trap, Nitrium Metal Parasites, **REM Fatigue Hallucinations**, Alien Abduction (only the 3 Leadership requirement is a cure), and Alien Abduction: Test Subjects. A curable dilemma always has an ongoing effect and requirements to end that effect. Those requirements are never part of the effect itself, nor use the word "nullify."

Nullifiers

Some dilemmas state they can be nullified. Some form of the word "nullify" is always used. When the nullifier requirement is met, the dilemma is discarded. It can be met *either* immediately when the dilemma is encountered and before it takes effect (like a condition) *or*, if it has an ongoing effect, at any time after it takes effect (like a cure).

Examples:

Undetected Beam-In: "Nullify dilemma with Shelby OR 4 SECURITY."

Vole Infestation: "To nullify, evacuate ship at your outpost until end of turn."

Do You Smell Something Burning?: "Nullify with a cook, ANIMAL, or Lure of the Nexus."

Dathon: "Nullifies Tamarian-related dilemmas where present."

Nullifying a dilemma when it is encountered is a valid response to encountering it (see **actions - step 1: initiation**, especially "cards played as a cost"). A dilemma with a countdown icon self-nullifies after the specified number of turns of the player who seeded it.

Nullifying a dilemma is different from **overcoming** its conditions or curing it.

Stopping

A dilemma only "stops" the Away Team or ship and crew if it has *conditions* and you fail to overcome those conditions. (See **"stopped"**.) A dilemma without conditions never "stops" your cards unless it explicitly says it does. If not "stopped," the remaining Away Team or crew must continue the mission attempt.

Entering play

Any dilemma with a **long-term effect** "enters play." The dilemma may state that it is played on table or placed on a personnel, ship, facility, mission, or the spaceline; or it may be implied that it enters play as a marker for an ongoing effect. A dilemma that enters play may have a continuous effect or one that occurs at the start (or end) of each **turn** of the player encountering it or every turn of both players. Such a dilemma will be discarded when it is nullified, cured, expired, or otherwise destroyed. For example, when a dilemma is placed on a personnel, it will be discarded if the personnel is discarded for any reason.

Examples of dilemmas that enter play are Borg Ship, Harvester Virus, Nitrium Metal Parasites, Rascals, Hyper-Aging, Lethean Telepathic Attack, and Interphasic Plasma Creatures.

Discarding

A dilemma is discarded without effect if a required trigger or a target with specific features is not present, or if it is nullified.

If a dilemma has conditions, and you do not overcome it, replace the dilemma under the mission to be encountered again, unless it enters play or says "discard dilemma" or "mission continues." When you overcome the dilemma, discard it. For example, if you do not overcome the following dilemmas: Ancient Computer is replaced under the mission; Gravitic Mine ("Discard dilemma") and Garanian Bolites ("Mission continues") are discarded; Lethean Telepathic Attack is placed on a personnel; Interphasic Plasma Creatures plays on the table.

If a dilemma has no conditions, it is discarded after you follow its instructions (unless it enters play), whether it has any effect or not. Examples include Maman Picard, Ooby Dooby, and Shot in the Back.

Choices

Some dilemmas require the player to make a choice between ways to resolve the dilemma. Once you make your choice, carry out that part of the game text and ignore the other choice. Examples: "Abandon mission attempt until any player has completed a different mission OR continue but lose points if you fail this turn." "One Away Team member is killed OR beam up that personnel at a penalty." Dilemmas with choices do not generally have conditions. See **Tarellian Plague Ship**.

Point boxes

A dilemma may have a positive or negative bonus point box. The points are scored when you overcome its conditions (e.g., Chalnoth), when you cure it (e.g., Hyper-Aging), or according to the dilemma's instructions (e.g., Cytherians, Borg Ship, Edo Probe). Place the dilemma in your bonus point area, even if says to discard it. (Discard the dilemma if you are playing Borg.) You do not score bonus points for a dilemma that is nullified or discarded for lack of a trigger or targets, or when you fail to meet its conditions or cure it.

Scouting vs. mission attempts

Dilemma text such as "mission continues" or "abort mission" refers to both mission and scouting attempts (for the Borg, they mean "scouting the mission continues" and "abort scouting of the mission"). However, dilemma text referring to "mission attempts," "attempting a mission," or "solving a mission" does *not* include scouting attempts.

dilemma resolution - summary

Resolve a dilemma by checking its features in the following order.

1. If a required *trigger* is not present (and there is no "otherwise" clause), OR if the dilemma specifies *targets* with specific features, and no such target is present, discard the dilemma without further effect, and continue the mission attempt.

2. If the dilemma has *conditions*, check to see if the crew or Away Team meets the conditions.

- If you meet the conditions, discard the dilemma (place in your bonus point area if it has a point box). The crew or Away Team must proceed with the mission attempt.
- If you do not meet the conditions, carry out the dilemma's instructions. The Away Team or ship and crew are "stopped" and the mission attempt ends (unless the dilemma says "mission continues"). Unless the dilemma says "Discard dilemma" or "mission continues," or it enters play (placed on a mission, ship, personnel, or the spaceline), replace it under the mission, face down under the stack, to be encountered again.

3. If the dilemma does *not* have conditions, carry out the dilemma's instructions. The ship and crew or Away Team are not "stopped" (unless the dilemma explicitly "stops" one or more cards), and remaining personnel must continue the mission attempt. Discard the dilemma unless it enters play (place in your bonus point area if it has a point box).

4. If you *nullify* the dilemma with skills, personnel, etc. present, or by playing a card or taking a specified action, discard it without further effect, and continue the mission attempt.

5. If the dilemma has a *cure*, first it takes effect. Then, if the skills still remain in the crew or Away Team to cure it, discard the dilemma (place in your bonus point area if it has a point box) before proceeding with the mission attempt. Any temporary effects such as disabling are cancelled when you discard the dilemma.

Note: this summary assumes that your opponent does not make any responses to the dilemma encounter (such as replacing it with a Q-Flash using Beware of Q). A dilemma may be responded to only after any targets for the dilemma have been chosen (or a trigger/target has been found to be absent) and you have checked to see if the crew or Away Team can meet the dilemma's conditions (if any). See **actions - step 1: initiation**.

dilemma timing

A mission, scouting, or commandeering attempt is a single action, with sub-actions of encountering seed cards (and for a mission attempt, completing (solving) the mission). An attempt may not be interrupted except by valid responses and actions that suspend play. See **actions - interrupting**.

You may make valid responses to the encounter of specific dilemmas during the attempt or to the results of a dilemma. For example, Eyes in the Dark is a valid response to any dilemma, Q2 to any Q-related dilemma, and Howard Heirloom Candle to Anaphasic Organism, Empathic Echo, or Coalescent Organism; Strike Three is a valid response to a battle initiated by the Cardassians downloaded with Sleeper Trap. A dilemma may also be interrupted by a card or action that "suspends play." See **actions - step 2: responses**.

direct hit

If your ATTACK total is more than twice your opponent's DEFENSE total, you score a *direct hit* on the target ship. See **battle - ship**, **damage**.

disabled

A disabled personnel is conceptually unconscious. Personnel may be disabled by a card (e.g., Hypospray, Ktarian Game) or by a rule (e.g., captives are disabled unless Brainwashed). They remain disabled until the card or effect is cured or nullified. Also, **holographic personnel** who are deactivated are treated as if disabled.

Disabled personnel may not be used in any way (including game text, attributes, icons, lore, skills, traits such as gender, species, or matching commander status, etc.), may not enable game text requiring that personnel to be **in play**, and may not perform any actions. They may be beamed or moved in the same way as Equipment cards (but are not treated as equipment in any other way).

For example, a disabled Treachery personnel does not allow you to download personnel there with Recruit Mercenaries; a disabled android aboard a ship at Paxan "Wormhole" cannot prevent that ship from being relocated; and a disabled Data does not allow you to choose for All Threes. See **present**. (If a personnel worth bonus

points when killed, such as Aamin Marritza, is killed while disabled, the disabling effect ends when he is killed and the points are scored.)

When a crew or Away Team that includes disabled personnel is attacked in personnel battle, the disabled personnel do not engage adversaries, but may be randomly selected to die at the end of the battle.

Though similar in some ways to personnel in **stasis**, disabled personnel are not affected by cards that specifically affect personnel in stasis.

A ship attribute that is "disabled" (e.g., by "Pup") is an **undefined attribute**. When **special equipment** is disabled (e.g., by Vole Infestation), it is "off line" and not usable for any purpose (see **damage**). A disabled attribute or special equipment does not disable the ship itself.

discard pile

You may not rearrange or look through cards in any player's discard pile unless a card allows you to. For example, Palor Toff - Alien Trader allows you to look through (but not rearrange) your discard pile to choose a target card. You must discard face up, and any time you retrieve a card from your discard pile (except for seed cards to be placed under a mission such as Q's Planet, or with Hide and Seek), you must show it to your opponent.

When you play a card which allows you to "exchange" it for a card in your discard pile (e.g., Palor Toff - Alien Trader, Res-Q), the two cards trade places: the card from the discard pile goes into your hand, and the card you played takes the position of that card in the discard pile. Selecting the target card is part of the results step of the action. (Only the discard pile itself is targeted in the initiation step.) For example, you initiate the play of Res-Q without naming an intended target; your opponent may respond with Countermanda, removing three cards from your discard pile before you look through the pile and select a card to exchange for.

Unless otherwise specified, *all* discarded cards (except those which enter play from certain **side decks**) go to the original **owner**'s discard pile. (Cards with point boxes for which you score the points discard to your **bonus point area**.)

A discarded **artifact** may not be reused, even if returned to your hand, unless you re-earn it. When a card is discarded, all effects on that card end and are not reactivated if the card is retrieved and replayed. For example, if a personnel affected by Frame of Mind is killed and discarded, they are no longer affected by Frame of Mind if they are replayed. (But **once per game** text may not be used again.)

discarding

You may not discard cards from your hand or from the table unless a card or rule allows or requires you to do so. Discarded cards normally go to the owner's **discard pile**, unless a point box or other card allows or requires you to discard it to your **bonus point area**, under The Next Emanation, or elsewhere. (Also see **side decks**.)

When multiple discards result from the same action (e.g., you discard a destroyed ship and all cards aboard; you discard your entire hand using Handshake), place the cards in your discard pile one at a time (allowing your opponent to see them), in the order you choose.

When a mission allows or requires you to discard a card as part of its requirements, or for extra points, that card must come from the crew or Away Team attempting the mission, not from your hand, at the time the mission is solved. All other discards (e.g., for Static Warp Bubble) come from the hand unless otherwise specified. A single discard cannot satisfy two discard requirements. For example, the required discard for Static Warp Bubble cannot also be used to reopen a Spacedoor.

Cards that have a **long-term effect** on one or more personnel, such as Barclay's Transporter Phobia or Brain Drain, are "played on" the affected personnel, even if the card text does not say so explicitly. The card functions as a reminder of the effect, and will only be discarded if nullified, cured, or expired, or if the personnel is discarded. A personnel who is "discarded" according to the text of a dilemma or other card is not considered to die or be killed unless the card causing the discard specifically says so (**Yuta** is an exception). See **in play**.

Disrupt Alliance

See **card titles**.

Disruptor Overload

This interrupt is *not* a valid response to the play of an Equipment card.

Distant Control

This incident only allows your native personnel at Drone Control Room to function as a crew for the duration of the mission attempt. When your personnel are functioning as a crew aboard your empty Drone-class ship for this incident they are affected normally by dilemmas they encounter, as if they were aboard that ship, with the following exceptions:

- They may not interact with dilemmas (or other cards placed on the ship) outside of a mission attempt, e.g. to cure The Swarm.
- They may be selected to die, but they will only be killed if they have Empathy.
- They may not be relocated to the **spaceline** and as such may not be captured and held by a trap card, e.g. Cardassian Processing.
- They are not at the mission; therefore their special downloads do not go to it, and they are not affected by 'here' effects such as Distracted by Thoughts of Home's attribute reduction.

Additionally, since the Drone-class ship is empty, it is not staffed and if destroyed, only cards which are played on it are **discarded**.

Distortion Field

This event must be flipped during the turn on which you play it.

Distortion of Space/Time Continuum

See **Away Team and crew**.

Dixon Hill

This personnel's skill allows you to ignore the requirements of a mission only when solving it. Ignoring requirements is not the same as meeting requirements. For example, if his Away Team encounters Lack of Preparation and would not have been able to *meet* the requirements at the start of that mission attempt, they lose points and are "stopped."

Dixon Hill's Business Card

In Federation Standard, this interrupt/event would read:

Interrupt: If any personnel (except a Borg) was just killed and there were no other personnel present, select any other personnel controlled by the same player. That personnel is captured.

Event: Plays on table. The opponent's next personnel to report for duty must be universal or a holographic re-creation. Then place this card out-of-play. (Event is not duplicatable.)

If you play this card as an interrupt when one of your own personnel was killed, the selected personnel is captured by your opponent. See **reporting for duty**, **capturing**.

DNA Clues

Once this dilemma is placed on the mission and the choice is made either to continue or to "stop" (if possible), the altered MEDICAL requirements for further dilemmas encountered at that location affect both players. The DNA Clues dilemma is not **encountered** again, so no future Away Team or crew can alter those requirements. The dilemma remains on the mission even after it is solved. The MEDICAL requirements may be reduced to zero.

do not count toward winning

See **points**.

docked ship

The following cards may *not* target a docked ship (or a **carried ship**): Asteroid Sanctuary, Loss of Orbital Stability, Near-Warp Transport, Temporal Rift, Wormhole (on a ship as it undocks or launches), and Temporal Wake (to force it to follow another time-traveling ship). All other cards that target a ship may target docked or carried ships (if applicable) unless otherwise specified on the card. See **docking**.

docking

You must indicate which of your ships are docked (placed under an outpost, or on top of docking site at a Nor) and which are undocked (placed on the spaceline). When a space facility allows a ship to report there, the ship must report docked. Docking or undocking is a form of **movement** and requires the ship to be staffed. Docked ships are protected by extension of 50% of the facility's SHIELDS, but may not attempt missions or fire WEAPONS. Docked ships are *not* damaged or destroyed when the facility is destroyed (unless landed on Docking Pads). Certain cards may not be played on a **docked ship**. Any card or rule that requires a ship to "return to" a space facility implies that it must dock at that facility. For example, a ship must dock at an outpost to be repaired by a Spacedock there or to cure REM Fatigue Hallucinations. You may not undock a ship docked at an opponent's facility (even a commandeered ship) unless specific game text allows it (e.g., Croden's Key, Docking Ports). When compatibility with a facility is required to dock a ship, only the ship itself must be compatible with the facility; incompatible crew members aboard do not prevent docking. Such personnel cannot board an outpost from the ship, but they may board a Nor.

Docking Pads

No other cards (such as Establish Landing Protocols) are needed to enable ships with no staffing requirements to land (dock) and take off (undock) at this site. The site itself allows the ship to land and take off. A ship docked at the Docking Pads site is both docked and landed, and is subject to the rules applying to **landed ships**.

While a docked ship is normally not affected when the facility is destroyed, a ship docked at Docking Pads is actually "aboard" the Nor and thus would be destroyed along with the facility and discarded.

The Doctor

This personnel is not a version of the E.M.H. Program persona and cannot be downloaded by Beverly Crusher.

does not use

See **equipment**.

does not work with

A card that "does not work with" a particular group (affiliation, species, specific skills) cannot mix or cooperate with cards of that group in any way, in the same way that cards of incompatible affiliations cannot work together without a treaty (see **compatible**). For example:

- Lore "Does not work with affiliation." He doesn't mix with personnel, cannot board a ship, and cannot report to or board a facility.
- Miles O'Brien "does not work with Cardassians." He doesn't mix or cooperate with personnel of Cardassian species or affiliation, even under treaty. If he is aboard your ship, it cannot assist another of your ships in battle if it has Cardassians aboard.

If a personnel is inadvertently placed in a situation where they are mixing with cards that they "cannot work with," they will form a separate Away Team or (on your ship or facility) be placed under **house arrest**. For example, Solkar "does not work with personnel who have Treachery." If your opponent boarded your ship and played Reflection Therapy on one of your crew to give them Treachery, Solkar would be placed under house arrest. You may not deliberately place your personnel in such a situation.

"Does not work with" restrictions that are completely affiliation-based are overcome by any card that allows incompatible cards to mix, such as Release This Pain, Brainwash, or an appropriate Treaty.

Dominion

An **affiliation**.

Dominion War Efforts

See **multi- affiliation cards**.

doorway

A card type representing a physical door or a passage to another time or place in the space/time continuum. A seedable Doorway card must be seeded during the **doorway phase**, unless otherwise specified. Playable doorway cards do not use your normal card play and may play whenever an Interrupt card play is legal, but *only during your own turn*, unless its text explicitly states that it **suspends play** or may play **at any time**. There is no limit to the number of Doorway cards you may play per turn, unless stated otherwise on a card.

Doorways that remain in play may be "closed" (made inactive) by other cards. A card that closes a Doorway card (such as Door-Net or Revolving Door) may be played on a doorway that is already closed. When a doorway is closed, its ongoing game text related to its "doorway functions" is not active. For example, no cards may be taken from a closed side deck, a closed Ready Room Door does not protect an event from nullification; a doorway with a countdown icon stops counting down (the countdown resumes if the doorway is reopened). Game text relating to how the doorway is played (e.g., creating a spaceline location and its span) or nullified, terms such as "Not duplicatable," "Unique," or "Limit one," and icons such as or that are not part of the game text are not affected. Thus, while a ship may not pass through the Bajoran Wormhole if either end is closed, it may still stop at the location and requires 1 RANGE to move to the location. Also, another Bajoran Wormhole may not be played in either quadrant if the existing one is closed.

Doppelganger

With this event in play, if two copies of a unique Personnel card are in play at two different locations, and one moves to the **location** of the other, the non-moving one is discarded. If the two cards are always at the same location (even if they are moving simultaneously), no one is discarded. Reporting, beaming from a planet to a ship, or moving from one site to another is not "moving to a location."

A "duplicate" is equivalent to a **copy**. Other instances of the same **persona** (even with the same card title) are not duplicates. For example, Jean-Luc Picard (Premiere) is not a duplicate of Jean-Luc Picard (First Contact) or Galen.

double turn

When a card allows you take double turns, you take one complete turn from beginning to end, then another complete turn from beginning to end (not one turn with two card plays, two end-of-turn card draws, etc.). A double turn counts as two of your full turns.

doubling

See **modifier order**.

downloading

When you download a *target card*, you first look through any or all of four places: your hand, draw deck, Zalkonian Storage Capsule, and Q's Tent (if open). (If there is more than one possible target card for the download, you do not name a specific target before looking for and choosing one.)

When you choose the target card you must show it to your opponent (even if it has a hidden agenda icon), except via a "download and seed" action. Then you must immediately play or report the card (or seed it, via a "download and seed" action), unless the card allowing the download:

- requires or allows you to download to hand (e.g., Quark's Isolinear Rods, 1st Rule of Acquisition); or
- works "in place of one card draw" (e.g., Blood Oath, Borg Queen), in which case you may either play the card or place it in your hand (however, you may not download from your hand to your hand).

If you are required to play the card but cannot, the download is invalid.

An **artifact** may be downloaded *only* by a card that says it downloads artifacts, or that names a specific artifact.

Other rules for downloading are as follows:

- A card or rule may allow or require a download from another source, such as your discard pile (Examine Singularity) or from a side deck (Storage Compartment Door; also see **Tactic**).
- Downloading does not count as your *normal* card play(unless so specified), and is not considered a **card draw**. If the card is played or **reported** for duty, this **card play** is subject to all normal responses, such as nullification. It is "played from" the source it was downloaded from, e.g., "played from your hand" or "played from your draw deck."
- If a card says "download in place of one **card draw**," you may use this ability each time you are allowed to draw a card.
- If the downloaded card has a hidden agenda icon, you may not activate it as part of the download (unless it is a valid response, or was downloaded by a *special download* icon).
- Although some downloads are optional, others require you to download a certain target card (or group of target cards). If you cannot do everything required, the entire download is invalid.
- If your download is invalid because you could not produce the target card(s), your opponent is allowed to look through your hand, draw deck, Zalkonian Storage Capsule, and Q's Tent (if open), or any other source specified for the download.
- Attempting a download usually requires the expenditure of some resource such as playing a card, using a special icon, or forfeiting a card draw. That resource remains used even if the download is invalid.
- If you attempt a download using a resource such as your card draw and the download is invalid because no target card is available, you may not attempt to use that download again unless a downloading source is replenished (discard pile regenerated into the draw deck) or reopened (a closed Q's Tent).

- If any player looks through your draw deck or any side deck during a download, you must reshuffle it afterwards.
- If you can download multiple cards to a specific destination, you must download all cards to the same destination.
- A download does not suspend play, except for *special downloads* and cards that specify that they suspend play.
- Downloads allowed by a special download icon have special requirements. See **downloading - special download**.

When a card is downloaded into play, you must obey all normal requirements for playing that card, whether stated in the rules or the card's game text.

Downloading Ships, Personnel, and Equipment: When the text of a facility or site allows you to download and report a Ship, Personnel, or Equipment card, both the facility and the downloaded card must be in their native quadrant and all other applicable requirements for reporting (such as a doorway that allows cards to report) must be met. For example:

- Ops allows you to download a matching SECURITY-classification personnel to Security Office; that personnel (and the Nor) must be its native quadrant.
- Empok Nor, when commandeered, allows each player to "download to station any number of different compatible Site and Equipment cards." You must obey the site restrictions for downloading equipment (e.g., MEDICAL-related equipment to Infirmary).

When a card *other than* a facility or site allows you to download a Ship, Personnel, or Equipment card, but *does not specify where* you may report it, you must obey all normal reporting requirements and report the card to a place that card could normally report (e.g., to a compatible facility and/or an appropriate site, in its native quadrant). For example, Defend Homeworld allows you download a SECURITY personnel, but does not specify a destination. You must report the personnel someplace it could normally report. In most cases this will be a compatible facility in its native quadrant; however, a Borg player could download a SECURITY Borg aboard a Borg Cube (which allows reporting aboard), and a downloaded Luther Sloan could report **anywhere**, as specified by his skills.

When a card *other than* a facility or site allows you to download and report a Ship, Personnel, or Equipment card to a *specific destination* (such as "download to here," "to this location," "to one of your ships," "to an outpost," etc.), you must report the card where specified; normal reporting requirements related to *where* you play the card (e.g., a facility, appropriate site, native quadrant) do not apply. A special download icon also implies a specific destination ("here"). For example:

- Assign Mission Specialists allows you to download two mission specialists "to one of your outposts." Neither the personnel nor the outpost needs to be in its native quadrant.
- Recruit Mercenaries allows you to download certain Treachery personnel "to where you have Treachery present," whether they are aboard a facility or ship or on a planet, in any quadrant.
- Anya has a special download icon for Salia. You may report Salia anywhere at Anya's location, aboard a facility or ship or on a planet surface, in any quadrant. You must still obey any reporting restrictions on the downloaded card, such as an card requiring an open doorway that allows such cards to report, and personnel played aboard your ship or facility must be compatible with that ship or facility (and any other cards aboard).

If a card allows you to download a personnel or equipment card during a mission attempt, it cannot join the attempt unless downloaded by a special download icon at the mission location.

Downloading Facilities: When a card allows you to download a facility to a location, you must meet all normal requirements for building (playing) the facility, unless *specifically* overridden by the card text. These requirements include a non-homeworld, matching affiliation mission for outposts, no other facility controlled by you at the location, and any play requirements in the facility's game text (such as an appropriate ENGINEER for building an outpost). Examples:

- You may not download Primary Supply Depot with Establish Dominion Foothold, because that outpost may only be seeded, not built. You may download Remote Supply Depot only to a non-homeworld, mission where you have no other facility and where you have a Dominion ENGINEER.
- Subjugate Planet specifically states that you may download Remote Supply Depot to the non-homeworld, non- planet mission targeted by the objective. This overrides the matching affiliation requirement, but not the requirement for a Dominion ENGINEER.

Downloading Sites: When a card allows the download of a Site card to a facility, the site must be allowed to exist on that facility. For example, you may not download Garak's Tailor Shop to Empok Nor, because that site plays only on Terok Nor or DS9.

Downloading Dilemmas: Dilemmas may not be downloaded into play unless the downloading card specifically allows it (generally by allowing the downloaded card to be used as another card type, such as interrupt or event). If a card allows you to "download and seed" a card, it is placed under the mission (or Empok Nor if this occurs during a commandeering attempt at Empok Nor) as the last-seeded card (to be encountered next). If you download and seed a card that you are not allowed to download and seed, you lose the game. Upon request, you must show any of these cards at the end of the game to verify their status.

downloading - special download

A card with a special download icon allows you to suspend any action at any time (even during your opponent's turn) while you download the specified target card and immediately play it. If the card is played at (or to affect something at, or to insert adjacent to) one particular spaceline or time location, the special download icon must be at that location. (If it is not possible to play the card according to these rules, then the target card may not be downloaded.) For example, Arandis may download Jamaharon at any time to nullify a Horga'hn (because that artifact is not specific to any location), but may download it to relocate a male to Risa only if she is at his location. See **suspends play**.

When you use a special download icon to download a **hidden agenda** card, you must play that card to the table, then immediately activate it and follow its game text (targeting something at the location of the special download icon if applicable).

A card with this icon allows a special download only **once per game**, no matter how many copies of that card you use during the game. On a Personnel card, this icon is defined as a special **skill**.

Dr. McCoy (The Motion Pictures)

This personnel's special skill allows you to look through your discard pile (without rearranging it) until you find the topmost personnel (it need not be the topmost card).

Dr. Q, Medicine Entity

This Q-icon interrupt may affect Event cards on ships, personnel, or any other cards present at a spaceline location.

Dr. Soong

This personnel may "reprogram" only those **androids** which have variable features chosen when it reported for duty. He may replace the classification and/or gender of the ❖ Soong-type Android, and may replace one or both of Lal's two selected skills with regular skills present with her at the time of reprogramming. He may reprogram androids belonging to either player, but only once during each of his owner's turns. See **skills - modifying**.

Dr. Soong's "nemesis" is Lore. See **nemesis icon**.

draw

See **card draw**.

draw deck

See **Rulebook: Draw Deck**.

draw no cards this turn

See **card draw**.

drone

A Borg drone has "Drone" as part of its Identification. All personnel your Borg assimilate are drones unless assimilated as a counterpart using the Assimilate Counterpart objective. The Borg Queen, counterparts, and non- -affiliation personnel who are Borg or former Borg are not drones and may not be downloaded or affected by cards that specify drones. A Borg drone has no **gender** and may not be targeted with Assimilate Counterpart or any card that specifically targets a male or female personnel.

Drought Tree

This event is discarded and its points are lost if the mission it is played on is destroyed.

DS9

References in lore to "DS9" are equivalent to "Deep Space 9."

D'Tan

See **present**.

dual-affiliation

See **multi-affiliation**.

dual-icon missions

Dual-icon missions, with both and icons, are both planet and space missions. Dilemmas of all types, and Q-Flashes, may be seeded at a dual-icon mission. To begin or continue a mission or scouting attempt, or to solve such a mission (even using alternate requirements provided by an objective such as Subjugate Planet), you must have both a crew on a ship in orbit and an Away Team on the planet (each group must have a personnel who allows the attempt, e.g. whose affiliation matches one of the mission's icons). If either the crew or the Away Team is "stopped," disabled, killed, or otherwise removed, the attempt immediately ends. (If either group is "stopped," the other group is also "stopped.")

The ship and crew are attempting a space mission (e.g. for Warp Speed Transfer), and encounter space dilemmas. The Away Team is attempting a planet mission, and encounters planet dilemmas. When a Space/Planet dilemma (or a Q-icon card) is encountered, or any card targets the attempting personnel in a random manner (e.g. Kobayahi Maru Scenario, Your Galaxy Is Impure), the player attempting the mission chooses whether it applies to the crew or to the Away Team. (When a **Q-Flash** is encountered, X = the number of personnel in the crew and Away Team combined.) See See **scouting locations**, **mission attempt: restrictions**.

dual-personnel cards

A dual-personnel card, such as Sons of Mogh, is one *card* that includes two *personnel*. Classifications, staffing icons, and attributes on a dual personnel card appear in the same order as the individual personnel's skills are listed. For example, on Sons of Mogh, Kurn's skills, classification (OFFICER), and STRENGTH (8) are listed before Worf's.

If either personnel on the card is stopped, killed, captured, moved (including to somewhere not in play such as hand, discard, etc.), changes affiliation, or otherwise has its status or position changed (e.g. phased, "held by aliens", etc.), then the same happens to the other personnel. See **Q-Type Android**.

Random selections - To make a random **selection** from a group including one or more dual-personnel cards, select the appropriate number of *cards* (as if all were single personnel) and apply the results to all personnel selected. Examples:

- Armus - Skin of Evil randomly selects one personnel to die. Select one card; both personnel will die.
- Denevan Neural Parasites randomly selects "half the Away Team." If your Away Team contains six personnel cards, your opponent will select three *cards*. All are killed, regardless of the total number of personnel affected. (Two phasers or disruptors are required to protect both personnel on a dual card.)
- If a dual-personnel card is randomly selected for Chula: The Chandra, all personnel

with at least one attribute number matching *either* of the dual personnel would continue. (If a single personnel is randomly selected, a dual-personnel card will follow if either of the dual personnel has an attribute that matches.)

If a card targets a personnel of a specific gender, include a male/female dual-personnel card in the selection regardless of gender. For example, if Beverly and Will are in the Away Team encountering **Parallel Romance**, include the card in the selections of both the male *and* the female. If Will is selected as the male to be "stopped," Beverly is also "stopped," regardless of who is selected as the female to be "stopped."

Opponent's or owner's choice

When a selection is made by choice, select the appropriate number of *personnel*, which may include one individual on a dual-personnel card. The result of the selection will then affect the other personnel on the card as well. Examples:

- Outpost Raid allows your opponent to choose two personnel to be killed. They may select Lursa (on Sisters of Duras) and Tomalak. B'Etor will also be killed along with Lursa and Tomalak.
- Mercenary Ship requires ✧✧ for staffing. For the Abandon Ship! dilemma, you may choose Beverly (on Beverly and Will) and Narik to staff it. Since Beverly must remain on the ship to staff it, Will remains also.
- With Extradition, your SECURITY personnel capture both personnel on a dual-personnel card if their STRENGTH exceeds that of either individual.
- You select Lursa (on Sisters of Duras) to be controlled by a Ceti Eel. B'Etor is also controlled by the same Ceti Eel card.

Specific criteria

If a dilemma targets a personnel who meets specific criteria, such as the "most CUNNING" or "lowest STRENGTH," examine the relevant attribute of each individual on a dual-personnel card. If either individual meets the criteria, both personnel are affected by the dilemma. For example, if the "most CUNNING" personnel in your Away Team is Nog (on Jake and Nog), then both Jake and Nog are "stopped" by Altonian Brain Teaser. (They pool their CUNNING for the "If their CUNNING <15" clause.)

Reporting and downloading

If one of the personnel on a dual-personnel card can be reported for free (e.g., an android with Cybernetics present), the other individual is also reported for free. If a card allows the download of only one personnel, you may download a dual personnel as long as one of them is a legal target (e.g., a SECURITY personnel with Defend Homeworld). If a card allows the download of more than one personnel, all legal targets on a dual-personnel card must be counted towards the total cost, limits, and/or count of the download.

Costs and benefits

If you pay a cost for reporting or downloading a dual-personnel card, you pay that cost only for the individual(s) to whom the costs apply. See **Ferengi Conference**. If you gain a benefit (such as scoring points) based on the features of an individual personnel, you get that benefit only for the individual(s) on the card with those features. See **No Way Out**.

Personnel battle

Both individuals on the card jointly engage a single adversary, combining their STRENGTH values together to determine the outcome of the personal combat.

Assimilation

Dual-personnel cards may not be targeted for assimilation as a counterpart. If one individual is assimilated as a drone, the other is also assimilated. Each individual's staffing icons and attributes are adjusted separately. See **assimilation - personnel**.

Personas

Some dual-personnel cards contain versions of single-card personas. For example, you may not have Sisters of Duras in play at the same time as Lursa and/or B'Etor. **Persona** replacement must include both individuals.

duplicate

See **copy**.

duplicatable

See **unique and universal**.

Duranja

See **in play**.

each turn

See **turn**.

earned

See **artifact**.

The Earring of Li Nalas

This artifact must have been brought into play prior to completing Rescue Prisoners in order to double its point box. The doubling effect remains even if the Earring leaves play. See **once in play**.

The E.C.H.

This personnel can download any card with "Maneuver" in the title. See **any, card titles**.

Echo Papa 607 Killer Drone

This Equipment card does not engage adversaries in personal combat. It is used only at the end of a personnel battle to increase your total STRENGTH. It cannot contribute STRENGTH for other purposes (overcoming dilemmas or solving missions). It is not a hand weapon. The STRENGTH goes up by 10 after each separate personnel battle.

Edo Probe

Because this dilemma has no conditions, the Away Team or crew is not "stopped" and the dilemma should not be returned under the mission. Place it on top of the mission to serve as a marker until the dilemma is resolved, then discard it.

Edo Vessel

Any time this ship is fired upon (even by return fire), there is a 50/50 chance that the attack is nullified. You may determine the 50/50 chance by any agreeable, random method (e.g., coin toss).

Elim Garak

This personnel is removed from the selection pool before any random **selection** is made. Even if he is the only personnel present, it is still considered a random selection, which he can avoid, if a card specifies a random selection. See **mission attempt**, **dilemma resolution - targets**.

The personal combat phase of a personnel battle is not considered a random selection, so he cannot avoid personal combat and may be **stunned or mortally wounded** in battle. He may avoid the random selection for death at the end of the battle if he is not stunned or disabled.

Eliminate Starship

See **showing your cards**.

Emblem of the Empire

This incident gives immunity to Navigate Plasma Storms to your ⸸ facilities and ⸸ ships. It removes affiliation attack restrictions only from ⸸ cards and the four personnel listed, not from other cards that they mix with. For example, while Benjamin Sisko has no affiliation attack restrictions, he cannot initiate ship battle while aboard the *U.S.S. Defiant*, because the ship is subject to normal Federation attack restrictions.

E.M.H. Program

Although this **holographic personnel** may be downloaded to an outpost, he will be deactivated until taken aboard a ship or facility with a holodeck. If downloaded to a ship with a holodeck during a mission attempt, he joins the crew attempting that mission, even during a dilemma. A Mobile Holo-Emitter or Holo-projectors does not overcome his restriction box. See **Doctor, The**.

Emergency Transporter Armbands

With the exception of Firestorm, this interrupt may not be used to escape a dilemma. **Beaming** your personnel "up or down" includes beaming them between ships or between a ship and facility at the same location (including a landed ship).

You may play this interrupt at any point from the initiation of a personnel battle up to the point of determining the winner, either before or between combat pairings. You may not interrupt a combat pairing. If you remove all your personnel from a personnel battle with this interrupt before any personal combat takes place, the battle is cancelled and there is no winner or loser, but all participants are "stopped."

You may play this interrupt to beam personnel to or from the ship after the initiation of a ship battle and before the actual attack, between the attack and the return fire, or after damage is assigned and before the ship is destroyed.

The Emissary

See **affiliation and species**, **in play**, **report**, **Ops**.

The Emperor's New Cloak

See **stealing**.

empress

Synonym for Emperor.

Empok Nor

This facility allows both players to seed dilemmas that are "related to Empok Nor" (i.e. have "Empok Nor" in their lore or gametext) underneath the Facility card, which must then be encountered and resolved before the facility can be commandeered. To do so, simply announce that your Away Team in Ops is making a "**commandeering** attempt," then encounter and resolve the dilemmas as you would for a mission or scouting attempt. Once there are no longer any dilemmas to be encountered, the attempt ends, and any player's Away Team may subsequently commandeer Empok Nor normally with a Computer Skill personnel unopposed in Ops. (The actual commandeering is a separate action from the commandeering *attempt*, which does not require Computer Skill.)

You may deliberately mis-seed cards that are not Empok Nor dilemmas under this facility as a bluff. When discovered, such mis-seeds are placed out of play as usual. However, if you reveal your own mis-seeded card when making a commandeering attempt, you may not commandeer Empok Nor as long as it remains uncontrolled. (If your opponent commandeers it, you may then commandeer it from him.)

"No reporting aboard" means that you may not use the text of any site cards to report cards aboard. Another card's text may allow a card to report aboard. For example, Luther Sloan "may report anywhere," including to a site on an uncommandeered Empok Nor. The game text on all Site cards on Empok Nor is inactive until it is commandeered, other than the Ops text allowing commandeering, docking site text allowing docking and undocking, and any text related to the placement of the sites (including the module locations and the Commander's Office placement restriction). (However, a card that plays on a site, such as Weapons Locker, may be played on an uncommandeered Empok Nor site.) All non-Borg affiliations are **compatible** with the Neutral uncommandeered station.

When this station is first commandeered and flipped over, each player may download to the station any number of different compatible Site and Equipment cards. The commandeering player performs all of their downloads first, then the opponent. While the downloaded cards must all be different for each player, both players could download copies of the same card (but not the same unique site). These downloads are all results of the action of commandeering the station. Computer Crash may respond to any one of these downloads, cancelling it and each subsequent download. Even though Empok Nor seeds uncontrolled, and you may not seed or build another facility at the same location. See **facilities: *seeding and building facilities***.

Empok Nor-related

See **related**.

empty ship

An *empty ship* has no personnel or Rogue Borg aboard. See **occupied ship**.

encountered

Seed cards are *encountered* only during a mission, scouting, or commandeering attempt. A card is not encountered when looked at outside of a mission, scouting, or commandeering attempt, such as with a Scan card or Ocular Implants. Dilemmas that enter play, such as Cytherians, Borg Ship, Coalescent Organism, and Friendly Fire, are not considered encountered when they affect you later on the spaceline. See **actions - step 1: initiation**.

Normally, an **artifact** is moved to the back of the seed stack when encountered. It is not earned until the mission is completed, unless a card allows it.

A **mis-seed** is not encountered when revealed. For example, a dilemma misseeded at a non- mission may not be replaced by a Q-Flash with Beware of Q, and does not use up the effect of a Senior Staff Meeting if it is the first dilemma revealed. Also, an Orb artifact mis-seeded at a non- mission could not be earned with HQ: Return Orb to Bajor. A dilemma is not considered to be encountered if it is a unique dilemma which is discarded because another copy is already in play (e.g., Dead End). See **unique and universal**.

end of spaceline

See **spaceline**.

end of turn

See **turn**.

energy dampener

A type of ship's **special equipment**. It has no built-in functions but is used by the Breen Energy-Weapon Dampener card.

Energy Vortex

You may play this interrupt to prevent the play (but not the activation) of a hidden agenda card. Thus, you will not know the identity of the card whose play you prevent. It may not be played to stop the "showing" of a Devidian Door or when a card is downloaded or played from any place except the hand. See **downloading**, **Battle Bridge side deck**, **Tribble side deck**.

The replacement card may be a copy of the original. The replacement card play may in turn be interrupted by another Energy Vortex; in that case, the original card may now be played.

If you have any card in your hand that you may legally play, you *must* play it. For example, if your only card is Kevin Uxbridge, you must play it if there is any legal target event in play. But if you have already used your normal card play this turn and play a Doorway card which your opponent interrupts with Energy Vortex, you may not play an Event card instead. If you have no legal card to play, you must allow your opponent to verify it by looking through your hand. See **verification**.

Engage Cloak

When a cloaked or phased ship placed on this objective is about to decloak and is returned to its former location, it decloaks *after* it makes any of the allowed movements. No other actions may be performed between the movements or between the last movement and decloaking. See **cloaking and phasing**.

The objective does not itself allow you to decloak or dephase a ship on your opponent's turn (but does have its effect if another card allows or requires the ship to decloak at that time).

The movements allowed for each full turn on the objective are separate movements of up to the ship's RANGE. For example, a ship with RANGE 8 which stays on Engage Cloak for three full turns may make three separate movements of up to RANGE 8 each (not a single movement of RANGE 24). A ship on Engage Cloak is not on the spaceline. It may be targeted by any card which may normally target a cloaked ship and which does not require the ship to be present or at the same location with anything else. For example, it may be targeted by Tachyon Detection Grid but not by La Forge Maneuver. If the ship's original location is destroyed by a Black Hole, upon decloaking the ship must be returned to the Black Hole location.

Any effect which would remove a ship from Engage Cloak also decloaks (or dephases) the ship before it is placed at a location.

Engage Shuttle Operations

This event allows shuttles to be loaded and carried aboard, and launched from, a ship with Tractor Beam and an ENGINEER aboard. Launching a shuttle from the ship uses no RANGE. Landing on or taking off from a planet requires the full movement RANGE of the shuttle (including any modifiers). Launching, loading, landing, and taking off require full staffing. See **movement**, **characteristics**, **carried ships**.

Engage Shuttle Operations: Dominion

Jem'Hadar attack ships, which may be carried aboard another ship using this event, include Dominion ships with "attack ship" in the ship name or class. Any card which affects **Engage Shuttle Operations** by name (such as Launch Portal) also affects this card. See **card titles**, **characteristics**.

enhancements

See **attribute enhancements**.

enigma icon ✶

This symbol represents things whose nature is mysterious or unexplained, such as the Borg Queen and Fontaine. Each player may have only one copy of each enigma card (or the same persona) in play at any time. However, such cards are neither unique nor universal, and thus are not affected by cards that specifically affect unique or universal cards.

Equinox Doctor

This personnel's "NO INTEGRITY" is an **undefined attribute**.

equipment

A card type, representing devices such as phasers, tricorders, and plasmadyne relays which enhance the performance of your Away Team, crew, or ship. (A Ship card's **special equipment** is listed in game text and is not related to the Equipment card type.) Most Equipment cards are not carried by a specific personnel, but "belong to" the entire crew or Away Team (see **Away Team and crew**), and are **"stopped"** by the same circumstances that "stop" personnel cards. (A few Equipment cards are "worn" or "placed on" a personnel. See Data's Head, **Mobile Holo-emitter**.) If an entire Away Team is killed, the equipment remains, but may not be taken or used by the opponent unless a card allows it. (See **stealing**.)

Equipment can "work" unattended unless its text requires the presence of personnel. For example, you may discard '45 Dom Perignon to replace a ship without any personnel present, and a Plasmadyne Relay enhances the SHIELDS of an empty ship.

Because Equipment cards have no affiliation icons, they may be reported and carried in Away Teams or aboard ships (even by Borg) without regard to compatibility. Thus, a Bajoran Phaser may be reported to a Federation Outpost and carried by Federation Away Team. However, to *use* equipment that is restricted to the use of a specific affiliation, species or characteristic, the Away Team or crew must contain at least one member of that affiliation or species. (See **affiliation and species**, **Procurement Drone**.) Once any requirements to *use* the equipment are met, it enhances *all* personnel specified by the card (e.g., "each of your personnel present"), not just the affiliations required to use the card. Thus, Cardassian Disruptor ("Cardassian and Non-Aligned use only") enhances the STRENGTH of *all* personnel of any affiliation in an Away Team or crew containing any Cardassian by affiliation or species OR any Non-Aligned personnel. Bat'leth, on the other hand, has no restrictions on who may "use" it (e.g., anyone could discard it for points at Kressari Rendezvous), but it enhances *only* Klingons (by afifiliation or species) in the Away Team or crew.

"Using" affiliation, species or characteristic -specific equipment means deriving any benefit from it, including its stated game text purposes (e.g., enhancing STRENGTH), overcoming a dilemma (Zaldan), solving a mission (Samaritan Snare), or increasing its points (Kressari Rendezvous). Borg-affiliation personnel do not use hand weapons in any way, even if stolen. A personnel whose restriction box states that they"does not use" a type of equipment may be in the same Away Team with it but may not enable its use and is not affected by it. For example, Odo's STRENGTH is not enhanced by hand weapons in his Away Team.

If an Equipment card, such as a Tricorder, grants a skill to personnel of a particular classification, *only* that classification (not a skill) will allow the equipment to function, and only a skill is granted (not a classification). Borg may not gain skills from such equipment, because they have no classifications, but they could use a Tricorder to pass Alien Labyrinth.

An Equipment card is "related to" a **personnel type** if it has that personnel type in its game text. For example, an Engineering Tricorder is both MEDICAL-related and ENGINEER-related; a Plasmadyne Relay is not related to any personnel type. See **movement**.

equipment - ship

See **special equipment**.

erase

See **holographic personnel and equipment**.

errata

See **revised text**.

Espionage cards

These events allow you to attempt a mission with personnel of a different affiliation from that printed on the Mission card. (Normally, a personnel of **matching affiliation** must be in the crew or Away Team.) They do not override a card or rule that prevents you from solving an opponent's mission (see **Fair Play**), or a more specific card that prevents you from attempting an opponent's mission. The affiliation reference does not include species (see **affiliation and species**).

A "Bajoran espionage card" is one that allows Bajorans to attempt another affiliation's missions. For example, Espionage: Bajoran on Cardassian is a Bajoran espionage card, while Espionage: Cardassian on Bajoran is a Cardassian espionage card.

Espionage Mission

You may attempt this mission if:

- you play an Espionage: [your affiliation] on Federation card on the mission (e.g. Espionage: Klingon on Federation allows your Away Team to attempt the mission); or
- you have Selok in your Away Team; or
- an objective specifically allows you to attempt it (e.g., HQ: Secure Homeworld allows your Away Team to attempt it); or
- a card allows you to add your affiliation icon to the mission (e.g., Bribery adds a icon which allows your Away Team to attempt it).

Establish Tractor Lock

A cloaked or phased ship may not be targeted with this objective. Phasing an already-targeted ship breaks the tractor lock and discards the objective; cloaking an already-targeted ship does not. See **cloaking and phasing**.

Establish Trade Route

See **mission attempt**.

examined

See **unexamined**.

event

A card type representing an event that took place in the Star Trek universe. It may play on and affect another card, or may play on the table to have a widespread effect on various aspects of the game. While most events have a lasting effect on the game (unless the card is nullified or destroyed), a few say to discard them after use. Playing an Event card uses your normal card play.

every turn

See **turn**.

exchanging cards

When a card in play is exchanged for another card (e.g., persona replacement, one Founder morphing into another, Young Jem'Hadar exchanged for a universal Jem'Hadar) or replaced (discarded) by a downloaded card, any cards already played on, placed on, or aboard the card that is leaving play transfer to the replacement card unless their results are now inapplicable. You do not re-check the conditions (or targets for playing a card) for such cards. For example, you would discard Adapt: Modulate Shields from an Equipment card that morphed into a Founder using In the Bag, or discard Reflection Therapy if the skill it was replacing did not exist on a new version of a persona just exchanged. However, damage can apply to both a Borg Ship dilemma and a Borg Cube, so any damage would transfer when **Retask** is played; and when a ship is transformed by **'45 Dom Perignon**, its crew transfers to the new ship.

When a card in play is *exchanged* for a card in hand (either by **persona** replacement or with a card that allows such an exchange, such as In the Bag), the new card is *not* reporting for duty. When a card in play is *discarded* and replaced by a card downloaded into play (e.g., Transporter Mixup), the downloaded card *is* reporting for duty.

executing orders

Following the card play segment of your turn, you may optionally execute orders, performing actions such as movement or a mission attempt, using your cards already in play.

Using game text such as "cycling" a card with Q the Referee is also executing orders. There is no limit on the number of orders you may execute in one turn.

Executing orders includes (but is not limited to) the following actions during your turn:

- Moving personnel and equipment (see **movement**, **beaming**, **walking**)
- Staffing and moving ships (see **ship staffing**, **movement**)
- Attempting missions (see **mission attempt**)
- **Scouting** locations or ships (if playing Borg)
- **Commandeering** facilities or ships
- Initiating **battle**

Actions that are permitted **at any time** may be performed during your card play segment or your executing orders segment. Actions that you take during your opponent's turn are not executing orders.

Exocomp

See **android**, **gender**.

Explore Gamma Quadrant

See **Gamma Quadrant**.

Explore Interstellar Matter

If you have more than one copy of this mission on the table when you play Calamarain, your opponent may start your Calamarain at any one of those missions. See **for free**.

exposed

A ship is exposed when it is undocked, uncloaked, unphased, and not landed or carried.

Extradition

You may take only one personnel captive with this dilemma, regardless of the number of SECURITY personnel you beam onto the ship. The captive must have lower STRENGTH than the *total* of the SECURITY personnel. See **dual-personnel cards**.

The dilemma does not allow a download of the SECURITY personnel, provide transporters or allow you to use your opponent's transporters, or allow **beaming** from a Nor. For example, the Cardassians downloaded to a planet or site with a preceding Sleeper Trap may not be used to take a captive with Extradition.

Eyes In The Dark

This interrupt adds the regular **skills** and attributes to the crew or Away Team as a whole, not to a single personnel. For example, if Kova Tholl is selected from the opponent's ship, your crew's total INTEGRITY is +8, total CUNNING is +6, and total STRENGTH is +2, plus one Diplomacy skill is added to the crew's pool of skills.

Ezri

See **Crossover**.

facility

A card type representing installations throughout the galaxy. There are three kinds of facilities: outposts, headquarters, and stations. (These are not considered separate card types.)

- Your *outpost* represents a remote space facility where your personnel, ships, and equipment may report for duty, and where ships may dock and be repaired.
- A *headquarters* represents an affiliation's center of government on its **homeworld**, where both players' personnel, ships, and equipment may report for duty.
- A *station* represents any one of a variety of installations such as mining stations, colonies, etc. The Cardassian-origin mining facilities of the same design as Deep Space 9 are referred to collectively as "Nors" and are always used in conjunction with another card type, **sites**. Stations do not allow reporting, docking, or repairs unless specified by game text on the station or its sites.

Card references to the "outpost phase" mean the facility phase. However, card references to the outposts (or stations) themselves do *not* include other facilities. For example, a Spacedock may be played *only* on an outpost, not on a station or headquarters.

Seeding and building facilities

Seedable facilities seed during the facility **seed phase** unless otherwise specified (e.g., Deep Space 9). Most outposts state "seed one" in game text, allowing each player to seed only one copy of that Outpost card. A few just say "seed," allowing you to *seed* multiple copies. Additional copies may be played (or, equivalently, *built*) during the play phase if the game text allows it; this ordinarily uses your normal card play. (see **unique and universal**.)

Facilities may seed only in their **native quadrant** (but may be built during the play phase in any quadrant, if appropriate). You may seed or build an outpost only at a mission (either or , belonging to either player) with a **matching affiliation icon** (unless the outpost's text specifies otherwise, such as the Neutral Outpost).

You may not seed or build any outpost at any **homeworld** mission, regardless of affiliation icon, unless a card or rule specifies otherwise (e.g., a Borg Outpost may be built at an assimilated planet, even a homeworld). A headquarters may be seeded or built *only* on the specified homeworld.

Stations may be established only at the locations specified on the cards. You may not seed or build any facility at a location where you already have a facility, even if uncontrolled, commandeered, or assimilated, unless one allows another to "co-exist" there (e.g., Chamber of Ministers). (However, you could have two facilities at a location as a result of moving or commandeering one.)

Most facilities (including all outposts) are conceptually located "in space," even when seeded or built at a planet location. (A few, such as headquarters, specify that they are seeded or built on a *planet*.) Only space facilities allow ships to dock.

Using facilities

You may not use your opponent's outposts (or operate their SHIELDS, transporters, holodecks, or other features), unless a card allows it. Both players may use headquarters and stations, regardless of ownership, unless otherwise specified. Your cards must be **compatible** with a facility (except a Nor) to report to, dock at, or enter the facility. They may report to or dock at any Nor according to the text of its site cards. They may board a Nor and exit from any facility even if incompatible with the facility. (See **beaming**.)

If your opponent seeded a headquarters and you are playing the matching affiliation, you may utilize that headquarters as though it were "your facility." For example, if your opponent plays The Tower of Commerce on Ferenginar and you have played cards, your personnel in that facility are not intruders, and you may use Assign Support Personnel to download a support personnel aboard.

Whenever you have personnel or ships aboard (or docked at) a facility, stack them on top of the appropriate site (for a Nor) or underneath the Facility card (for any other facility). Stack personnel aboard a ship docked at an outpost underneath the Ship card; stack personnel aboard the outpost itself between the Ship card and the Outpost card. For personnel to use a planet facility (such as by scoring points at a Colony), you must indicate that they are "in" the facility by stacking the Away Team under the Facility card, rather than on top of the Mission card.

All facilities have transporters, unless otherwise specified. However, you may not beam cards (except tribbles) to, from, or within a Nor unless a card allows it. See **beaming**.

All outposts allow ships to dock. Other space facilities allow **docking** only if specified in their text (or the text of a docking site). When docked at a space facility, a ship is protected by the extension of 50% of the facility's SHIELDS (the number is added to the docked ship's DEFENSE total; the facility's SHIELDS are not reduced), but may not attempt missions or fire its WEAPONS, even in retaliation. Ships cannot dock at a planet facility and receive no protection from its SHIELDS.

Damaged ships may be repaired by docking at an outpost or Docking Pylons site for a period of time. See **repair**. No other facilities can make repairs unless specified in their game text.

Control of facilities

When you seed or build a facility, you control it, *and* it is under the control of the affiliation whose icon is printed on the card, regardless of the affiliations you are playing or treaties in effect. (**Empok Nor** seeds uncontrolled.) Thus, Deep Space 9 is under Bajoran control when you seed it, even if you are playing Federation (with or without a treaty).

When you commandeer a Nor, it is under the control of the **commandeering** affiliation. For example, if you commandeer your opponent's Deep Space 9 with your Romulan Away Team, its affiliation changes to Romulan, as though it were printed on the card. (Though it is flipped to the Terok Nor side, its affiliation is *not* Cardassian.) See **Ore Processing Unit**.

Reporting cards for duty

When a facility (or its site) allows you to **report** a card for duty, you may do so only if that card *and* the facility are both in their **native quadrant**. Equipment cards are native to all quadrants and thus may report to any appropriate facility that is in its native quadrant. You may report any **compatible** cards to your outpost. Ships report docked.

Headquarters cards allow both players to report any compatible cards and to use the game text on the headquarters card. Reporting is *not* restricted to the cards listed on a Headquarters card, such as Cardassian Guls and Legates, which may report for free. (See **characteristics**.) Ships report in orbit of the planet.

You may report cards to sites only in accordance with the text of the Station and Site cards (**matching affiliation**, compatible, or "regardless of affiliation"; if not specified, compatibility is not required). Each site lists in its game text what kinds of cards may report to that site (personnel classifications, types of equipment, staffing requirements for ships). Ships report docked at an appropriate docking site. Reporting cards to *any* site is allowed *only* if that Nor has at least one docking site. Stations without sites (such as Colony and **Deep Space Station K-7**) do not allow cards to report unless the station itself has text explicitly allowing reporting.

Battle

Facilities participate in battle and are damaged or destroyed in the same manner as ships. See **battle - ship**, **damage**. When a facility is destroyed, all personnel aboard or "in" the facility are killed. Ships docked at the facility are *not* destroyed (except those landed on Docking Pads).

facility phase

See **seed phases**.

facility commander

See **matching commander**.

faction

There are 3 factions: Klingon/Cardassian Alliance, Maquis, and Terran Empire. Cards may belong to one or more of these factions based on the presence of the corresponding faction icons. Factions are not affiliations, even though they may sometimes be referred to in a similar manner. See **battle - affiliation restrictions**, **infiltration icon**, **playing an affiliation (non-Borg)**.

Fair Play

Activating this hidden agenda event is a valid response to solving a mission, a sub-action of the mission attempt. After the last seed card has been resolved, check conditions (having a matching affiliation personnel and the mission requirements present) for solving the mission, after which your opponent may respond by activating Fair Play, which prevents solving the mission. It is not a valid response to the initiation of a mission attempt, because it does not specifically modify a mission attempt. See **actions - step 2: responses**.

You may not solve your opponent's unique mission without a **point box** (e.g., Q's Planet). **Espionage cards** or other cards that allow you to attempt missions of other affiliations will still allow you to attempt an opponent's unique mission, but, if this event is in play, you will not be able to solve the mission or score its points.

Fajo's Gallery

The **card draw**s allowed by this event are a "just" action that must be performed immediately after the action occurs which allows the card draws. See **actions - "just"**.

far end of spaceline (farthest planet, etc.)

When a dilemma is to be placed at or move toward the far end or long end of the **spaceline**, once determined (see **ties**) the far end or long end does not change. That is, if the far end is the left end, it remains the left end even if the spaceline is rearranged.

Federation

An **affiliation**.

Feedback Surge

This incident causes your opponent to lose 10 points for each seed card they discard using the listed cards, whether you reseed them or not.

female-related

see **related**.

Ferengi

An **affiliation** and a **species**. See **affiliation and species**.

Ferengi Bug

See **Telepathic Alien Kidnappers**.

Ferengi Conference

If you download a **dual-personnel card** with this objective, only the icons of Ferengi CIVILIANs on the card count toward the maximum of 11. For example, if you download The Trois, only Deanna's icons count, but if you download Jake and Nog, all their icons count.

Ferengi Financial Data Net

"Unique" means "non-universal" (not "the only copy in play). For example, this event allows you to draw a card for each copy of Quark you have in play.

Ferengi Trading Post

Both players may use this outpost regardless of ownership. Your cards (including ships) may report and mix aboard (i.e., they are compatible with each other and with the outpost), board and disembark from your own ships, dock and undock, and beam to and from the outpost.

FGC-47 Research

The minimum span for this mission is 0.

Fifth

This personnel cannot return to hand a objective which has been completed and relocated. See **in play**.

For Cardassia!

You may play multiple copies of this objective on multiple legates. If they all help complete HQ: Secure Homeworld, you may discard each objective; only one may place cards out-of-play to score points, while the rest may each download two Cardassians with Honor. See **helps**.

for free

A card that plays (or reports) *for free* does not count as your normal card play. It must be played during the card play segment of your **turn**, unless otherwise specified.

for uniqueness only

See **in play**.

force

A group of cards belonging to one player which may participate in a **battle**. In personnel battle, a force may be an Away Team or crew. In ship battle, a force may consist of one or more ships and/or facilities, including their crews (or your Away Team in your planet facility).

A force may include one or more affiliations which can restrict it from initiating battle or prevent it from being attacked. For example, any force which includes at least one Federation-affiliation card, such as a Non-Aligned ship with a mixed Non-Aligned/Federation crew, is a Federation force and may not initiate battle except against Borg. A Klingon ship with a mixed Klingon-Romulan crew is both a Klingon force and a Romulan force. It may not initiate battle against Romulans or be attacked by the opponent's Romulan force.

Forced-Labor Camp

This objective refers to two planet locations: Cardassia IV (Rescue Prisoners) and Ligos VII (Distress Mission). See **mission attempt**.

Founder

See **characteristics**.

Fractal Encryption Code

A ship affected by this interrupt may move by a means that does not require use of RANGE (e.g., Wormholes, time travel).

Frame of Mind

The personnel affected by this dilemma losesall skills. Any two regular skills in the game may be selected as replacements. See **become**, **skills -modifying**, **timeline disruption**.

Friendly Fire

This dilemma is discarded immediately if its conditions (2 Leadership and 2 SECURITY) are met when encountered. It is not placed on the mission to count down. See **dilemma resolution**.

When placed on **Empok Nor**, it prevents both commandeering attempts (dilemma encounters) and actual **commandeering**.

full speed

See **actions - required**.

full turn

See **turn**.

game deck

See **deck**.

game text

Gameplay information in the large text block at or near the bottom of each card (or on each end of a Mission card). See **mission**.

Gamma Quadrant

A "Gamma Quadrant mission" is a **mission** with a Gamma Quadrant Γ icon in its point box.

Gaps In Normal Space

This event creates a spaceline **location** of unspecified type. If the event is nullified (discarded), the "gap" in the spaceline is closed. Any cards played directly on the event are also discarded. Any ships or other cards at that spaceline location are relocated to one adjacent spaceline location by the player who nullified the event.

Garak Has Some Issues

The personnel affected by this dilemma is "stopped" only until the beginning of the next turn, as usual.

Gegis

This personnel's special skill makes all your and personnel at his location **compatible**.

gender

Gender may be male, female, or neuter (which includes androgynous, such as Soren). Borg affiliation personnel have no gender, even if gender-specific pronouns are used in their lore. Whenever a personnel's gender is not indicated by the card's image, game text, title, or lore, that personnel is considered to be male.

gender-related

in addition to gender-related cards, this includes male-related and female-related cards. See **related**.

General Korrd

See **Release This Pain**.

The Genesis Device

Once placed atop a mission, this artifact is no longer being used as an Equipment card, may not be destroyed by Disruptor Overload, stolen, etc., and may not be removed from the mission like equipment. It cannot be used to alter the point value of a mission that is already solved. See **playing an affiliation**, **point box**.

The Genesis Effect

The named dilemma is discarded if you began the attempt with >2 and <8 personnel. Do not check the number of personnel still in the attempt when the dilemma is encountered.

genetically enhanced

This characteristic is not equivalent to the similar-sounding "genetically engineered." Hannah Bates cannot use Group Therapy. Genetically engineered personnel have genetic alterations from conception, while genetically enhanced personnel were born normal but later received genetic modifications.

Genetronic Replicator

This event affects only Away Teams, not crews. (See **Away Team and crew**.) Thus, it can prevent the death of your personnel aboard an opponent's ship, but not aboard your own ship. The 2 MEDICAL required to prevent deaths must be present in the Away Team with the personnel selected to die (e.g., in the combat group for a personnel battle, or in the Away Team facing a dilemma), and must not themselves be stunned, disabled, mortally wounded, or otherwise selected to die. For example, Genetronic Replicator cannot save anyone from Barclay's Protomorphosis Disease because all MEDICAL present are targeted to die. See **battle - personnel**.

Personnel are not **"stopped"** by the use of this event, although they may be "stopped" by the action or card that would have caused their deaths (e.g., battle, failing to overcome a dilemma).

George and Gracie

Gracie's special skill works while this **dual-personnel card** is on planet at Espionage Mission (Earth) or at any time location identified as Earth (unless its text says otherwise, such as Cetacean Institute). See **ANIMAL**.

Gift of the Tormentor

You cannot encounter this Q-icon interrupt from your own **Q-Continuum side deck**. See **Q-icon cards**.

Because it specifies that it is placed in a discard pile, this card overrides the rule to replace it face up beneath your Q-Continuum side deck.

Gi'ral

This personnel must be made **compatible** with Tokath to build a Colony with him.

Gomtuu

This ship's WEAPONS are an **undefined attribute**. In a ship battle that includes Gomtuu, determine your ATTACK total normally, with Gomtuu contributing 0. Regardless of whether you score a hit, determine at this time (before damage is applied) whether Gomtuu is able to "hurl" the target; it may do so only if the target's SHIELDS (*not* the DEFENSE total) are less than 9. If so, "hurl" the ship after any damage for a hit or direct hit is applied. "Hurling" a ship does not in itself damage the target. Gomtuu cannot target or "hurl" any facility. See **battle - ship**.

Empathy x2 is a staffing requirement, not a special ability of the ship.

Grebnedlog

If this personnel captures an ENGINEER who received that skill from an Equipment card, the Equipment card is *not* relocated along with the captive.

group actions

See **actions - group**.

The Guardian of Forever

To use this doorway to "return here from there," at least one of the personnel returning from the time location must have originally time traveled to that time location from planet Gateway using The Guardian of Forever. They may perform other actions (including other forms of time travel) between the original time travel and the return. To draw cards, your Archaeology or Anthropology personnel must **time travel** to, and return from, a time location using the Guardian.

Guest Quarters

"Not cumulative" on this site means that if you have two Guest Quarters sites in play, you may not use the text of both sites to replace one card draw with a double draw. If you are entitled to two card draws during a turn, you could replace each of them with the double draw from one of the two Guest Quarters sites.

Guramba

A Nausicaan skill from a word meaning "courage." Wherever your crew or Away Team has Guramba, your opponent must have two **leaders** present (Borg must have two personnel instead) in order to initiate a *personnel* battle (unless counterattacking). Guramba has no effect on ship battle.

Hail

Although the ship targeted by this interrupt is not "stopped" (e.g., it may initiate battle or attempt a mission), it may not move this turn. See **passing locations**.

hand weapon

A hand weapon is any Equipment card (or card "used as equipment") which is identified in its title or lore as a phaser, disruptor, blade weapon, or weapon (if it is clear from the lore, game text, and/or image that it is used as a hand weapon). **Echo Papa 607 Killer Drone** and **Borg Nanoprobes** are not hand weapons.

Handshake

When you play this incident for its first function, the number of cards you have in hand includes the Handshake card.

Harness Particle 010

This objective does not work with Service the Collective or Population 9 Billion - All Borg, because it does not target a mission (it targets an **Omega Particle**). However, because the objective allows **scouting** of the location, your Borg may acquire any **artifact** or card seeded like an artifact if the Survey Drone is present when you complete Harness Particle 010.

If Resistance is Futile is played on a objective that is being doubled by Harness Particle 010, it will add 10 points to the total (not 20). For example, when Resistance is Futile is played on Assimiliate Planet doubled by Harness Particle 010, the objective is worth 60 points. The **doubling** rule does not apply, because the modifications are not simultaneous

Hate Crime

See **species**.

He Will Make An Excellent Drone

Converting a **counterpart** to a drone with this interrupt (either a Borg pre-assimilated counterpart or your opponent's personnel that you assimilated as a counterpart) transforms the counterpart as if he were being assimilated as a drone. That is, it retains its existing three subcommand icons and its attributes become 7-7-7. See **assimilation - personnel**.

headquarters

A kind of **facility**. See **here**.

helps

A personnel *helps solve* a mission or *helps complete* an objective if they actively contribute a skill, attribute, or characteristic required by the mission or objective. Just being in the Away Team or crew is not "helping."

here

An ability that takes place "here" (or "there") can be anywhere at that spaceline or time location (on the planet, aboard a ship in orbit, on a facility), with two exceptions:

- On a site card (or a card that plays on a site), "here" means at that specific site only.
- On a facility, personnel and equipment that play "here" must play inside that facility. (Other cards may play anywhere at that location.)

Hero of the Empire

The mission point adjustments from this objective apply to all missions completed during that game, even those completed before the timeline disruption. Because the mission points are changed, the adjustments are non-bonus points. See **objective**, **mission**.

hidden agenda

Cards with this icon represent secret objectives or other clandestine strategies. When you seed or play such a card, announce it as a hidden agenda card and place it face down on the table, normally without showing it to your opponent (if downloaded or played for free, e.g., using Q the Referee, the card must be shown for verification purposes). This counts as your turn during that seed phase, or as your normal card play, as appropriate. While face down, it is not **in play**, its identity is concealed, and it is immune to general-use cards (e.g., Kevin Uxbridge).

You may *activate* a hidden agenda card by turning it face up at any time, between other **actions** or as a valid response to another action (see **actions - step 2: responses**).

Activating a hidden agenda does *not* suspend play. (A seeded hidden agenda may not be activated until after the play phase begins.) This immediately activates the card's game text. If there are any conditions specified by the card, you must meet them at this time (if you cannot, you must immediately turn the card face down again). Once activated, the card remains face up.

When you use a special download icon to download a hidden agenda card, you must play that card to the table, then immediately activate it and follow its game text (targeting something at the location of the special download icon if applicable).

If you seed or play a card as a hidden agenda when it does not bear a hidden agenda icon, you **lose the game**. Upon request, you must show any such cards at the end of the game to verify their status. If a card such as The Line Must Be Drawn Here or Mirror Image is activated in response to the play of one of the cards affected by it, it takes effect immediately in reference to that card play. For example, if you activate The Line Must Be Drawn Here in response to your opponent playing Kevin Uxbridge, they lose 5 points for playing that card (even if is then nullified).

Hidden Fighter

This interrupt downloads a ship to your Away Team on a planet surface (outside a facility or landed ship).

Hide and Seek

This Q-icon dilemma/event can be used in three different ways:

1. Seed it directly under a mission like a dilemma.
2. Seed it face down on the table as a hidden agenda event.
3. Stock one or more copies in your **Q-Continuum side deck**; whenever your opponent faces one, you decide whether it is a dilemma or an event (the latter is played face up on table).

(See **card types**.)

The first two uses do not require you to have a Q-Continuum side deck or a seeded Q-Flash doorway.

If you encounter one copy of this card seeded under a mission as a dilemma, and another copy during a Q-Flash encountered under the same mission, both cards have their effect. A second copy would be discarded only if both were seeded under the mission, or if both were encountered during a single Q-Flash. See **Q-icon cards**.

The universal personnel which triggers discarding of the dilemma is "stopped." When your opponent overcomes their own Q dilemma, you activate this card seeded as an event *after* they discard the remaining dilemmas, which may be among those you seed under the mission.

Hippocratic Oath

This dilemma may not relocate across quadrants except when the Aid Fugitives mission is in play (in which case, it *must* relocate there). See **movement between quadrants**. If there is no other planet on the spaceline where this dilemma is encountered (and Aid Fugitives is not in play), discard the dilemma for lack of a target planet.

To pass this dilemma, the most CUNNING MEDICAL personnel must be able to relocate to another planet and still have MEDICAL skill after relocating. If they are unable to meet these conditions (e.g., a **holographic personnel** without a Mobile Holo-Emitter, or a Borg which has MEDICAL skill through skillsharing), or if there is no MEDICAL present, the Away Team or crew is "stopped" and the dilemma is replaced under the mission. (You may not choose to relocate a MEDICAL of lower CUNNING.) If the most CUNNING MEDICAL is an OFFICER enhanced by a Medical Kit, the Medical Kit must relocate with him. See **quarantine**.

Hirogen

An **affiliation** and a **species**. See **affiliation and species**.

His Honor, The High Sheriff Of Nottingham

When you choose the second option on this Q-icon dilemma ("return a captive to this location"), you select one of your personnel held captive by your opponent to be returned to the location of your crew or Away Team which encountered the dilemma. The dilemma has no effect on any of your opponent's personnel whom you are holding captive. See **capturing**.

hit

If your ATTACK total is more than your opponent's DEFENSE total, you score a *hit* on the target ship. "If you hit" means "if you score a hit or direct hit." See **battle - ship**.

hive

All of one player's affiliation cards at one location, whether in space, on a planet, aboard a ship or facility, etc.

holodeck

A type of **special equipment**, found on ships and a few facilities, which permits **holographic personnel and equipment** to be activated aboard.

Holodeck Door

This doorway in play on a facility allows your compatible cards to **report** aboard regardless of quadrant.

holographic personnel and equipment

Holographic personnel and equipment, or holograms, are computer programs that must be "projected" into the real world using photons and forcefields.

Holographic cards must always *exist* in one of two states: *activated* or *deactivated* (conceptually stored in memory). They may exist activated if present with a **Holodeck**, but they may exist deactivated aboard any ship or facility. Unless permitted by a card, they may not exist anywhere else. If a card does allow holograms to "exist," without further limitation, holograms present may exist in either state. A **Mobile Holo-Emitter** allows its wearer to exist anywhere (in either state).

Holograms may not report or voluntarily move any place where they cannot exist. Whenever a hologram would be moved somewhere it cannot exist (e.g. Penalty Box), it deactivates instead. If holograms are somewhere where they cannot exist, they are immediately *erased* (discarded). (This can happen if, for example, holograms are present with Holo-Projectors when it is nullified.)

While deactivated, personnel are **disabled**, and equipment may not be used in any way. If an activated hologram is deactivated, it may not be reactivated during the same turn.

A hologram may report activated, if possible. Otherwise, a hologram reports deactivated; it may be activated (even on the same turn) by any of your unstopped personnel present (even an activated hologram).

- *Death and Destruction*: When a holographic personnel would normally be killed (or a holographic Equipment card would be destroyed), whether by battle or by a card, they are instead deactivated. (A hologram that is "discarded" or "erased" goes to the discard pile.) If a ship or facility is destroyed, any holographic cards aboard are discarded.
- *Battle*: "Holographic safety protocols" normally prevent holograms from killing other personnel. They may stun (but not mortally wound) non-holographic adversaries. If total STRENGTH at the end of a battle is entirely derived from holograms, they may win the battle but may not kill an opposing personnel.
- *Assimilation*: Borg do not assimilate (or target for assimilation) holographic personnel. Exclude holographic personnel from any selections for abduction or assimilation.
- *Capturing*: A hologram without a Mobile Holo-Emitter may be captured if it can be relocated to the opponent's crew aboard a ship or facility at the same location; otherwise it deactivates because the trap card would remove it from the ship. (A hologram with a Mobile Holo-Emitter is captured normally.) See **capturing**.

Except as noted above, holographic personnel should be treated exactly like normal personnel. They do not require any "supervision" from other personnel when staffing ships, attempting missions, etc. Regardless of their appearance or lore, the gameplay **species** of all holographic personnel is "hologram." Thus, Sumek may not use a Vulcan Nerve Pinch, nor may Data if a icon has been added to him by Holoprogram: 221B Baker Street.

Holograms may use game text relating to affiliation. For example, when in mode, Iden may use a Hirogen Talon.

Holoprogram: 221B Baker Street

When a personnel is placed on this incident, your copies do not have a icon until they are in play; you may not report them as personnel (e.g., to a ship with a Holodeck Door).

Holoprogram: The Office of Dixon Hill

If your opponent chooses the first option when you use this incident to request "the item," and you cannot legally play the card (or choose not to), you may not draw a card.

Holo-projectors

This event, like a Holodeck, allows cards to be active on a planet surface or inside any facility or landed ship on that planet. It affects both players' cards. If the event is nullified while cards are on the planet without a Mobile Holo-Emitter, they are erased. See **holographic personnel and equipment**.

Holosuite

This site allows only personnel native to the quadrant to **report**.

Homefront

This incident has no effect on headquarters game text allowing seeding or playing of the headquarters or co-existence with another facility, or on normal reporting to the headquarters. A player without 4 SECURITY on the planet is prevented only from using text allowing free card plays and The Great Link's text keeping Ketracel-White from counting down.

A SECURITY personnel downloaded with this incident may not report for free using the text of a headquarters or other card. Your normal card play is an explicit cost of the download. The personnel must match both the affiliation and universe of the homeworld. See **mirror universe**.

homeworld

Most affiliations have their own homeworld, as indicated in the lore of the relevant Mission cards. For a list of all homeworlds, see **Appendix A**.

The affiliation "matching a homeworld" (e.g., for HQ: Secure Homeworld) is the affiliation to whom the homeworld belongs, not the affiliation(s) whose icons may be printed on the mission. To match a homeworld affiliation, a personnel or ship must also match that homeworld's universe. See **mirror universe**.

Only affiliations have homeworlds, and the mission must specify that it is the " (affiliation) homeworld." Species do not have homeworlds.

No outposts may be seeded or built on any homeworld. Other facilities may be established there if the location meets the requirements of the Facility card.

Horga'hn

When you earn this artifact, you may take another turn immediately following your current turn. You "use" the Horga'hn (for purposes of cards such as Temporal Narcosis and Writ of Accountability) each time you choose to take a **double turn**. You are not required to take double turns.

house arrest

Your personnel may mix only if they are **compatible**. If you have personnel of different affiliations together aboard your ship or facility, and the treaty or other card that is making them compatible is nullified, the personnel who are incompatible with the ship or facility are placed under *house arrest*. If all are compatible with the ship or facility, or at the same site on a Nor, or aboard your opponent's ship or facility, the minority group is placed under house arrest. (Incompatible personnel on a planet surface split into two Away Teams instead.) They remain under house arrest until they are transferred to a planet or to your compatible ship or facility, or they walk to another site.

Personnel under house arrest may not staff a ship, attempt missions, participate in battle, etc. (See **present**.) You place under house arrest only cards you control - never your opponent's intruders, captives, etc. House arrest may also occur when you acquire an incompatible personnel aboard a ship (e.g., from a Cryosatellite or The Naked Truth). However, you may not *voluntarily* place your personnel in a house arrest situation. For example, without a treaty, you may not report a Klingon to a Romulan Outpost or Romulan headquarters (or to a Neutral Outpost where you have Romulans present), beam your Klingons aboard your Romulan ship, allow your Klingons and Romulans to stop at the same site, report Dr. Telek R'Mor aboard your Klingon ship, or switch Major Rakal's affiliation to Federation while she is aboard a Romulan ship. See **treaties**.

HQ: Defensive Measures

For this objective, "attempting" to seed a copy of a mission means seeding a copy. For example, if both you and your opponent seeded ❖ Patrol Neutral Zone, they may attempt your copy. (Duplicated unique missions which are stacked are always considered "your mission.")

HQ: Ferengi Credit Exchange

This incident has three separate options: "score 2 points," "draw one card," and "place any one card from discard pile beneath draw deck." You may choose only one option for each Latinum discarded.

HQ: Orbital Weapons Platform

This incident may "fire upon" a target even if you do not have **damage** markers to place on it (you may not apply rotation damage instead), and may still exclude the target from battle. It may "fire upon" an opposing ship that was not participating in the attack; that ship becomes involved in the battle (and is therefore "stopped" afterward).

HQ: Return Orb to Bajor

The Mysterious Orb may be earned upon encounter by the personnel affected by this objective, but it may not be "returned to Bajor" for the card draw or points, because it cannot be "present" with that personnel on Bajor. See **encountered**, **present**, **stealing**.

HQ: Secure Homeworld

See **mission attempt**.

HTSBEG

Holographic Tal Shiar Barbering and Engineering Guild. Covert intelligence agency jointly operated by Romulans, Bolians, and disguised quantum singularity lifeforms. Rumored to have infiltrated Sector 001 Headquarters and to have significant influence on expansion plans in the quadrant. Recently scored a major coup by gaining control of communications and intelligence.

Hugh

This interrupt nullifies the attack of the Borg Ship dilemma (for the rest of the turn), not the Borg Ship dilemma itself. All cards targeted by the cancelled attack are "stopped." See **battle**, **Borg: *Borg-affiliation ships***.

HULL integrity

If a ship, facility, or dilemma has its HULL integrity reduced to 0, it is destroyed. See **damage**.

human

See **species**, **timeline disruption**.

humanoid

Humanoid (and the equivalent "alien") is not a distinct **species**, and cannot be targeted by a card with targets a particular species by name. No humanoid is the same species as any other card, even copies of the same card.

Hunter Gangs

See **zero**, **dilemma resolution - *targets***.

Husnock Outpost

You may seed more than one of these outposts at separate missions, but you may not build any additional ones during the game.

Hyper-Aging

See **quarantine**.

I Do Not Take Orders From You!

This interrupt cannot be used to kill Rogue Borg.

I.K.C. and I.K.S

I.K.S. is considered to be equivalent to I.K.C. For example, Kargan is the matching commander of both I.K.C. Pagh and I.K.S. Pagh, and the I.K.S. Maht-H'a may persona replace I.K.C. Maht-H'a.

I.K.C. T'Ong

This ship can report to any **spaceline end**, in any quadrant. It may report to a facility only if located at a spaceline end. The report with up to three personnel is *not* a **report with crew** action (full staffing is not required, and no equipment may report).

icons

In this Glossary, icons are represented by text in square brackets. Icon abbreviations are listed in Appendix B.

icons in game text

Game text may use an icon to refer to a trait of another card, such as a personnel or a card. Such a reference always refers to an icon in its normal location on a card, not to an icon within game text. For example, Q the Referee allows a card to play for free, meaning any card identified by the icon in its title bar (or with the icon added by Q the Referee). Saavik and Chula: Crossroads are not cards, even though they have the icon in their game text.

immune

If a card is *immune* to another card, it may not be affected by that card in any way. For example:

- An Event card that is "immune to Kevin Uxbridge" may not be nullified by Kevin Uxbridge.
- When Adapt: Modulate Shields is played on a Vidiian Harvester, your Borg may not be stunned or mortally wounded using that weapon, and it may not be be used to harvest their organs with Organ Theft.

Impersonate Captive

See **skills - modifying**.

impersonator

See **persona**, **infiltration icon**.

implant card

This phrase, used on Assimilation Table, refers to any card with the word "implant" in the title, such as Optical Implants.

Impose Order

After this mission has been solved, non-Borg players can "steal" its points back and forth from each other (slide the Mission card toward whomever stole the points last).

Impressive Trophies

See **selections**, **showing your cards**.

in orbit

A ship is *in orbit* or *orbiting a planet* when it is in space, undocked, at a planet location. A docked ship is not considered to be in orbit even if the facility is orbiting a planet.

in place of a card draw

See **card draw**.

in place of normal card play

See **card play**.

in play

A card is "in play" if it

- has been played or seeded face up; or
- has been exchanged for a card already in play; or
- has been activated by turning it face up (hidden agendas); or
- has been encountered like a dilemma or during a Q-Flash; or
- has been earned or acquired like an artifact (unless placed in the hand for later play);

  AND it has not left play.

A card in play may leave play by being discarded (to the **discard pile**, **bonus point area**, The Next Emanation, etc.), placed **out-of- play**, re-seeded (e.g., with Q-Type Android), relocated as a marker (e.g., a completed objective such as Assimilate Homeworld), or returned to a player's hand, draw deck, or side deck; it is then no longer "in play." (A card such as Jem'Hadar Shrouding may also specify that certain cards are not in play.) Any cards placed on (or under) or played on (or aboard) that card are treated likewise (except cards which are *exchanged* for a card in hand or *replaced* by another card, and cards which are protected from Borg timeline disruption; see **exchanging cards**, **Stop First Contact**).

Thus, a Personnel card is "in play" whether reported for duty, exchanged for another persona version, or recovered from an earned Cryosatellite. The personnel aboard a Cryosatellite are not "in play" until the Cryosatellite is earned and the personnel come aboard the ship. Personnel who are captured, in a Penalty Box, under The Nexus, "held" by a dilemma, or "lost" to Thine Own Self, are still in play.

Game text may say that a Personnel card placed in the point area is *in play for uniqueness only* - if non-universal, you may not report another copy of that personnel (or another version of that persona). Cards in **stasis** or in a **Temporal Rift** or Time Travel Pod are also considered in play for uniqueness only. The skills and other features of such cards may not be used. For example, Kai Opaka placed in your bonus point area with Duranja does not prevent Orb artifacts from being nullified; while in a Temporal Rift, 10 and 01 cannot nullify Computer Crash and The Emissary does not enhance the INTEGRITY of Bajorans in play. However, you may not play another copy of Kai Opaka, 10 and 01, or The Emissary (or any other version of the Benjamin Sisko persona) under these conditions.

When a personnel or ship leaves play, all previous effects on that card are cancelled (except use of a **once per game** function). If the same card is reported again, treat it as if it were a new copy of the card being reported. For example, replayed cards are "unstopped," a ship is undamaged and any RANGE used this turn is restored, a personnel is no longer affected by Frame of Mind, and one who has already "walked" this turn can walk again. When an effect depends on another card "in play" or when another term not specifying "present," "with," or "location" is used, it may benefit from either player's card (unless "your" or "opponent's" is specified, as with Ressikan Flute or Flaxian Assassin). Examples:

- Your opponent's Kareen Brianon enhances your Ira Graves' skills.
- Your K'nera scores points if either player's Korris or Konmel is killed in battle.
- Disabled cards and cards in play for uniqueness only cannot trigger such effects.

In the Zone

For this incident, the **points** you score during a turn are the net total of positive and negative points scored. The points that do not count toward winning are the last positive points scored during a turn in which you score more than 50 points. For example:

- You complete a mission for 45 points. Later that same turn, you complete a Cytherians dilemma for 15 points, for a total of 60 points. 10 of the 15 Cytherians points do not count toward winning.
- Reversing the previous example, you complete a Cytherians dilemma and then solve a 45-point mission on the same turn. 10 of the mission points do not count toward winning.
- Continuing the second example, you then score -5 points from The Higher... The Fewer in the same turn. You now have a net total of 55 points; 5 of the mission points do not count toward winning.

The effects of In the Zone, **Intermix Ratio**, and **Altonian Brain Teaser** are independent; each one could affect the same points. If you are affected by more than one of these cards, evaluate your points that count toward winning for each card separately; the lowest total is your current "points that count toward winning." Example:

- You are affected by both Intermix Ratio and In the Zone. You solve a mission for 30 points and earn a Ressikan Flute with 9 Music personnel in play. Your actual score is 75. For In the Zone, 25 Ressikan Flute points do not count toward winning, for a "winning score" of 50. For Intermix Ratio, 15 points do not count towards winning, for a "winning score" of 60. In the Zone thus limits you to 50 points counting toward winning.
- Next turn you score 15 bonus points for a total score of 90. For In the Zone, 25 points still do not count toward winning, for a "winning score" of 65. For Intermix Ratio, 30 bonus points do not count toward winning, for a "winning score" of 60. Now Intermix Ratio is the card that limits your score to 60 points toward winning.

incident

A card type similar to an Event card. It may play on and affect another card, or may play on the table to have a widespread effect on various aspects of the game. Most incidents have a lasting effect (unless the card is nullified or discarded according to its game text). Playing an Incident card uses your normal card play.

Incoming Message

See **outpost**, **docking**.

Incoming Message: Attack Authorization

If you use this interrupt to attack your own ship when using a Battle Bridge side deck, you may draw and use a current tactic. The single current tactic applies to both the attacking and defending ships. However, if either of your ships is damaged, damage is applied as usual from your *opponent's* Battle Bridge side deck (or rotation damage if they have no side deck). See **battle - ship**.

infiltration icon

Your personnel who has a diamond shaped infiltration icon may infiltrate your opponent's cards, if your opponent has played or seeded face-up a card of that affiliation or faction, in one of two ways:

- It may report to your opponent's side of the table, to a facility (and crew or Away Team, if any) which it will be compatible with when infiltrating (regardless of quadrant); or
- It may report for duty normally, and infiltrate later in the game, during either player's turn, if present with an opponent's crew or Away Team which it will be compatible with when infiltrating.

If your opponent has not played or seeded face-up a card of that affiliation or faction, you may not infiltrate their cards with that personnel. See **faction**.

When your personnel starts infiltrating, its affiliation changes to match that of the infiltration icon (or gains that icon, in the case of a faction) and it becomes an infiltrator.

- The infiltrator is part of your opponent's crew or Away Team, but is still under your control. For example, your opponent may not treat the infiltrator as "his personnel" to benefit from hand weapons. (Your infiltrator may not take your equipment into your opponent's Away Team.)
- The infiltrator is subject to your opponent's cards which allow compatibility. For example, your Lovok Founder may infiltrate your opponent's cards if your opponent is playing Romulan and has a Federation-Romulan Treaty in play.
- Your opponent may not treat your Infiltrator as an intruder (e.g., their cards cannot initiate battle against your infiltrator, and vice versa). However, you may treat your infiltrator as an intruder for cards such as The Walls Have Ears.
- Whenever any of the opponent's personnel present take any action (e.g., beam, attempt a mission, initiate a personnel battle), your infiltrator may choose whether or not to participate (or to contribute to ship staffing requirements). They may also move independently, during your opponent's turn, by beaming, walking, etc. They may control the opponent's transporters and SHIELDS long enough to move or beam himself to, from, or between your opponent's ships, facilities, etc. They may not take any other actions unless specifically allowed by a card.

Your infiltrator stops infiltrating if they are "exposed" during either player's turn, either voluntarily; by a card such as

Caught Red-Handed; by being present with any true or mirror **version** of the **persona** they are impersonating; or by returning to your own crew or Away Team. When exposed, that personnel reverts to its previous affiliation and is no longer an infiltrator; if aboard the opponent's ship or facility, they becomes an intruder. They cannot infiltrate again until after being away from (not present with) all of the opponent's personnel.

If an incompatibility situation arises where your infiltrator would be placed under **house arrest** by your opponent, the infiltrator may choose to be exposed instead.

infiltration-related

any non-personnel card whose gametext mentions "infiltrating", "infiltrator(s)", or "infiltration icon(s)" (ignoring the ordinary **related** rule.).

infiltrator

A personnel with an **infiltration icon** is not an infiltrator unless they are actually infiltrating the opponent's cards. A personnel who is infiltrating cannot oppose the opponent's cards unless allowed by a card. Mirror versions of personnel are not impersonators or infiltrators. See **persona** - *Mirror versions*.

insert into spaceline

When a card is allowed to be *inserted* into the spaceline, it may be placed at either end of the spaceline or between two cards already on the spaceline.

Intelligence

the terms "Intelligence" and "any Intelligence" refer to any of several skills: FCA, Intelligence, Klingon Intelligence, Memory Omega, Obsidian Order, Section 31, Tal Shiar, V'Shar. If a card requires multiple Intelligence skills ("any 3 Intelligence") you may use any combination of Intelligence skills to meet the requirement.

Intercept Maquis

See **WEAPONS**.

Interceptor

Some ships of this class have a variable RANGE. For example, Bajoran and Alliance Interceptors have RANGE 5+X, where X=4 if moving within a region. When you move one of these ships from a location in a **region of space** to another location in the same region, without "flying past" any location that is not part of the region (e.g., an inserted ❖ Space), your maximum available RANGE is 9 (less any RANGE already used that turn). At all other times (including when the ship is not moving), your maximum RANGE is 5, less the RANGE used that turn.

Thus, when moving from Kressari Rendezvous (Cardassia Region, span 2) to Establish Station (no region, span 5), your RANGE is 5 and will be exhausted by the move. When moving in the other direction, your RANGE is also 5, and at the end of the move your remaining RANGE is 3. If you then make a separate move from Kressari Rendezvous to the adjacent Orb Negotiations (Cardassia Region, span 4), your RANGE at the start of the move will be 7 (9 - 2 used), and at the end your remaining RANGE will be 3 (for further moving within the region). Rebel Interceptor work the same way except RANGE is 6+X and X=3 if moving within a region.

Some interceptors also have the ability to take off or land once each turn. If another card allows the ship to land or take off, it does not use up the one landing or takeoff per turn allowed by the ship's own game text. For example, if Establish Landing Protocols is in play, the ship may land or take off once per turn using its own text, and land or take off once more per turn using the event's text (and using 1 RANGE).

Nine of Eleven (Interlink Drone)

This personnel enables **skill-sharing** within a **hive**.

Intermix Ratio

This event prevents bonus points in excess of your non-bonus points from counting toward a winning score (but does not cancel them). See **points**, **In the Zone**. Example: You have 20 non-bonus points and 80 bonus points. 80:20 is greater than a 1:1 ratio, so the excess 60 bonus points do not count toward winning. A total of 40 points (20 non-bonus + 20 bonus) count toward winning. However, if you encountered the Dead End dilemma, you would pass it, because you actually have 100 points. If you score another 30 non-bonus points, you now have 50 non-bonus points and 80 bonus points. The excess is now only 30 points, and 50 of the bonus points count toward winning, so you win with 100 points.

Your bonus point total is the total of your positive and negative bonus points; e.g., if you have 45 bonus points and then lose 10 points to Edo Probe, your bonus point total is 35. If your bonus point total is negative, you have no "excess bonus points" and the ratio will be negative (less than 1:1), so Intermix Ratio has no effect on your score.

Interrogation

You do not lose any points already scored with this event if the interrogated personnel is rescued. For example, if on three successive turns your opponent answers "Four," "Four," and "Five," you score a total of 12 points (1+1+10) and then return the captive to your opponent's outpost. See **Madred**, **outpost**.

interrupt

A card type which generally has a temporary impact on the game, and is then discarded (though a few remain in play permanently or until a **countdown** has expired). An interrupt does not use your normal card play. You may play as many interrupts as you like, during either player's turn, and at any time between other actions.

Some Interrupt cards specify that they respond directly to another action, allowing them to literally "interrupt" that action (for example, to nullify it). See **actions - interrupting**.

Into the Breach

Because all damage is resolved as a group, this Q-icon event will not repair a ship that has received enough damage to destroy it. It does not affect ships or the Borg Ship dilemma. See **Borg: *Borg-affiliation ships***

intruder

Your personnel aboard a ship or facility controlled by your opponent is both an Away Team member and an intruder. Rogue Borg interrupts aboard any ship or facility are also intruders (unless **Lore Returns** makes them its crew). Intruders cannot attempt or scout missions.

Intruder Alert!

Activating this incident is not a valid response to the play of Rogue Borg. See **hidden agenda**, **Intruder Force Field**, **protecting cards**.

Intruder Force Field

When this event"reverses Telepathic Alien Kidnappers affecting you," interpret your opponent's Telepathic Alien Kidnappers as though you had played it. That is, *you* now guess a card type at the end of each of *your* turns and point to a card in your *opponent's* hand. Only one copy may affect Telepathic Alien Kidnappers each turn (the copy played by the opponent of the player using Telepathic Alien Kidnappers). See **cumulative**.

This event disables Rogue Borg unless there are at least three aboard your ship. This effect may be extended to personnel **intruders** with **Intruder Alert!**

invalid card plays

See **actions - step 2: responses**.

Invasive Beam-In

See **landed ship**, **Transporter Skill**.

invasive transporters

A type of ship's special equipment. It has no built-in functions, but is activated by the Invasive Beam-in card.

Investigate Incursion

This mission is worth extra points if an appropriate Borg-related card is at that spaceline location when the mission is solved. See **report with crew**.

Investigate Legend

An outpost at this location is in space and thus is not cloaked. See **points**, **cloaking and phasing**.

The 2 Youth discarded to solve this mission can be part of the 3 Youth used to fulfill the first part of the mission requirements. You may score a maximum of 15 points from Assign Mission Specialists, even if you solve with five different Youth mission specialists. Discarding a personnel card does not use its skill.

Isabella

This interrupt does not affect ships. The ship is destroyed at the end of the next **turn** of the player who plays the interrupt. See **Borg: *Borg-affiliation ships***.

Ishka

See **skills - modifying**.

Isolytic Burst

When this **tactic** is your current tactic and you **hit** your target, the current tactic is placed as the first damage marker. It kills one personnel with its damage text, plus an additional personnel according to its game text. Additional copies placed as damage markers take only one casualty.

The Issue is Patriotism

This Q-icon interrupt forces you to initiate a battle *only* if opposing ships or Away Teams are already present together at any location; if not, discard the interrupt without effect. You are not required or allowed to move a ship or personnel to another location in order to initiate battle. "Opposing Away Teams" may include any two groups of opposing personnel, whether crew or Away Team.

Issue Secret Orders

This objective requires the owner of the ship and crew to use them to move to and attempt the targeted mission. The infiltrator's owner does not control the ship and crew. See **actions - required**.

The opponent must attempt the mission targeted by this objective "if possible." That means the mission must be attemptable by the opponent's affiliation and must not have been made unattemptable (e.g., with I Tried To Warn You).

In general, the entire crew must participate in the attempt. However, affiliated personnel cannot be forced to beam to Qualor II Rendezous; since they would be placed in stasis upon beamdown, it is not possible for those personnel to attempt this mission.

Jake and Nog

This **dual-personnel card** cannot probe for Visit Cochrane Memorial because it contains only one human with ENGINEER x1/2. The other "half ENGINEER" is Ferengi species. However, they could build a Ferengi Trading Post if in Ferengi mode, because together they have one Ferengi-affiliation ENGINEER skill. See **skills**.

James T. Kirk

See **Captain's Order**, **helps**.

Ja'rod

See **skills**.

Jean-Luc Picard (First Contact)

This personnel is not **Borg**.

Juliana Tainer

This personnel is unaware that she is an android. She becomes aware if she is in a situation which either requires an android (and no other androids are present) or treats androids differently from regular personnel. Once she becomes aware, she

can use her full CUNNING and STRENGTH but is "stopped" for the rest of that turn. Cards that affect androids affect her (making her aware) even if she is unaware that she is an android. For example, she becomes Non-Aligned when **Lore's Fingernail** is in play.

"just"

See **actions - "just"**.

just encountered

See **actions - step 1: initiation**.

just initiated

See **actions - step 1: initiation**.

just played

A card has been "just played" when the card play has been initiated, but before it has its results. See **actions - step 1: initiation**.

Kahlest

See **present**.

Kai Winn

See **characteristics**.

Kal-Toh

See **verification**.

Kazon

An **affiliation** and a **species**.

The Kazon affiliation is composed of different sects, such as Kazon-Nistrim and Kazon-Ogla. The sects represent factions of the affiliation, not different species, e.g. Culluh and Karden belong to different sects, but are both Kazon species, while Seska (in Kazon affiliation mode) is a member of the Kazon-Nistrim sect but Cardassian species. See **battle - affiliation restrictions**, **affiliation and species**.

K'chiQ

This personnel cannot select a skill when recovered from a Cryosatellite, because she is not reporting for duty. At the start of your next turn you may change her "no skill" to any regular **skill**. See **report**.

Keldon Advanced

See **attribute enhancement**, **use (skills)**.

Ketracel-White

This Equipment card prevents the **White Deprivation** incident from affecting personnel. It has a **countdown icon** 3 which counts down only if any personnel are present with the equipment (even if White Deprivation is not in play). If no personnel are present, all Ketracel- White cards stay at their current count. Unless *rationed* by a Vorta, all Ketracel-White cards present with any number of personnel count down at the end of each of your turns.

For example, three Ketracel-White cards will all count down at the end of your turn, whether you have one personnel present or ten. At the end of the countdown, a Ketracel-White card self-nullifies and is discarded.

Rationing: If your Vorta is present with multiple Ketracel-White cards and at least one personnel at the end of your turn, they may "ration" them so only one counts down. Select one card to count down (turn it 90 degrees).

The rest stay at their current count. You may select a different card each turn, leaving one countdown for each card "unused" so the card is not discarded. If you let any card count down for three turns, it self-nullifies and is discarded as usual.

Resetting: Primary Supply Depot and Remote Supply Depot both "reset" countdowns of Ketracel-White aboard. You must carry or beam unexpired cards from your ship to the outpost to reset the countdowns. While aboard the outpost, they count down normally at the end of your turn (if a personnel is present) but immediately reset.

Kevin Uxbridge

This interrupt may be played as a response to the play or activation of an event.

Kevin Uxbridge: Convergence

This interrupt nullifies all unprotected events at the spaceline **location** where it is played. It may be nullified by Q2. This interrupt may be played as a response to the play or activation of an event. See **card titles**, **card types**.

Khan

See **any**, **does not work with**, **playing an affiliation**.

killed

See **discarding**.

Kira Nerys

This personnel's fourth skill is Navigation x2 and she is a former member of the Shakaar resistance cell. The Reflections foil version is misprinted ("Navigation" and "Skakaar").

Kivas Fajo

"NO INTEGRITY" on this personnel is an **undefined attribute**. An "unduplicated artifact" is one that is not duplicated anywhere in play. An artifact just earned is not **present** unless it joins the crew or Away Team. Making "parallel use of opponent's Palor Toff" means that each time your opponent plays Palor Toff - Alien Trader, you must also use that card's game text, if possible (i.e., you must retrieve a non-Personnel card from your own discard pile). A Countermanda suspending your opponent's Palor Toff does not affect your discard pile.

Klaestron Outpost

This **outpost** does not provide a built-in treaty, nor does it require a treaty for use. Like all **multi-affiliation cards**, you must declare its affiliation when seeded or played (at a mission bearing that affiliation icon), and may switch the affiliation as a game action during play. At any time, personnel aboard and ships docked at the

outpost must be compatible with the outpost's current affiliation.

Klingon

An **affiliation** and a **species**. See **affiliation and species**, **battle - affiliation restrictions**.

Klingon Civil War

Points scored with this event are based on the printed values of WEAPONS and SHIELDS on the Ship cards destroyed. No modifiers are applied.

Klingon Death Yell

Either player may play this interrupt when any Klingon with Honor dies, subject to normal timing rules. You do not need to actually yell to score the points.

Klingon Outpost

See **outpost**.

Klingon Painstik

If this interrupt is played to prevent a unique personnel from being reported for duty again, it prevents reporting of any instance of that **persona**. Because persona *replacement* and morphing of one Founder into another are not reporting for duty, this interrupt will not prevent such exchanges from taking place.

Kova Tholl

Retaliation against an opponent's attack may include *returning fire* (see **battle - ship**), attempting to kill opposing personnel (e.g., by playing Phaser Burns or choosing to mortally wound an adversary; see **battle - personnel**), and *counter-attacking* on your next turn (see **battle**). If you return fire or attempt to kill opposing personnel during the battle, you may not score Kova Tholl's points. Once you score the points, you may not counter-attack.

Kressari Rendezvous

See **discarding**.

Kurlan Naiskos

This artifact requires the original seven **personnel types** (OFFICER, ENGINEER, SCIENCE, MEDICAL, SECURITY, CIVILIAN, and V.I.P.). See **attribute modifiers**.

La Forge Maneuver

"If the next action is an attack against that ship" refers to the next action of the player who played this interrupt (or to an attack by a dilemma). If your opponent takes an action immediately after you play La Forge Maneuver on his ship, it does not cancel La Forge Maneuver's effect.

Lack of Preparation

On this dilemma, "Non-Borg" and "Borg" refer to the player, who is "playing a non-Borg affiliation" or "playing Borg affiliation." For a Borg player, the three required subcommand icons may be provided by one or more personnel. For example, the Borg Queen can overcome this dilemma. See **playing Borg**.

To get past this dilemma, the non-Borg player must have been able to meet the mission requirements when the *current* **mission attempt** began (not when the mission was first attempted).

Lal

See **report**, **skills - modifying**.

landed ships

A ship may not land unless allowed by its own text (e.g., Vulcan Lander) or that of another card (e.g., Engage Shuttle Operations, Establish Landing Protocols). Landing and taking off use RANGE only if specified by the card allowing it to land. For example, the Vulcan Lander uses 1 RANGE to land or take off; the Bajoran Interceptor uses none. See **carried ships**.

Unless a card (such as Orbital Bombardment or Breen CRM114) explicitly allows it, a landed ship may not attack or be attacked by a ship in orbit, and also may not attack or be attacked by an Away Team. A landed ship may not be targeted by any card that targets a ship, unless the card specifically allows it to **target** a landed ship. Thus, landed ships are immune to cards such as Temporal Rift, Loss of Orbital Stability, Wormholes, Warp Core Breach, Magic Carpet Ride OCD, Rogue Borg Mercenaries, etc.

Cards may beam to and from a landed ship even if a card (such as Invasive Transporters or Transport Drone) is required to enable the transport. Such cards do not target a ship but simply allow beaming through SHIELDS. Cards *may* report aboard a landed ship (if reporting is allowed by card text).

Lansor

When this personnel reports, you may download Marika and/or P'Chan if each is not already **in play**. You must discard Lansor at the end of any player's turn unless both Marika and P'Chan are in play. Either player's Marika or P'Chan in play prevents a download and keeps Lansor from being discarded. Marika's and P'Chan's skills and restrictions work similarly.

launching ships

See **carried ships**.

Launch Portal

This doorway allows you to launch any **carried ships** at the time you play the doorway, even without Engage Shuttle Operations in play. It may download Engage Shuttle Operations: Dominion. See **card titles**, **characteristics**. It does not allow you to break a **quarantine**.

leader

A *leader* for **battle** (or for a card referring to a leader) is any personnel with Leadership skill or with OFFICER skill or classification; or any personnel allowed by a card to act as a leader (e.g., Prepare Assault Teams). Being a leader does not confer Leadership skill on a personnel. A personnel such as Lon Suder who is allowed to initiate battle is not a leader.

The Borg affiliation may *not* use a leader instead of a personnel to initiate battle. However, for cards that specifically require a leader, the Borg must use a leader as defined above.

leaving play

See **in play**.

Li'seria

See **Son'a ships**.

Live Long and Prosper

If this interrupt returns to your hand a personnel who scores points upon dying (e.g., Aamin Marritza), you do not score the points.

location

There are two kinds of locations: spaceline locations (e.g., missions and Bajoran Wormhole) and time locations (e.g., Montana Missile Complex). Site cards are not "locations" for gameplay purposes. A card that refers specifically to spaceline locations (e.g., The Traveler) does not include time locations, and vice versa. Locations may be planet, space, or "unspecified type" (created by cards such as Bajoran Wormhole, Black Hole, Gaps in Normal Space, or **Supernova**).

Cards may be "at the same location," whether in space, aboard one or more ships, facilities, or sites, on a planet, in an Escape Pod, etc. (Cards seeded face down cannot affect or be affected by other cards at the same location until encountered or earned, or unless a card explicitly allows interaction with a seeded card.) Unless otherwise specified, this definition includes *both* players' ships and personnel, and no treaties are required for cards to be "at the same location." See **present**, **here**. Examples:

- Zalkonian Vessel will kill either player's John Doe.
- Ves Alkar can gain Diplomacy from an opponent's female Empath.
- The two leaders for Arbiter of Succession may belong to either or both players.

Locutus' Borg Cube

See **Borg Cube**.

Locutus of Borg

See **counterpart**.

Lon Suder

This personnel's special skill allows him to initiate a personnel battle in place of a **leader**.

long-term effects

A long-term effect (on a personnel or ship) is one that lasts until the end of the turn or longer, or until cured or nullified. Examples are Brain Drain and REM Fatigue Hallucinations. The death of a personnel is not considered a long-term effect. See **discarding**.

Long-Range Scan Shielding

A type of ship's **special equipment** which renders a ship immune to Long-Range Scan.

lore

This text, appearing on many card types, presents background information about the characters, ships, and other elements of the Star Trek universe. Lore sometimes contains terms that are relevant to gameplay, such as persona identification, matching commander information, species, ranks and titles, etc. However, mention in the lore of a term which is the name of a skill (such as Tal Shiar) does not confer that skill on a personnel and doesnot satisfy a requirement for that skill. See **use (skills)**, **characteristics**.

Lore

When either player has this personnel is in play, the STRENGTH of every Rogue Borg in play is doubled, and all numerical features of all **Crystalline Entity** dilemmas seeded or encountered by either player are doubled (see **dilemma resolution**). Two Lores in play do *not* quadruple Rogue Borg and Crystalline Entities. However, Lore and Crosis may each double the STRENGTH of the same Rogue Borg. See **Rogue Borg Mercenaries**, **cumulative**.

Lore's nemesis is Dr. Soong, Data (First Contact), and/or Data and Geordi (dual-personnel card). See **nemesis icon**.

Lore Returns

When you play this event on a ship, your Rogue Borg take control of that ship. They may move it and initiate battles regardless of staffing or leader requirements. The use of the name "Lore" in the game text is a reference to the event itself, not to the Lore personnel card.

Lore's Fingernail

This event allows any android to report for duty as Non-Aligned. For example, with Lore's Fingernail in play you may report Data to an outpost after Earth has been assimilated. See **loses affiliation**, **Stop First Contact**, **Juliana Tainer**.

loses affiliation

see **become**.

losing battle

See **battle - personnel**, **battle - ship**.

Loss of Orbital Stability

see **in orbit**, **undefined attributes**.

Lumba

This personnel is female. See **skills - modifying**.

Madam Pulaski

This personnel's special skill gives you additional points for each unique mission you solve which was seeded by *both* players (i.e., both players seeded a copy of the same mission), not all unique missions seeded by either player. She must be **in play** when the mission is solved (but need not be present).

Madred

This personnel does *not* have Obsidian Order skill. See **lore**, **use (skills)**, **Non-Aligned**.

This personnel may add 1 to Interrogation or Torture only when Madred and the captive are both aboard the same outpost. If he adds 1 to **Interrogation**, you score 2 points each time your opponent resists interrogation, and 11 points if they

comply and you return the captive to them. If he adds 1 to Torture, your opponent loses 1 extra point each turn (the point box reads -7; if Madred "adds 1" for each of the three turns of the countdown, your opponent loses a total of 10 points).

Magic Carpet Ride OCD

This artifact may relocate a docked (but not landed) ship at its location. If the ship is docked at its opponent's Nor, its crew disembarked on the Nor are an Away Team and subject to relocation with the ship. Any Away Teams associated with the ship are relocated to the planet surface at the new location. See **Away Team and crew**.

The owner of this artifact must use its game text immediately upon either player earning or acquiring the artifact. If there is no ship at the location to relocate, or if they choose not to do so, the artifact is discarded.

Major Rakal

Her attribute adjustments in Federation mode are a special skill. See **Assign Support Personnel**.

Makbar

See **dilemma resolution**.

Make It So

This incident does *not* restore a ship's RANGE when it "unstops" the ship and crew.

Make Us Go

The ENGINEER who passes this dilemma is relocated from the ship or planet (even though at the same location).They may not use or share skills. See **quarantine**. If the dilemma is cured, the ENGINEER returns to the crew or Away Team that cures it (not necessarily to where it was encountered).

Mandarin Bailiff

You may "post bail" for this Q-icon dilemma by transferring **points** to your opponent even if your score is zero or less. This will give you a negative score. "Transferring points" means that you lose points, while your opponent gains points.

Manheim's Dimensional Door

When this doorway allows a card to be played during a "temporal hiccup," that card may itself be suspended and allow another card to be played, and so on. It is suggested that you take the suspended cards and put them in a stack. When no more temporal hiccups occur, resolve the suspended cards in order from the top of the stack to the bottom. Each card play may be responded to normally, and a card may be played that affects an earlier, suspended card play. See **actions - step 2: responses**.

Example:

1. I play K'chiQ. You show a K'chiQ from hand; mine is suspended.
2. You play Palor Toff. I show a Palor Toff; yours is suspended.
3. I play Q's Tent. You show a Q's Tent; mine is suspended.
4. You play Q's Tent (the same one you showed earlier). I show no Q's Tent (my original one has been set aside and is not in my hand), so the card plays start to resolve.
5. Your Q's Tent resolves; you retrieve Wrong Door from your Tent.
6. I attempt to resolve my Q's Tent, but you respond with Wrong Door. I play Amanda Rogers to nullify your Wrong Door. My Q's Tent resolves and I retrieve a Countermanda.
7. You attempt to resolve Palor Toff. I play Countermanda, suspend your Palor Toff, and take three cards out of your discard pile. Your Palor Toff resolves; if no card remains to retrieve, simply discard Palor Toff.
8. My K'chiQ resolves and reports for duty.

Treat this doorway as if it read, "...whenever any player has a card in hand matching one just played *face up* by opponent..." Thus, you may not use the Manheim effect when a hidden agenda is played (because it must be played face down, and is immune to "general use cards") or activated (because it was not "just played"). A "matching" card is a **copy**.

Marika

See **Lansor**.

Martia

See **shape-shifter**.

Masaka Transformations

If you have earned an artifact that is placed on the bottom of your draw deck due to this event, you may still play that artifact if you later draw it back into your hand. You must be able to verify that the copy you draw is the same copy that you placed under your deck.

The Mask of Korgano

Playing this event on a unique personnel does not allow you to bring another copy of that personnel (or any other instance of the same **persona**) into play at the same time. The presence or absence of an icon does not affect the underlying persona.

Mas'ud

This personnel may download Ceti Eel to the adversary he just stunned only if your Khan is present, only to a non-, non-android personnel, and only if you have placed fewer than two Ceti Eels on personnel this turn, as required by Ceti Eel's text.

matching affiliation

Two cards are of *matching* affiliation if their **affiliation icons** are the same. For example, if you have a Romulan/Cardassian treaty in play, your Cardassians *match* your Nor, but your Romulan and Non-Aligned cards do not (they are, however, **compatible**). If a site refers to a matching personnel, it means matching the affiliation of that facility. See **loses affiliation**.

When a Nor or ship is commandeered and its affiliation changes to match one of the commandeering personnel, treat it as though the new affiliation icon were

printed on the card. For example, if you commandeer your opponent's Cardassian Terok Nor with a Romulan Away Team, it now conceptually has a Romulan icon; your Romulan cards now match the station's affiliation, while your opponent's Cardassian cards do not.

A personnel matches a mission's affiliation if they haves one of the affiliation icons printed on the card (or added conceptually by a card such as Bribery or Arandis). A personnel matches a homeworld's affiliation if they are of the affiliation that belongs to that homeworld. For example, Cloaked Mission (Romulus) is the Romulan homeworld, but has a affiliation icon. Gowron matches the mission's affiliation (icon), while Tomalak matches the homeworld's affiliation.

matching commander

A personnel is a matching commander for a ship or facility if either card both names the other in lore and states that that personnel is (or was) the commander or captain of that ship or facility. (Also, a few personnel, such as Rinnak Pire and Regent Worf, have special game text that allows them to act as, or assign another personnel as, a matching commander.) The term "facility commander" refers to a facility's matching commander.

For example, Worf (First Contact) and Kudak'Etan are both matching commanders for all ship cards with the title U.S.S. Defiant, but not Stolen Defiant. All cards with the title "Benjamin Sisko" are matching commanders for U.S.S. Sao Paulo—but substitutes like Ben Sisko and The Emissary are not. See **named in lore**.

A statement that a ship "transported" or was "used by" a personnel does not qualify that personnel as a matching commander. Kivas Fajo is not a matching commander for Zibalian Transport, but he is matching commander of Jovis.

Unless otherwise specified (e.g., Cha'Joh), a ship can only gain benefits from one matching commander at a time. To gain matching commander benefits, the matching commander must not be disabled, in stasis, or under "house arrest".

A few ambiguous cases require clarification: Dathon is a matching commander for Tama. Dukat is a facility commander of **Terok Nor**. The Intendant is a facility commander for Mirror Terok Nor, but not Terok Nor in the Alpha Quadrant.

Matthew Dougherty

See **helps**.

meeting requirements

You choose which personnel to use to meet mission and dilemma requirements. Any "excess" personnel are not required to apply their skills, etc. toward meeting the requirements. Thus, a personnel with Picard's Artificial Heart will not die when facing a dilemma with a STRENGTH requirement if you can satisfy the requirement with other personnel in the Away Team.

Memory Wipe

This event implements a special play environment when playing Starter Deck II vs. Starter Deck II. You and your opponent must each seed the card and may not nullify it. This allows each player's cards of different affiliations to mix without having to use one or more Treaty cards. It may also be used in the normal play environment for either function, but your opponent is not required to use it and either player is free to nullify it. See **Away Team and crew**, **become**, **Stop First Contact**, **multi-affiliation cards**.

Mickey D.

This personnel automatically wins a Royale Casino side game for you if he is in your Away Team attempting the mission (not if he is in your hand).

Mila

This personnel cannot download an **artifact** used as equipment.

Mining Survey

If you add an affiliation icon to this mission (e.g., a icon with Bribery), you may attempt it with that affiliation without controlling a Nor with Ore Processing Unit there.

Miracle Worker

This skill includes **Transporter Skill**.

Mirasta Yale

This personnel may not be reported normally, by downloading, by Devidian Door, etc. She may *only* be brought into play by seeding like a dilemma under Malcor III (the mission First Contact). Unlike a personnel seeded like an artifact, she enters play immediately when **encountered** by an Away Team during a mission or scouting attempt, even though the mission is not solved, joining the Away Team, forming a separate Away Team, or being captured as appropriate (see **personnel - seeded**).

Mirror Image

When this hidden agenda event is activated in response to the play of one of the target cards, the target card immediately takes effect for all players. For example, if Kivas Fajo - Collector is played and Mirror Image is activated in response, each player must choose someone to draw 3 cards. If they both choose the *same* player, that player must draw 6 cards. Revealing this event is not a valid response to your opponent encountering Thought Fire. See **actions - step 2: responses**.

This event is a successful probe for an or icon, even though the icons appear reversed.

Mirror Quadrant

Missions in the Mirror Quadrant have the Mirror Quadrant icon in their point box. (These missions are sometimes also identified in their lore as belonging to the mirror universe.)

mirror universe

The mirror universe is represented by the Mirror Quadrant. (The normal universe is represented by the Alpha, Gamma, and Delta Quadrants.) In general, the Mirror Quadrant functions exactly like other quadrants (for example, to report a card to a facility or its site, both the card and the facility must be native to the quadrant; cards that allow travel between "normal" quadrants also allow travel to and from the Mirror Quadrant).

M cards are often written from the perspective of the mirror universe. When a M card refers to a planet by name, it means the Mirror Quadrant version of that planet. All other named references to planets (in lore or gametext) mean the normal-universe versions of that planet (unless otherwise specified). For example, The City of B'Hala may seed only at the Alpha Quadrant version of Bajor (Alter Records); Mirror Terok Nor, which has the M icon, may seed only at the M version of Bajor (Disrupt Alliance).

However, when game text refers to cards *matching the affiliation of a homeworld* (or vice versa), it applies only to cards that also *match the universe of the homeworld*. For example, HQ: War Room on the mirror universe Bajor will enhance the attributes of your M Bajorans, but not your Alpha Quadrant Bajorans (regardless of which quadrant the personnel are located in); Homefront on mirror-universe Bajor will allow you to download only M SECURITY personnel; downloading cards with Defend Homeworld depends on your M card being attacked at mirror-universe Bajor; and Assimilate Homeworld requires a counterpart matching the homeworld's universe and affiliation.

Also, if an Assimilate Homeworld objective is completed on Bajor in the mirror universe, mirror-universe Bajorans may not report to any outpost for the rest of the game, but normal universe Bajorans are not affected and may still report to outposts in the normal universe.

Borg timeline disruption does not affect cards native to the mirror universe. See **Stop First Contact**, **Hero of the Empire**.

Some cards refer to "opposite quadrant;" the Alpha Quadrant is the opposite of the Mirror Quadrant, and vice versa. See **corresponding**.

mis-seeds

If you seed, under one mission:

- more than one **copy** of the same dilemma (or card seeded like a dilemma): the first has its normal effect, the second is a mis-seed.
- more than one artifact (whether duplicates or not): all your artifacts there are mis-seeds.
- more than one copy of a card seeded like an artifact (such as personnel at Rescue Prisoners): all copies are mis-seeds. (Personnel may not be seeded in duplicate, even if they have a universal icon.)

If you *and your opponent* each seed an artifact, or a copy of the same card, under one mission, each has its normal effect (unless it is not duplicatable; see **unique and universal**).

When a mis-seed is revealed during a mission, scouting, or commandeering attempt, it is placed **out-of-play**. Mis-seeds are not **encountered**; for example, a mis-seeded dilemma may not be replaced with a Q-Flash using Beware of Q.

If you reveal your own mis-seeded card under any mission, you may not solve that mission (or complete any objective targeting it) for the rest of the game. (If you reveal your own mis-seeded card under **Empok Nor**, you may not commandeer that Empok Nor while it is uncontrolled.) Revealing your opponent's mis-seeds, or your opponent revealing your mis-seeds, does not affect your ability to solve a mission or commandeer Empok Nor.

Mis-seeds include (but are not limited to) any cards which may not be seeded beneath a mission (such as Event cards), which were placed under a mission as a bluff, multiple copies of the same card seeded under one mission by a single player, multiple artifacts seeded under one mission by a single player, space dilemmas revealed from beneath planet missions (and vice versa), and personnel with no game text allowing them to seed (such as Mirasta Yale under a mission other than First Contact).

If cards you seeded legally become mis-seeds later in the game, they will not affect your ability to complete a mission. For example, using a Pla-Net to discard a Cryosatellite will not make any personnel seeded with the artifact prevent you from completing the mission (but you may not earn the personnel).

mission

A card type representing a location in space, in the present time of the Star Trek universe, where missions and objectives can be accomplished and battles may take place. There are three kinds of missions: space , planet , and **dual-icon missions** .

During the mission **seed phase**, missions are laid out in one or more **spacelines** representing different quadrants of the galaxy. A mission's quadrant may be determined from its point box (if any). Gamma, Delta, and Mirror Quadrant missions have a Γ, Δ, or M symbol in their point boxes. Missions with no symbol (or no point box) are Alpha Quadrant missions. All missions may be seeded only on the appropriate spaceline. Missions may only be seeded, not played (unless expressly allowed by rule; see (including **Q's Planet**; **Persistence of Memory**) Missions (and other spaceline locations) may not be moved between quadrants by cards that relocate locations.

A mission's lore may indicate that it belongs to a specific **region of space** (locations in the same region must be seeded adjacent to each other).

You may seed multiple copies of missions with the universal ❖ icon, but only one **copy** or **version** of a unique mission **persona** (without the icon); if a unique mission is a copy or version of one your opponent has seeded, stack your mission **card** on top of their's to form a single location.

Mission cards are designed with relevant information facing both players. A summary of the mission faces your opponent; complete information faces you. Sometimes the information facing your opponent is intentionally different from the information facing you. Unless otherwise specified by a card, each player is affected by the following only on the end of the mission facing them (and only on their copy, if both players seeded a copy or version of the mission): mission requirements, special instructions (italic game text), affiliation icons (or other indication of who may attempt a mission), point box, and span. Thus, Construct Depot may not be attempted or scouted by the opponent, because the opponent's end has no affiliation icons or text enabling an attempt, and no point box. Any information not normally included in the opponent's mission summary, including quadrant icons, and icons, and the mission name and lore (including regions) apply to both players. Icons (or game text) at each end of the Mission card indicate which affiliation(s) or other groups can attempt the mission. Game text also lists the requirements (skills, attributes, and other features) you must meet to complete (solve) the mission. (If there are no such icons or game text, or no requirements, that mission cannot be attempted.)

Game text in italic type on a mission card represents special instructions for use of the mission (not requirements for solving the mission). Unless the text specifies when it takes effect (e.g., "when mission solved"), it is always in effect. For example, no ship-to-ship beaming is allowed at any time at Quash Conspiracy, before or after the mission is solved. *All* special mission text applies even when the mission is attempted and solved with alternate requirements (e.g., Subjugate Planet). See **Reunion** , **mission attempt**.

You may not reduce a mission's point value to less than zero (e.g., with The Sheliak and Hero of the Empire). A mission without a point box has no point value (it is undefined) and thus is not affected by cards that change mission point values.

Converting to Space

When a card allows you to convert a planet mission to a space mission, the following things happen:

- The icon is replaced with a icon (or, if a dual-icon mission, the icon is removed.)
- If you completed (or scouted) the mission, then you have completed (or scouted) a space mission.
- All cards on the planet are destroyed.
- Any card which has been played or placed on the planet is destroyed if its conditions for being played or placed there include any of:
    - on a planet
    - on a planet mission
    - on a planet location
    - on that planet by name *(for example, Hotel Royale which "plays on Theta VIII.")*

Cards which play on a mission or location but do not require it to be a planet *(e.g. Dal'rok or Venus Drug)* remain. When game text refers to a planet by name, it applies only to the normal-universe version of that planet, unless the referring card contains the icon. If the referring card does have the icon anywhere (even as gametext), then it applies to the mirror-universe version of the planet. For example, The City of B'Hala may seed only at the Alpha Quadrant version of Bajor (Alter Records); Mirror Terok Nor, which has the icon, may seed only at the version of Bajor (Disrupt Alliance).

mission II

(The following rules apply to standard constructed-deck play. Some special rules, described in the Warp Speed rules supplement, apply to Warp Speed sealed deck format play.)

Each of these double-sided Mission cards has a built-in wormhole or outpost. (See **card type**.) They seed normally, and you may choose which side to have face-up initially. However, when you are using one or more double-sided missions, you must notify your opponent, and after you shuffle your mission stack they are allowed to see whether a double-sided card is on top and choose whether or not to cut the stack. See **Borg** - *Cooperation*.

Cards that specifically work with the original mission work with the corresponding Mission II; for example, Timicin scores 10 points if he helps solve either Test Mission or Test Mission II. ("Typhon Expanse" and "Beta Stromgren" are corrections of misspellings on the original missions, and are the same locations as "Typhone Expanse" and "Beta Stromgen."

Built-in Outpost

Mission II outposts do not prevent you from seeding other outposts of the same affiliation. For example, you could seed one Secret Salvage II, one Explore Black Cluster II, and one Klingon Outpost card. However, you may not establish a regular outpost at a location where you have a faceup built-in outpost or vice-versa.

Cards that work with regular outposts, such as Spacedoor, work normally with built-in Mission II outposts. If the outpost is destroyed, any cards in play on the outpost are discarded when the mission is flipped over.

If a built-in outpost must be placed out-of-play (e.g., a Federation outpost when the Borg disrupt the timeline), the mission should be flipped to the back side, placing the outpost conceptually out-of-play (it may not be rebuilt for the remainder of the game).

To show that a ship is docked or that personnel are aboard a built-in outpost, place those cards so that the mission partially overlaps both the seed cards and your cards aboard or docked at the outpost.

Built-in Wormhole

You may move in either direction between your [Wmh] mission and a non-[Wmh] mission where you play a Wormhole interrupt. You may not move between your opponent's [Wmh] mission and a non-[Wmh] mission. If your opponent nullifies your Wormhole interrupt, your ship does not move through the wormhole and you do not flip the [Wmh] mission. You may not discard a Space-Time Portal as the Wormhole interrupt (it may be discarded only as the second Wormhole interrupt of a pair).

If you move between two of your own [Wmh] missions, flip only one of them (your choice). If you move between your [Wmh] mission and your opponent's [Wmh] mission, flip only your own mission.

mission attempt

Completing missions is the primary method of scoring points for all affiliations except Borg. You *attempt* a mission by bringing one or more personnel to the mission location and encountering and resolving any dilemmas which may be present. If the personnel remaining after all dilemmas have been resolved have the skills, attributes, and other features required by the mission (or if you bring more personnel for another attempt), they complete (or "solve") the mission and score its points. A mission may be solved only once per game.

For a **mission** to be attemptable, it must have mission requirements (either printed or added by an objective such as Establish Trade Route), plus one or more affiliation icons (either printed or added by a card such as Bribery) or game text indicating who may attempt the mission (e.g., "Any crew may attempt mission"), on the end of the Mission card facing you. Thus, you may not attempt ❖Space or ❖Nebula from either side, or Construct Depot from the opponent's side.

Permission to attempt a mission granted by a card implies permission to complete that mission as well, unless another card or rule specifically prevents you from "completing" that mission.

Artifacts seeded at an unattemptable mission may not be acquired.

To begin a mission attempt, or to solve the mission, at least one crew or Away Team member must match one of the mission's affiliation icons (if any); other (nonmatching) personnel in the crew or Away Team assist in the attempt. Also, to attempt a space mission, at least one crew member must match the ship's affiliation. (The ship does not have to be staffed for movement or match the mission's affiliation.)

If an Objective card requires a crew or Away Team of a specific affiliation to attempt or solve a mission, the crew or Away Team must include at least one member of that affiliation (but may include other affiliations unless otherwise specified). For example, Establish Dominion Foothold requires you to solve the mission with "your Dominion personnel." A mixed Away Team of Cardassian, Non-Aligned, and Dominion personnel may solve the mission. Either player may attempt a mission with appropriate personnel, regardless of who placed the card on the spaceline. Mission attempts may be made at scouted or unscouted locations, but may not be made at assimilated planets.

Planet missions can be attempted by an Away Team on the planet's surface (outside a facility or landed ship). Space missions can be attempted by the entire active crew of one undocked ship. (**Dual-icon missions** require both a ship with crew in orbit and an Away Team on the planet.)

A mission attempt lasts from the time you announce you are attempting the mission until one of the following occurs:

- No one remains in the crew and/or Away Team (because they have been killed, "stopped", or removed in some other way).
- After a dilemma is encountered, it is reseeded under the mission to be encountered again.
- A card specifically ends the mission attempt (e.g. Buried Alive). (Does not apply to Borg **scouting locations** unless specified.)
- All dilemmas are resolved but the crew or Away Team does not meet the requirements to solve the mission.
- The mission is solved.

A crew or Away Team is not "stopped" by the end of a mission attempt, unless they failed a condition on a dilemma (or Mission Debriefing is in play).

Once the mission attempt is ended by one of these circumstances (except by solving the mission), you may reattempt the mission on the same turn with "unstopped" personnel (and an "unstopped" ship for a space mission). This constitutes a *new* mission attempt, not a "continuation" of the attempt.

While your personnel are attempting a mission, if a dilemma is replaced under that mission, the mission attempt immediately ends.

All Mission cards state what skills and other requirements are necessary to complete the mission. For example, if a planet mission requires Computer Skill x2, at least two personnel with Computer Skill (or one personnel with Computer Skill x2) must be present in the Away Team for you to complete the mission. However, the requirements for *completing* the mission need not be present in order for the crew or Away Team to *attempt* the mission (encounter dilemmas). (When a mission requires or allows you to discard cards as part of completing the mission, those cards must come from the crew or Away Team attempting the mission, not from your hand.) See **meeting requirements**.

Each listing of a skill (including personnel types), attribute total, personnel, characteristic (or combination of more than one), other named card, or the lack of any of these, ignoring multipliers, is considered to be a single mission requirement. For example:

- Find Hidden Base has 7 requirements: 3 requirements of SECURITY (which may be satisfied by skills or classifications), 2 requirements of Leadership, and 2 requirements of a hand weapon. If affected by Cytoplasmic Life-form, the first five of these must be met by different personnel.
- Verify Evidence has 8 requirements, though not all of them need to be met because of the "OR" wording on the card. "Smuggling" is a single requirement, as is "any tricorder."
- Search for Rebels has 5 requirements: 2 requirements of SECURITY, one requirement of CUNNING>30, one requirements of Professor Sisko, and two requirements of " leader." This last one is a combination of two characteristics, but both characteristics must be on the same personnel.

If attribute requirements overlap due to replacement (e.g. with For the Cause), the larger attribute requirement is used. If other requirements are duplicated (at any level) due to replacement, they are added. For example, the requirements of Intercept Maquis are usually OFFICER + SECURITY + CUNNING>24; replacing the OFFICER requirement with For the Cause changes the requirements to Leadership + SECURITY x2 + CUNNING>30.

When a mission requirement names an Artifact (except a "Use as equipment card" Artifact), to meet that requirement, you must discard the Artifact from hand or have it in play on the table. If you need to show that you can meet the mission requirements prior to solving (for example, for Lack of Preparation or Armus: Energy Field), you must have the Artifact in play or show the Artifact (which still must be previously earned) from hand, but do not discard it.

A mission is solved, or completed, when the attempting crew or Away Team meets the mission requirements. After solving a mission, first resolve those actions which happen when you solve or complete the mission, usually on the mission itself or an objective targeting the mission. Next, acquire any seeded personnel, except those seeded in a Cryosatellite. Your personnel seeded at that mission join your crew or Away Team (if compatible; otherwise they are under house arrest or form a separate Away Team). Capture any personnel your opponent seeded at that mission. Then earn and resolve any artifacts or other cards seeded like artifacts. Finally, score the mission points, even if your solving crew or Away Team is moved away from the mission, for example by Magic Carpet Ride OCD.

A mission attempt may not be voluntarily aborted, either between dilemmas or before solving, unless specifically allowed by a card such as Mr. Garak. If you resolve all dilemmas and Q-Flashes and the remaining crew or Away Team meets the mission requirements, they must solve the mission (for example, they may not wait until a mission specialist joins the Away Team or crew for bonus points).

Once you complete a mission, its points are yours to keep. Cards which affect a mission's points or attemptability (e.g., Supernova, Mordock, The Sheliak, Assimilate Planet) do not affect your score

if they occur after the mission is completed (unless otherwise specified, as with I Tried to Warn You or Hero of the Empire).

Restrictions

Some cards may add restrictions (e.g. Quantum Torpedo) or requirements (e.g. Homefront) for attempting a mission; these are checked only when starting the attempt. At a **dual-icon mission**, when a requirement checks the number of personnel which attempt, attempted or are attempting the mission and does not specifically target the Away Team or crew (for example, using the phrase "on planet", or "space missions"), both Away Team and crew are included.

Alternate mission requirements

A mission attempt using alternate requirements provided by an objective is exactly like any other mission attempt. You do not need to have the requirements in the Away Team (i.e., you can redshirt), and you score the point value of the underlying mission when you complete it. The mission cannot then be completed with its normal requirements. In order to gain any additional benefits from such an objective (such as Establish Trade Route's download of a Ferengi Trading Post and equipment upon completing the mission), you must complete the targeted mission using the objective's alternate requirements. If an objective allows a different affiliation to attempt a mission than the icons on the Mission card, only that affiliation may use the requirements provided by the objective.

mission attempt - example

The following example shows how to attempt a planet mission with dilemmas and artifacts present. (A space mission is attempted in a similar fashion, with an entire ship's crew instead of an Away Team. See **dual-icon mission**.)

Select and beam your Away Team to the planet, or have them disembark from your landed ship or exit from a planet facility. (At a space mission, select one ship and crew to attempt the mission; undock and/or decloak or dephase the ship, if necessary.)

Announce that you are attempting the mission.

Slide out the bottom seed card under the mission and turn it over. Look only at the bottom card. (If you encounter an **artifact** or a card seeded like an artifact, move it to the top of the seed card stack, sliding it just beneath the Mission card. Artifacts are not earned until the mission is completed.) If more than one copy of any card, seeded by the same player, is encountered under one mission, any copy after the first is placed **out-of-play** as a **misseed**.

Read the first Dilemma card aloud. (Dilemmas are intended to be read by the player encountering them.)

Resolve the dilemma following the instructions under **dilemma resolution**. Failing to overcome a dilemma that has conditions immediately "stops" your Away Team and ends that mission attempt. A dilemma without conditions does not "stop" your crew or Away Team - they must continue the mission attempt unless otherwise specified.

- Personnel who die and ships or equipment that are destroyed are placed in your discard pile. (**Holographic personnel and equipment** are not killed or destroyed; they are *deactivated* instead.)
- Personnel may be chosen for death or other effects by random **selection**, opponent's choice, or owner's choice. See **ties**.
- In addition to dilemmas, you may encounter a Q-Flash doorway seeded like a dilemma. When you do, your crew or Away Team must collectively face a number of cards from your opponent's **Q-Continuum side deck** equal to the number of personnel present.

Repeat this step for each dilemma (or Q-Flash) in turn until no more remain. Each dilemma must be resolved in turn before the mission can be completed.

Once you have resolved all the dilemmas under a mission, if your remaining "unstopped" personnel can meet the mission requirements, you score the mission points and earn any artifacts present. To score the mission and mark it complete, slide the Mission card toward yourself about one-half card length.

The completed mission remains on the table as a spaceline location, but it cannot be attempted or scored again.

Your "unstopped" Away Team is free to beam back up to the ship and continue if desired. (Failing to complete the mission does not "stop" the Away Team.)

mission continues

See **dilemma resolution**.

Mission Briefing PADD

This works like the **Vulcan Tricorder** .

Mission Debriefing

This event "stops" personnel after any **mission attempt**, whether successful or not. For example, if your Away Team resolves all dilemmas but cannot complete the mission, that mission attempt ends (unsuccessfully), and the Away Team is "stopped" if this event is in play. Additional personnel brought to the mission may complete the mission (and then will also be "stopped"), but the "stopped" personnel from the previous attempt may not assist them.

Mission Fatigue

While this dilemma is in play atop the mission, when each subsequent dilemma or Q-Flash is revealed here, first stop one personnel randomly. If no personnel remain after this stop, reseed the revealed card beneath the mission to be encountered again. A Q-Flash will "stop" only one personnel, not one for each Q-icon card encountered. See **actions - step 1: initiation: *dilemmas revealed and encountered***.

Personnel are "stopped" normally (until start of next turn), not for the duration of the countdown, even if the dilemma itself is subsequently nullified.

missions - persona

Some missions represent the same location in the Star Trek universe. Two missions are instances of the same persona if they are duplicates (copies); or if they are in the same quadrant AND have the exact same location text, the bold text in lore. Some examples:

- Deliver Ancient Artifact and Observe Ritual, which both have the location text: "Vulcan", represent the Vulcan persona.

- Catalog Phenomena, which has the location text: "Nekrit Expanse Region • Plasma storm", and Study Plasma Storm, which has the location text: "Plasma storm", do not represent the same location. One has a region in the location text and one does not, and thus they do not represent the same persona.
- Alter Records and Disrupt Alliance each have the location text: "Bajor Region • Bajor." However, Alter Records is in the Alpha Quadrant, while Disrupt Alliance is in the Mirror Quadrant. Therefore they do not represent the same persona.

You may not seed, nor include in your seed deck, more than once instance of the same mission persona, unless that mission is universal.

mission requirements - alternate

See **mission attempt**.

mission specialist

See **Assign Mission Specialists**.

mix

This term is interchangeable with *mix and cooperate*. When a card allows cards of different affiliations to *mix*, those cards are **compatible**.

Mobile Holo-Emitter

This Equipment card may be placed on a deactivated (disabled) **holographic personnel**. It is still being "worn" even if the hologram is deactivated. "While worn, does not count as an Equipment card" means it cannot be targeted as an Equipment card (e.g., it is immune to Disruptor Overload, Common Thief, stealing, etc.).

A hologram cannot "put on" a Mobile Holo-Emitter while reporting, but must first report to a place where it can exist, then put on the Mobile Holo-Emitter. You may not voluntarily remove a Mobile Holo-Emitter from a personnel if this would cause them to stop existing.

modifier order

When more than one effect modifies a numeric feature on a card (such as an attribute, requirement, or point box), first apply any effects that set a specific value, then apply any effects that add or subtract from the value, then finally apply any effects that multiply the value (by doubling, tripling, or halving it).

For example, if your *U.S.S. Enterprise* (9 RANGE) is benefiting from Space Boomer (RANGE +3) and Transwarp Conduit (RANGE doubled), but also has rotation damage (RANGE set to 5), its range is first set by the damage (RANGE 5), added to by Space Boomer (RANGE 5+3=8), then doubled by Transwarp Conduit (RANGE 8x2 = 16). See **attribute modifiers**, **printed number**, **skills - modifying**.

Mona Lisa

You are directly responsible for destroying this artifact if **your** non-dilemma card destroys it.

Montana Missile Complex

Seeding a *Phoenix* from **outside the game** beneath this **time location** is mandatory. If you do not have a *Phoenix* to seed, you may not play the time location.

"Once *Phoenix* has taken off or *Vulcan Lander* has landed here, nullifies Stop First Contact" means that all Stop First Contact objectives are nullified for the rest of the game (similar to the **once in play** rule).

The *Phoenix* that takes off to nullify Stop First Contact must be the one seeded under the time location, not a played copy.

Mordock

If you participate in any battle at any time during the game (before or after you score points with Mordock), you lose any **bonus points** already scored with this personnel's skill, and you may not score any further points from his skill. You have participated in a battle if you attack or are attacked by your opponent or another force (such as Rogue Borg or the Borg Ship dilemma), whether you return fire or not. If Mordock is killed, captured, loses his skill, etc., you keep the bonus points scored as long as you do not battle (but the points are still lost if you battle after he is killed).

morph card

any non-personnel card whose gametext includes "morph", "morphs", or "morphing".

Mortal Q

This personnel's CUNNING of "Q" is an **undefined attribute**. It is not affected by the value of "Q" defined by Ar-Q-ologist or The Higher... The Q-er. See **skills**, **once in play**.

mortally wounded

See **stunned and mortally wounded**.

most cunning, strongest, highest total attributes, etc.

See **ties**.

movement

There are two kinds of movement:

- *Normal movement* - often indicated by the word "move." This is the default type of movement provided when a card does not specify otherwise. "Stopped" cards cannot perform normal movement.
    - *Normal ship movement* includes using RANGE, landing, taking off, launching, loading, docking, undocking, **time travel** (Orb of Time, first function of Temporal Vortex), and use of cards such as Transwarp Network Gateways and Bajoran Wormhole. Normal movement requires full **ship staffing**.

    - *Normal personnel movement* includes **beaming**, **walking** between sites, boarding and disembarking from a docked, landed, or carried ship, entering and exiting from a planet facility, and **time travel**.

- *Relocation* - identified by the word "relocate" (Mysterious Orb, second function of Temporal Vortex) or by a euphemism such as "hurl" (Gomtuu), "transport" (Maman Picard), or "must follow" (Temporal Wake). Relocation does *not* require full ship staffing, and "stopped" cards may be relocated.

You may move a card any number of times during your turn (except by **walking**).

Whenever a card or rule allows or requires your personnel to move (for example, Security Office, Emergency Transporter Armbands, walking between sites), they may carry Equipment cards with them. You may not transfer any card into space unless a card specifically allows you to do so (for example, Airlock, Anti-Matter Pod). When a card or rule affects (for example, Establish Tractor Lock) or checks (for example, Magnetic North) for movement using the word "move," it affects or checks all forms of movement.

Your staffed ship can move along your side of the spaceline in either direction. The distance your ship can move on one turn is limited by its RANGE. You determine how far it can travel by adding up the span numbers on each Mission card the ship moves to (or passes), not counting the location where it begins. For example, three consecutive missions A, B, and C on a spaceline have spans of 2, 4, and 3. A ship starting at mission A will use 7 RANGE to reach mission C, and 6 RANGE to return from C to A.

A ship does not have to move all of its RANGE on a turn. A ship can stop at each location as it moves, or it can "warp past" locations without stopping there (but still using RANGE). A ship flying by a location cannot affect, and is not affected by, cards at that location (unless the card says it affects ships passing by), even if an action suspends play at the moment the ship is passing the location. For example, if play is suspended when a ship is passing the ❖Nebula mission and the opponent scores points while play is suspended, that ship does not face a dilemma.

You may move any number of ships on your turn, but they must move one at a time (not as a "fleet"). See **movement between quadrants**.

movement between quadrants

Any game text which allows or requires a card to move directly from one location to another may potentially relocate or allow that card to move to a different quadrant. Examples of cards that can work across quadrants include Bajoran Wormhole, Mysterious Orb, Iconian Gateway, Transwarp Network Gateway, Go Back Whence Thou Camest, Where's Guinan?, and Wormhole.

However, if game text uses the word **spaceline** or a reference to distance (e.g., nearest or farthest location, or a span) in this context, the movement is restricted to the current spaceline. In other words, "to any other spaceline location" means "to any other location on this spaceline," "farthest planet" means "farthest planet on this spaceline," etc. Examples of cards that are limited in this way include The Traveler, Where No One Has Gone Before, Magic Carpet Ride OCD, Dr. Q, Medicine Entity, Gomtuu, and Love Interest dilemmas. See **Hippocratic Oath**.

movement between time location and spaceline

See **time travel**.

Mr. Scott (The Motion Pictures)

This personnel's special skill allows him to meet two staffing requirements: one using a staffing icon found on his card (, , or), and *any* other staffing requirement (whether he has that icon or not).

multi-affiliation cards

Multi-affiliation cards have two or more affiliation icons. Their skills and other features may differ according to their current affiliation "mode." When not in play, multi-affiliation cards count as all their given affiliations (for cards like Diplomatic Contact, and concepts like compatibility). Declare the affiliation of a multi-affiliation card when it enters play (personnel or ship affiliation must be compatible with the facility and/or crew where it reports or is earned; an outpost's affiliation must match an affiliation icon on the mission).

A multi-affiliation card (including a dual-personnel card) in play may use only one affiliation at a time, but you may change its affiliation at any time (between other game actions), any number of times during the course of the game. For example, Lursa on the Sisters of Duras cannot be while B'Etor is ; if Major Rakal encounters Zaldan while in mode, she cannot change to mode during the mission attempt.

When a multi-affiliation personnel is aboard your ship or facility, you may not change the affiliation of either the Personnel card or the ship/facility if it would cause that personnel to be placed under **house arrest**. You must remove the personnel from the ship/facility before changing its affiliation. You may not simultaneously change the affiliations of one or more Personnel cards, ships, and/or facilities; each change is a separate game action. Thus, if the Sisters of Duras are aboard the Cha'Joh, both in Romulan mode, you may not change either the Sisters of Duras or the Cha'Joh to Klingon mode without removing the Sisters first.

If a multi-affiliation personnel, whose features are dependent on their affiliation mode, is assimilated or made Non-Aligned (e.g., by Memory Wipe), they may still switch "modes" as a game action. If a card gains an affiliation (without losing its prior affiliations), it functions as a multi-affiliation card including the new affiliation.

In the Voyager and later expansion sets, dual-affiliation cards are printed with two different border colors, one for each affiliation. The affiliation icon matching the border color appears on the left in each case. A card with one border color is a **copy** of the same card title with the other border color, and they have identical gameplay.

If a report or download requires a personnel's affiliation to match a ship or facility, you must report or download the personnel in matching affiliation mode (without creating a **house arrest** situation). For example, to use Dominion War Efforts to download Dar without discarding **Assign Support Personnel**, you must download him in mode to a ship or facility. If you download him in mode to a ship or facility, you must discard Assign Support Personnel.

Multidimensional Transport Device

This equipment may be beamed along with the personnel it is affecting, or left behind. See **corresponding**, **mirror universe**.

multiple targets

See **battle - ship**.

Nine of Seventeen (Multiplexor Drone)

This personnel's skill allows its ship to fire WEAPONS against multiple targets during a battle, if a current objective or other card (e.g., Gowron of Borg) allows targeting of multiple ships, or if returning fire or counter-attacking. For example, if your opponent attacked any of your forces on the previous turn, and they have two ships and an outpost at the location of that attack, your Borg Cube with a Multiplexor Drone and two other Borg aboard may attack both ships and the outpost with 24 WEAPONS against *each* of the three targets.

You cannot use your Multiplexor Drone's special skill during a battle initiated using your Eliminate Starship, because that objective does not allow firing WEAPONS against multiple targets. See **battle - ship - multiple targets**.

must do nothing but

See **actions - required**.

Mutation

This interrupt is discarded *after* you shuffle the top two cards of your discard pile into your draw deck or discard a card to draw two. See **actions - step 3: results**.

Mysterious Orb

See **HQ: Return Orb to Bajor**, **anywhere**, **Assimilate Counterpart**.

named in lore

A personnel or ship card is named in the lore of another card if the lore refers to that personnel or ship by name. The named card's title must exactly match the full name given by the lore, including any capitalized modifiers such as ranks, titles, or descriptors. For example, I.K.C. K'elric names Captain Kang in lore, but does not name Kang in lore; Ezri names Mr. Brunt in lore, but not Brunt; Gorta's lore names Duras, but not Sisters of Duras.

A planet is named in the lore of another card if the lore refers to the location text of that planet mission (see **mirror universe**).

The capitalization of articles ("a", "the") may be disregarded. (Both Bareil and 0413-Theta name The Intendant in lore.) Standard word form variations, such as declined or possessive nouns, do not "break" a match. (Jadzia Dax is named in Els Renora's lore, despite the apostrophe + s after "Dax.")

Context matters for determining whether the lore is actually naming the subject. Incidental uses of a word, like "One" in Kovat's lore, do not count. For example, Telle mentions "data" in lore, but does not name Data; Kor's lore does name Kahless (who owns the "Sword of Kahless"); and Zegov's lore names both Sisters of Duras and Duras.

A card's lore may refer to its own subject by a different name, which may be the name of a different personnel or ship card. Though this does serve as a reference to the other card (if it exists), according to the above rules, it may also be used to identify the card's subject for other purposes (like establishing a personnel as matching commander of a ship that is named in lore). For example, the lore of Jean-Luc Picard (Premiere) begins "Captain Jean-Luc Picard of the U.S.S. Enterprise." This sentence would serve as a reference to a personnel card named "Captain Jean-Luc Picard", if one existed, but it also identifies the card's subject, Jean-Luc Picard (Premiere), as a matching commander of U.S.S. Enterprise. Use context to determine when a card is referring to its own subject.

Naomi Wildman

This personnel doubles the first-listed skill of other personnel only if it a regular skill. See **skills**, **skills - modifying**.

Naprem

See **affiliation and ship origin**.

native quadrant

All personnel, ships, and facilities are native to the Alpha Quadrant, except those that have a Gamma , Delta , or Mirror icon. See **report**, **facility**.

native to this timeline

See **time location**.

Navigate Plasma Storms

This objective's probe result applies to each Badlands Region where there is a ship. Thus, for example, a facility in the mirror Badlands Region is not affected by a flare-up or maelstrom unless there is a ship there. A cloaked ship (but not a phased ship) in the Badlands triggers probing for, and may be damaged or destroyed by, this objective. See **cloaking and phasing**.

Near-Warp Transport

You may use this interrupt to transport through a Q-Net, but it does not allow you to overcome any obstacles to **beaming**. It may not target a **docked ship**.

nearest planet, etc.

See **ties**.

nebula

A location is a nebula if it has the word "nebula" in its card title or lore. See **characteristics**.

Nebula

This mission may seed only in the Alpha Quadrant and is not attemptable (it has no mission requirements). See **actions - step 1: initiation**.

Dilemmas may be seeded under this mission.

If you have an undocked, uncloaked, unphased ship at the location with any crew aboard (not disabled, in stasis, or under house arrest) when your opponent scores points, that ship and crew must face the next dilemma under the mission. If you have more than one ship at the location, you choose which ship will face the dilemma. Docked ships, empty ships, and ships moving past the mission (even if points are scored while play is suspended) are not affected. This is not a **mission attempt**, does not require "unstopped" personnel, full staffing, or a personnel matching the ship's affiliation, and does not allow acquisition of artifacts seeded under the mission. See **movement**.

The Needs of the Many

A Tactic card just placed as a damage marker is "about to destroy your ship" if that marker will reduce the HULL integrity to 0 or less. A dilemma is "about to destroy your ship" if your opponent is not using a Battle Bridge side deck and the dilemma damages an already-damaged ship a second time (or a dilemma is destroying it in battle); or if its direct effect is to destroy the ship rather than damage it (e.g., Cosmic String Fragment).

nemesis icon

Nemesis icons identify a relationship between personnel and/or ships that lead to the destruction of one of the pair. Two cards that have a nemesis relationship will have icons of the same color but pointing in different directions.

If two or more personnel or ships with opposing nemesis icons are **present** with each other at the end of a player's turn, that player must choose one of them to be immediately killed (personnel) or destroyed (ships), regardless of ownership. (If a nemesis ship is cloaked or phased, it is not affected by - and cannot affect - an external nemesis.) This is not a battle.

For example, if your Pralor Unit 3947 is on a planet with your opponent's Cravic Unit 122 at the end of your turn, you must choose one of them to be discarded. If you have left your Pralor Unit 3947 aboard your Cravic Warship at the end of your turn, you must choose one to be discarded. (If you choose to destroy the ship, all personnel aboard - including Pralor Unit 3947 - will be killed.)

Neural Servo Device

See **control**.

Neutral

An **affiliation** consisting of only a few cards (not a full affiliation). While similar to **Non-Aligned**, neutral cards are neither an aligned affiliation nor Non-Aligned.

Neutral Outpost

See **repair**.

The Nexus

This doorway destroys all ships present when it is placed on the far end of the **spaceline**; when it moves to a new location at the end of every turn; and whenever a ship moves to or appears at its location. See **far end of spaceline**.

A player may relocate their personnel from under The Nexus either while it is on the spaceline or after it is placed on table.

Personnel under The Nexus are **in play** and may use skills when appropriate, but may not initiate personnel battle.

Personnel under The Nexus are not considered present with each other. They cannot battle each other, or enable or use any text that requires them to be present with another personnel.

If The Nexus is returned to the spaceline, or is played without being encountered during a mission attempt, its end-of-turn movement is towards the far end of the spaceline.

Nightmare

This incident is not nullified if the number of cards in hand is momentarily reduced below the number of stored cards during the resolution of a card such as Masaka Transformations.

NO

Indicates an **undefined attribute**, as in "NO INTEGRITY."

No Way Out

This incident does not force you to initiate battle. If your personnel are involved in a battle while it is in play, mortally wounding or stunning is not optional. If you use this incident to place a **dual-personnel card** in your point area, you score points only for the INTEGRITY of each individual on the card who has Honor x2. For example, if Sons of Mogh are killed in battle, you score points only for Worf. See **in play**.

Non-Aligned

An affiliation. Non-Aligned (and Neutral) cards are **compatible** with (may mix and work with) cards of any affiliation (except Borg). Thus, personnel and ships of all affiliations may report for duty at Non-Aligned or Neutral outposts, but incompatible personnel or ships may not mix aboard or dock at the outpost at the same time. Non-Aligned and Neutral cards may initiate battle against any affiliation, including their own. In all other respects, the Non-Aligned and Neutral affiliations work exactly like other affiliations.

All Non-Aligned personnel of Cardassian or Ferengi species remain Non-Aligned by affiliation.

non-Federation, non-

A non- Away Team, crew, or force is one that contains no cards.

Nor

Generic term for a Cardassian-origin mining station, a type of **facility**.

Nor, control of

See **facility**.

normal card play

See **card play**.

normal speed

See **actions - required**.

not duplicatable

See **unique and universal**.

not repeatable

See **combo dilemma**.

nullify

To nullify a card is to **cancel** and discard it. If a card is nullified before it resolves, the nullified card has no results. "Destroy" on a card means the same as "nullify" (except in the context of physical destruction such as battle, Black Hole, or Supernova). See **actions - step 2: responses**.

The effect of a card can be nullified without the card itself being nullified. For example, Hugh nullifies the attack of a Borg Ship dilemma, not the dilemma itself.

"May be nullified by..." - A card containing this phrase may be nullified by the card listed, as well as any other applicable nullifying cards. For example, Frigid is a Q-icon event which "may be nullified by Fire Sculptor." It may also be nullified by Kevin Uxbridge or by Q-Flash.

"May be nullified only by..." - A card containing this phrase cannot be nullified by any cards other than the one listed. For example, interrupts may normally be nullified by Amanda Rogers. However, the Q-icon interrupt, Gift of the Tormentor, "may be nullified only by Countermanda," so it is immune to Amanda Rogers (and Q-Flash).

"May not be nullified." - A card containing this phrase may not be nullified by any card (unless another card specifically states that it nullifies that card by name). For example, Hide and Seek, when used as a Q-icon event, "may not be nullified." It cannot be nullified by Kevin Uxbridge, Mercy Kill, Q-Flash, or any other card that may normally nullify events or Q-icon cards.

Obelisk of Masaka

You may use this incident to download Masaka Transformations only during your own **turn**. It does not allow you to convert card draws to downloads; it limits the number of card draws you may convert to downloads using another card with such a function, such as the Borg Queen.

objective

A card type representing an assignment or task to perform, which may score points or provide other benefits. It may play on the table, or play on and affect another card.

Playing an Objective card uses your normal card play.

Objectives remain in play until nullified, discarded, or relocated according to their gametext. Once an objective is completed or resolved and is relocated somewhere to mark this (e.g., Establish Gateway, Hero of the Empire), it may no longer be nullified. Points for an objective with a point box are scored when the objective is successfully completed. Performing other listed results of the objective are additional results and have no effect on scoring the points.

A **Borg** player is limited to one Borg Use Only current objective at a time. Any player may have any number of non-Borg objectives in play at a time.

Observe Ritual

This mission is not a **homeworld**.

Obsidian Order

See **use (skills)**.

occupied ship

Your ship is *occupied* if you have any crew aboard. See **empty ship**.

Odo

See **equipment**.

off line

See **damage**.

Omega Particle

This event may play *only* on your outpost, even if downloaded with Harness Particle 010.

on planet

Cards which are in a planet facility or aboard a ship landed on a planet are also "on planet," even though they are not on the planet's **surface**.

on table

A card that "seeds on table" or "plays on table" is placed in a special area on the table away from the spaceline. Cards on the spaceline are not considered to be "on table."

once each (every) turn

See **once per turn**.

once in play

When a card has an effect "once in play," that effect continues for the rest of the game, even after the card is no longer in play (unless another card specifically cancels the effect). For example, Mortal Q's restriction box says, "Once in play, your Q-Continuum is inactive." Even if Mortal Q is killed, your Q-Continuum remains inactive for the rest of the game. However, if you nullify (discard) your Mortal Q with Immortal Again, your Q-Continuum is reactivated, as stated on Immortal Again. See **rest of game**.

once per game

When a card has an effect that may be used "once per game" (including special downloads), you may use that card's effect only once during a game, no matter how many copies of that card you have in play during that game (even universal cards). For example, you may download Reflection Therapy only once per game

with Suna's skill, even if you play multiple copies of Suna. You and your opponent may each use such text once per game if you each control a copy of that card. If the same "once per game" skill is included on different cards, you may use the skill once for each card; for example, you may use the ability to destroy seed cards once per game for Ajur and once per game for Boratus.

"Twice per game" and "thrice per game" work similarly - you may use such an effect only two or three times per game, regardless of how many copies of the card you have in play.

once per turn

A card whose effect is limited to use "once per turn," "once each turn," or "once every turn" can be used only once during a **turn** regardless of the number of copies of that card you have in play, except for cards with a universal ❖ icon and **cumulative** cards. *Each copy* of a ❖ or cumulative card may use a "once per turn" effect once during a turn.

One

This personnel shares skills from other Borg present (but they do not share his skills). See **skill-sharing**.

He has built-in transporters, as stated in his lore, and needs no ship or facility transporters to beam. Like all personnel, he may carry equipment when beaming.

Open Diplomatic Relations

Each seeded copy of this objective allows you to seed one treaty during the doorway seed phase.

Operate Wormhole Relays

See **wormholes - movement through**.

Ophidian Cane

This artifact is played as a response to saying "Devidian Door," allowing three Personnel and/or Equipment cards to be reported to the same destination.

opponent's choice

See **selections**.

opposing

An *opposing* personnel, ship, or facility is one controlled by your opponent and which is not cloaked, phased, disabled, or in stasis. See **unopposed**, **Patrol Neutral Zone**.

opposite

See **persona**, **mirror universe**.

Ops

The affiliation of a personnel or ship downloaded to any site using this site's text must match the affiliation of the Nor. A treaty makes cards **compatible** but not **matching affiliation**. You are not required to have a personnel in Ops in order to download a card to any site. Only the destination site must be **unopposed**.

A "card which may play there" is one which is allowed to play there by the text of the destination site (e.g., Security Office, "SECURITY-classification personnel and hand weapons may report here"), or by its own text (e.g., Weapons Locker "plays on ... Security Office"). If an additional card is required to allow the card to play there, it may not be downloaded (even if the additional card is present). For example, you may not download a non-SECURITY Bajoran to Security Office even if The Emissary is there; you may not download a Breen CRM114 to the Security Office even if a Breen or arms dealer is there.

Orb Negotiations

You may seed any number of *different* Orb artifacts (no duplicates) under this mission, in place of the single artifact normally allowed at a mission.

Orb of Prophecy and Change

On this artifact, "Insert it anywhere within your draw deck" refers to the top card of your draw deck that you just looked at, not the Orb itself.

orbiting

See **in orbit**.

Ore Processing Unit

If you commandeer your opponent's DS9 with Klingons, it is under Klingon control. You may process ore (using the Process Ore objective) even if you have Bajorans aboard and a Klingon/Bajoran treaty in play, but only with a ENGINEER or SECURITY personnel at this site. See **commandeering**, **facility - *Control of facilities***.

Organ Theft

See **immune**.

other

Refers to any appropriate target that is not the physical card referenced.

out-of-play

When directed to place a card *out-of-play*, place it in a pile separate from the discard pile. A card placed out-of-play may not be returned to the game by any means (except by reversal of a Black Hole). Discarded cards are not out-of-play (although they are not **in play**, either). When you place any card out-of-play (including unused seed cards), you must first show it to your opponent.

outpost

A kind of **facility**. Outposts are space facilities. If you have no outpost in play, no player may play a card requiring you to return a personnel or ship to your outpost, nor may you choose an effect on a card that would require an outpost.

outpost - built-in

See **Mission II**.

Outpost Raid

"If at your outpost" means if you encounter this dilemma at a location where you have an outpost, whether it is a planet or space mission. "Outpost" does not include other types of facilities.

Personnel aboard the outpost are not affected by the dilemma.

outside the game

A card brought in from *outside the game* may not be one of your cards currently **out-of-play** or a **copy** of one of those cards. Any cards added to your deck from outside the game (e.g., *Phoenix* seeded under Montana Missile Complex or the contents of a First Contact expansion pack added by Add Distinctiveness) must be removed at the end of the game, and your deck restored to its original condition.

overlays - Borg

See **assimilation - personnel**.

overcome

a dilemma is overcome once its conditions are met. A dilemma that is discarded by some other means (such as being discarded after a condition is failed) is not considered overcome. A dilemma without conditions is not considered overcome.

owner

The owner of a card is the player who originally stocked that card in their game deck (or brought it into play from **outside the game**). Even if you lose **control** of a card you own, you remain its owner and therefore still have it in play. All cards temporarily controlled by the opponent (for example, captured, commandeered, assimilated, stolen) are returned to their owner at the end of the game.

Palor Toff - Alien Trader

See **discard pile**.

Panel Overload

You may use only one copy of this incident to kill a Computer Skill personnel each time your opponent plays a Scan or Full Planet Scan. See **cumulative**.

Parallax Arguers

This interrupt has multiple functions. During initiation of the card play, you must declare which function of the interrupt you are using and meet any conditions for using that function. If you do not meet the conditions for that function, it is an invalid card play and the card returns to your hand. See **actions - step 1: initiation**.

The condition for using the first function of the card is that "that [the previous game action] was cool." This means that *you say it was cool*, and your opponent *does not disagree with you*. (He does not have to actively agree.)

The condition for using the second function of the card is that "you just argued" over the coolness of the last game action. This means that *you said it was cool*, and your opponent *disagreed*. No other "arguments" count for this card.

Here's how to play Parallax Arguers (PA) for the first two functions:

1. Just after a game action is completed, say "That was cool," and attempt to play PA. If your opponent does not disagree, carry out the results of the first function: place the PA in your bonus point area, with X=5. If your opponent disagrees, return the PA to your hand; it was an invalid card play(the condition was not met).
2. You now meet the conditions for the second function. *If you want to use that function*, say, "We just argued," and play the PA. Carry out the results of the second function: play an Event card from your hand, and place the PA in your bonus point area with X=0. *If you do not want to use this function*, you don't have to.
3. Here's how the third function (nullifying another PA) works:
    1. I play a PA (for coolness). X=5, but...
    2. You respond by playing a PA to nullify my PA. Mine is discarded; for yours, X=10, but...
    3. I respond by playing another PA to nullify yours. Yours is now discarded; for mine, X=15.

In other words, if we play a chain of PAs, each one nullifies the previous one, and the last player to play a PA scores a total of 5 points for each PA in the chain. All PAs except the last, unnullified one are discarded. The last one goes in its owner's bonus point area. Unless nullified, this interrupt is placed in your bonus point area regardless of its use, even if its point value is 0. (X=5, 0, or "opponent's Arguers points + 5.") Thus, it may not be retrieved and reused after using it to play an event.

Parallel Romance

When affected by Let Me Help, the STRENGTH-2 on Parallel Romance becomes STRENGTH-3 (not STRENGTH-1).

Particle Fountain

You may play this interrupt only on a mission that you completed.

particle scattering device

A type of ship's **special equipment**. It has no built-in function, but is activated by the Particle Scattering Field card.

passing locations

To "pass" or "fly by" a location (e.g., for Cargo Bay, Subspace Warp Rift, or Hail), your ship must move to it from one location and away from it to a different one, all using span numbers. The ship is not considered to pass a mission if it moves away from it back in the direction it came from (e.g., picking up someone stranded at the end of the spaceline), or if it moves to or from the mission without using span numbers (e.g., Wormhole).

Patrol Neutral Zone

There are "no opposing ships in Neutral Zone" if your opponent has no **opposing** ships (including landed and docked ships) at any location that is part of the Neutral Zone (see **regions of space**). See **unopposed**, **cloaking and phasing**.

Paul Rice

This personnel may nullify one Echo Papa 607 Killer Drone per turn.

P'Chan

See **Lansor**.

Penalty Box

This Q-icon event is *not* a **capturing-related** card.

Persistence of Memory

This artifact "reverses" the effect of one of a number of cards. The following entries are the official definitions of "**reverse**" for the cards affected by Persistence of Memory:

Horga'hn - Artifact allows opponent to take double turns from now on. (Not cumulative.)

Thought Maker - Look at your draw deck for ten seconds and rearrange as desired.

Mona Lisa - If destroyed, the opponent of the player directly causing the destruction (if any) loses points. (Not duplicatable.)

Static Warp Bubble - You must discard one card before ending each turn. (Not cumulative.)

Kivas Fajo - Collector - Opponent chooses any player to immediately draw three new cards from the top of their draw deck. Discard event after use.

The Traveler: Transcendence - That player's opponent must draw one extra card at the end of each turn. Also, while in play, nullifies Static Warp Bubble. (Not cumulative.)

Devidian Door - While in play, allows you to send a card "to the future." Once each turn, you may say "Devidian Door" and take (from anywhere in play) one of your Personnel or Equipment cards to your hand. On your next turn (or at game end, if sooner), you must show opponent a Devidian Door from your hand and place it out-of-play, or you lose the game. (Note that you play Persistance of Memory on a copy of Devidian Door played on the table, not a copy that is shown from hand.)

Black Hole - Remains a location with span of 1. Every four full turns, inserts one new ❖Space location from outside the game (regardless of out-of-play restrictions). Alternates, first inserting one on your left, then on your right, and so on. (Not duplicatable.)

Supernova - Remove from mission (discard event). Everything previously destroyed there remains destroyed except Mission card (which is restored and may be attempted unless already solved).

Anti-Time Anomaly - Regenerates literally ALL personnel from discard piles (both players' cards) at the end of your third full turn, unless anti-time anomaly destroyed first. Players take turns placing their personnel anywhere personnel can normally exist in play (regardless of uniqueness and reporting restrictions).

persona

Two personnel, ship, or facility cards are instances of the same *persona* if they are duplicates (copies); or if they have the exact same card title; or if one has the other's name in boldface type in its lore; or if they both have the same persona name in boldface type in their lore. The presence or absence of icons does not determine whether two cards are instances of the same persona.

Each player may not have more than one instance of the same *non-universal* persona in play at the same time (including cards which have been captured, commandeered, assimilated, or are otherwise not under your control), unless a card specifically allows it. Each player *may* have multiple instances of a universal persona in play. See **unique and universal**.

You and your opponent may each have a copy of the same non-universal persona in play. Examples: Jean-Luc Picard (Premiere), Jean-Luc Picard (First Contact), Locutus of Borg, and Galen are all instances (different versions) of the same persona (the "Jean-Luc Picard" persona). You may have only one of them in play at a time. Admiral Picard and Lt. (j.g.) Picard are instances of different personas (one from Barash's illusion, and one from an alternate timeline). You may have Jean-Luc Picard and Admiral Picard (for example) in play at the same time.

Starship Enterprise (The Trouble With Tribbles) and *Starship Enterprise* (The Motion Pictures) are two instances of the same ship persona; you may have only one in play at a time. *U.S.S. Enterprise* and *Future Enterprise* are instances of different personas; you may have both in play at one time.

You may have any number of copies of ❖ Linda Larson in play at the same time; they are all instances of the Linda Larson persona. Only one copy may probe (once per game) for Visit Cochrane Memorial if It's Only a Game is in play. You may also have any number of copies of ❖ *Starship Constitution* (The Trouble With Tribbles) and ❖ *Starship Constitution* (The Motion Pictures) in play at one time.

Two nonidentical instances of the same persona are *not* duplicates (e.g., for Doppelganger) or copies, and may not be substituted for **matching commanders**, mission requirements, etc., if they do not meet other applicable criteria (same name, matching commander lore, etc.). For example, The Emissary is not the matching commander for the *U.S.S. Defiant*, which states that Benjamin Sisko is its commander.

Some cards, such as Delta Quadrant Spatial Scission and Clone Machine, allow you to have more than one *copy* of a unique personnel (or ship) in play, but do not allow you to have more than one *version* of a unique persona in play. For example, if you have two copies of Tom Paris in play, you may not exchange one for a Captain Proton from your hand.

The persona rule does not apply to other card types such as events or interrupts. See **card titles**.

Persona replacement

When you have one version of a personnel or ship persona in play and a second version of that same persona in your hand, you may exchange them at the start of your turn for free. (Facilities may not be exchanged.) All cards aboard or played/placed on the first version (e.g., Orb Experience, Framed For Murder), and any rotation damage, are transferred to the second version, if applicable. Those cards not applicable return to their owners' hands. You may not replace the same persona more than once at the start of a turn. Replacing a persona is not a card play or reporting for duty. See **exchanging cards**, **in play**.

Persona replacements involving **dual-personnel cards** must exchange versions of both personas on that card. For example, you must replace Sisters of Duras with both Lursa and B'Etor (or vice versa).

To replace one version of a persona with another, the first version must have been originally played under, and still be under, your control (not your opponent's). Thus, you may not replace your personnel or ship which has been captured, commandeered, abducted, or assimilated;

and you may not replace a Jean-Luc Picard you assimilated from your opponent with your Locutus of Borg. (You can still play your Locutus of Borg, because you did not play Jean-Luc Picard.) See **Add Distinctiveness**.

You may not use persona replacement to exchange missions. (See **missions - persona**.)

Impersonators

A personnel who has a ***bold italic*** "persona name" in its lore, and a diamond-shaped **infiltration icon**, is an *impersonator*, *not* a true version of that persona. An impersonator may not be exchanged for any version of that persona and may not be substituted for a matching commander, mission requirement, or dilemma condition, cure, or nullifier. See **species**.

Mirror versions

A personnel who has a ***bold italic*** "persona name" in its lore, and a mirror quadrant icon, is a *mirror version*, *not* a true version of that persona. You may have both in play at the same time. Regular version(s) of a persona are called the *opposites* of the mirror version, and vice versa. For example, the mirror universe personnel Mr. Quark is the opposite version of Quark, Lumba, and Quark Son of Keldar, and he does not qualify as Quark unless the reference is to "any Quark."

A mirror version may not be exchanged for a regular version of that persona and may not be substituted for a matching commander, mission requirement, or dilemma condition, cure, or nullifier (unless the requirement is for "any [name]").

personnel

A card type representing a character from the Star Trek universe. Personnel have eight different **classifications** and three **attributes**: INTEGRITY, CUNNING, and STRENGTH. These classifications and attributes, along with **skills** listed on the cards (e.g., Navigation or Stellar Cartography), are used to overcome dilemmas and complete missions. Personnel also may have icons indicating such features as ship staffing ability, origination in an alternate universe or timeline, Orb experience, or membership in the Maquis. (**Borg** have no classifications, and have special *subcommand* icons.)

personnel - seeded

Some game text allows you to seed Personnel cards under a mission (e.g., Cryosatellite, Rescue Prisoners, Tora Ziyal, Q-Type Android). Such cards are seeded face-down, like artifacts, and are earned when the mission is solved or a objective targeting the mission is completed (if a card gives them permission to acquire artifacts). (**Mirasta Yale** is an exception; she seeds like a dilemma and is earned when encountered.) Seeded personnel that you own join your crew or Away Team, if compatible; otherwise they are placed under **house arrest** (on a ship) or form a a separate Away Team (on a planet). Seeded personnel owned by your opponent become your captives. See **capturing**, **misseeds**.

personnel movement

See **movement**.

personnel type

The eight personnel types (OFFICER, ENGINEER, MEDICAL, etc.; see **Appendix A**) appear as **classifications**; some also appear as **skills**. If a card requires a personnel type without specifying either a classification or a skill, either will satisfy the requirement.

Phased Matter

If you split the Away Team encountering this dilemma into two groups of equal size, designate one the "larger" group. If there is only one personnel in the Away Team, your two "groups" contain one and zero personnel. The smaller Away Team must continue the mission attempt (if possible).

Like phased ships, phased personnel are both invisible and untouchable. They are not affected by external phenomena (e.g., The Sheliak), and may not affect non-phased cards (e.g., engage in battle with non-phased cards, attempt or scout missions), but remain vulnerable to global effects caused by changes in the timeline (e.g., Anti-Time Anomaly, Stop First Contact). See **cloaking and phasing**, **Thine Own Self**.

Phased personnel are initially unaffected by a Supernova, but will be killed upon exposure to space.

phasing

See **cloaking and phasing**.

phasing cloak

This **special equipment** allows a ship and its crew to go "out of phase" with the universe. The ship is both invisible and untouchable, and thus can fly through planets and other navigational obstructions. While phased, the ship receives a RANGE enhancement as indicated on the card providing the phasing ability. See **cloaking and phasing**.

Phoenix

This ship must be undocked to be **in orbit** of a planet and worth bonus points. If reported in space, it is considered conceptually to have already taken off and so cannot take off again if landed. "NO WEAPONS" is an **undefined attribute**. Acquiring the Phoenix at Montana Missile Complex is a normal **action**.

Picard's Artificial Heart

This Q-icon artifact can be stocked only in your **Q-Continuum side deck**. When your opponent encounters it, immediately seed it under the mission where encountered. Whenever the mission is completed (or scouted), you - the card's owner - always take it into your hand. See **meeting requirements**.

Plain, Simple Garak

This personnel's special skill allows you to perform a **persona** replacement at any time, rather than only at the start of your turn. He may be replaced only by another true version of the Elim Garak persona. (The Garak and Security Chief Garak are *not* true versions of the Elim Garak persona.)

planet facility

A planet **facility** is any headquarters or station which says that it seeds or plays on a planet (whether it names a specific planet or not). *All* other facilities, including all outposts, are space facilities.

Planet of Galactic Peace

You may move non-compatible personnel between two missions affected by this card. However, you must be able to **"fly by"** any intervening locations (including any Q-Nets) and may not stop voluntarily (even to avoid damage from a **Subspace Warp Rift**), because stopping at a location without Planet of Galactic Peace would create a voluntary house arrest situation. If stopped involuntarily (e.g. by an opponent's **Hail**), your incompatible personnel are placed under house arrest.

planet surface

See **surface**.

Plans of the Obsidian Order

The personnel with Obsidian Order skill (or Tal Shiar skill, on the similar Plans of the Tal Shiar) must be at the mission location where you play your **Espionage card** for free. You do not need such a personnel in play to use the other functions of these objectives.

Plans of the Tal Shiar

See **Plans of the Obsidian Order**.

Plasma Fire

The ship is damaged by this event at the end of each of the **turns** of the ship's owner, beginning at the end of the owner's next turn. See **Borg: *Borg-affiliation ships***.

play phase

After the seed phases are over, the starting player (chosen before the seed phases began) takes the first turn, then players alternate **turns** until one player wins. See **winning the game**.

played as

See **card types**.

playing an affiliation

You are "playing [affilation or faction]" or are an "[affiliation or faction name] player" if you control or have controlled at least one card belonging to that affiliation or faction, or used a multi-affiliation card you have controlled in that affiliation mode at any time during the game, regardless of whether any such cards are still in play. Only cards which you own are considered when determining if you are playing an affiliation or faction. See **faction**.

The phrases "playing Borg", "Borg player", and "Cardassian player" refer to the affiliations, not the species. Thus, a player with non- Cardassians (like -mode Joret Dal) is not vulnerable to Tekeny Ghemor's special skill that targets "Cardassian players."

Remember that a player who stocks any or cards may not stock any cards from other affiliations. See **Borg: *Cooperation***.

playing Borg

See **playing an affiliation**, **Borg: *Cooperation***.

point box

A point box on a card may contain a number (a point value) or a variable such as X or 10X. "A point box" is any point box regardless of its contents. "A point box with a number" is one with just a number and no variable.

When a card refers to a mission point box "showing at least 40 points," it means the actual number printed on the card, not what the mission may be worth. Thus, the point box on Quest for the Sword always shows 40 points, even after The Sheliak arrives and makes the mission worth 0 points. Likewise, Reunion's point box never shows any points, although it may be worth 15 or 40 points.

points

"Scoring points" refers to any change in a player's score, either gaining or losing points. A card with a negative point value reduces your score by those points, possibly resulting in a negative score. For example, if your score is 0 and you score a dilemma with a -10 point value, your score is -10. Points scored from Mission cards and Objective cards are *non-bonus* points. Positive or negative points from *any* other source are *bonus points*.

When points are transferred between players, the changes in score are treated independently. For example, if you nullify a point loss from Mandarin Bailiff with Bribery, your opponent still gains points. If you are playing Borg and cannot gain bonus points, your non-Borg opponent will still lose them.

If a card, such as **Intermix Ratio** or **In the Zone**, says that certain points "do not count toward winning," those points are not counted in your final score for the game (whether you win or lose), either for determining a winner and loser or for calculating differential. The points are not lost or cancelled, and still count for other purposes, such as passing Dead End.

pooling skills

See **Blood Screening**.

Post Garrison

See **cloaking and phasing**.

Prefix Code Transmission

You may play this interrupt on your ship if it is firing on a **multi-affiliation** ship that has an affiliation icon matching yours, even if the target is not currently in that mode.

Prepare Assault Teams

Activating this objective is a valid response to the initiation of personnel battle, activating all its text. You may download a weapon or use SECURITY as a leader even if you do not split your Away Team. If you split your personnel, each assault team must have at least one personnel card in it; it may not consist solely of Equipment cards. If you initiated the battle, your assault team that you choose to

participate in the battle must contain a leader (unless counterattacking).

Prepare the Prisoner

See **capturing-related**.

present

Each member of a crew or Away Team is present with (and "with") every member of that crew or Away Team, including themselves. Personnel who are "stopped," disabled, in stasis, or under house arrest form a separate crew or Away Team during your turn. (See **Away Team and crew**.)

Your personnel and equipment in a separate crew or Away Team may not contribute skills or enhance others to battle, to solve missions, or to overcome, nullify, or cure dilemmas or Q-icon cards during a mission attempt. They may not trigger or be targeted by dilemmas or Q-icon cards encountered by the attempting Away Team or crew.

Your personnel are present with your opponent's personnel if they are on the same planet (but outside a facility or landed ship), or on the same ship, facility, or site.

You may not benefit from your opponent's personnel who are present with yours, unless a card affects "all" of a type of personnel present, but they may be adversely affected. Examples:

- Your Kahlest increases the STRENGTH of your Klingons with Honor during a personnel battle or mission attempt only if she is participating in the battle or mission attempt.
- Your K'mtar's attributes are enhanced only by your Alexander Rozhenko in the same Away Team or crew.
- An android in stasis or under house arrest will not trigger, or be "stopped" by, Chinese Finger Puzzle.
- Your opponent's personnel may pass on a Coalescent Organism to one of your personnel on the same planet.
- Your opponent's Targ enhances STRENGTH of "all non-Targ Klingons... where present," including your Klingons.

If a dilemma "holds" or otherwise separates part of a crew or Away Team (for example, Alien Abduction), your other personnel may be considered "present" for purposes of curing that dilemma, even during the mission attempt.

"Aboard" (a ship or facility) is used interchangeably with "present" for many space dilemmas and other cards. For example, dilemmas which affect personnel "aboard" during a mission, scouting, or commandeering attempt affect only the crew participating in the attempt. Personnel on a ship or facility who are **intruders**, **disabled**, or under **house arrest** may be affected later by dilemmas that enter play or by other cards that affect personnel "aboard," but they may not contribute traits or skills for staffing ships, for curing or nullifying dilemmas that have longterm effects, or for such cards as Paxan "Wormhole," Defiant Dedication Plaque, Kurlan Naiskos, or Navigate Plasma Storms. See **"stopped."** Your personnel (and equipment) are present with other cards (e.g., event, interrupt, or doorway cards, seeded cards outside the context of a mission attempt, dilemmas that enter play) if they are on a ship or space facility at the space location where the card is played or seeded (or where the card is moving down the spaceline); on the planet surface (outside a facility or landed ship) where the card is played or seeded; on a ship, facility, or site on which the card is played; or present with a personnel on which the card is played.

A seeded card may not be nullified by a personnel "present" until it is encountered in a mission attempt. Examples:

- A personnel wearing Ocular Implants may look at a seed card under a planet mission if they are on the planet surface, and under a space mission if aboard a ship or facility at the location.
- Guinan may nullify Frame of Mind if she is in the encountering Away Team or crew, or (after the mission attempt) if she is present with the affected personnel. She may nullify The Whale Probe if she is in the encountering Away Team or, after it enters play, if she is aboard a ship or space facility at its location.
- The human ENGINEER who enables probing for Visit Cochrane Memorial must be on the planet surface, not in a landed ship or facility.
- Borg Nanoprobes can nullify Your Galaxy Is impure on the planet surface or aboard a ship at its location.
- John Doe can nullify an Espionage card on either a planet or space mission.

Two ships or facilities are present with each other if they are either in space at the same **location** or on the same planet. A ship is present at a site if it is docked at that site. A ship is present at a mission if it is at the mission location. It is present for a mission attempt or dilemma encounter only if the crew of that ship is attempting the mission. (**Quantum Singularity Lifeforms** is an exception.)

An artifact just earned is not present (e.g., for Kivas Fajo or HQ: Return Orb to Bajor) unless it joins the crew or Away Team. Thus an Orb of Prophecy and Change is present with the Away Team when earned, but a Mysterious Orb or Horga'hn is not. See **Away Team and crew**, **here**, **in play**, **location**, **"stopped"**.

prevents

See **actions - step 2: responses**.

Primary Supply Depot

This outpost may be seeded at any non-homeworld Gamma Quadrant mission, regardless of affiliation icons. It may not be built later. See **repair**, **Ketracel-White**.

printed number

Cards that increase each "printed number" on another card affect all forms of numbers. "1" becomes "2", "one" becomes "two", 1 becomes 2, and "first" becomes "second". See **Rascals**.

probing

See **Rulebook: Probing**.

Process Ore

See **Ore Processing Unit**.

One of Eleven (Procurement Drone)

This drone may steal *any* **equipment** card for the Borg to use, regardless of that equipment's affiliation restrictions. However, the Borg never use hand weapons. See **stealing**.

Proficiency Drone

See **Seven of Nine**.

Protect Shipment

See **WEAPONS**.

protecting cards

When a card, such as Ready Room Door or Intruder Alert, downloads and protects another card from nullification, the card is placed to protect the downloaded card only after the opponent declines or fails to nullify that event. A hidden agenda card may not be protected until after it has been activated.

Protouniverse

If you nullify this interrupt, the "Subspace Seaweed" dilemma is discarded also.

"Pup"

See **disabled**, **Birth of "Junior"**.

Q-Continuum side deck

This **side deck** is made up of cards identified by the icon. You can have as many **Q-icon cards** in your side deck as you like, even duplicates. The side deck is activated during the doorway seed phase by a Q-Flash doorway seeded face up on top of the side deck.

Seed more Q-Flash doorways like dilemmas under any mission (no more than one per mission) to cause your opponent to face the cards in your Q-Continuum. (Additional Q-Flash doorways may be stocked in your draw deck or Q's Tent for nullifying Q-icon cards or for seeding during the game using the objective Beware of Q.)

When your opponent encounters a Q-Flash under a mission, their crew or Away Team must collectively face a number of cards from your Q-Continuum side deck equal to the number of personnel present. (See **dual-icon mission**.) Draw and resolve Q-icon cards one at a time. If the same Q-icon card occurs more than once during a given Q-Flash, discard any duplicates without drawing more cards to replace them. (If you encounter one copy of a Q-icon dilemma seeded under a mission using Beware of Q, and another copy during a Q-Flash at the same mission, both cards have their effect.) When you have finished resolving the required number of cards, discard the Q-Flash doorway.

Your used Q-icon cards from your side deck do not go to your discard pile if you have a Q-Continuum side deck. Instead, whenever one of them is discarded or otherwise leaves the table, place it *face up* underneath your side deck. When your side deck runs out of facedown Q-icon cards, shuffle the face-up cards and place them face down again underneath your seeded Q-Flash doorway. (Q-icon cards that come into play from any source other than your Q-Continuum side deck, such as Q-icon dilemmas seeded under a mission with Beware of Q, are discarded normally after use, even if you also have a side deck.)

If an entire crew or Away Team is killed, captured, relocated, or otherwise unable to continue a Q-Flash, do not draw any remaining Q-icon cards. Unless otherwise specified, a Q-icon dilemma encountered during a Q-Flash does not "stop" a crew or Away Team that cannot meet its requirements.

You *never* encounter your own Q-Continuum side deck. If you encounter a Q-Flash, regardless of who seeded it, you encounter your opponent's Q-Continuum. If your opponent does not have a Q-Continuum side deck (or if its doorway is closed), discard that Q-Flash.

Q-Flash

This doorway seeds *like* a dilemma; it is not *used as* a dilemma and is not affected by cards that affect dilemmas. See **card types**, **Q-Continuum side deck**.

Q-icon cards

Cards identified by the special icon, representing actions of Q or one of the other Q entities, come into play only through a special **Q-Continuum side deck**, unless a card's text allows them to be used in another way (e.g., Q's Planet, Hide and Seek, Beware of Q). (If so, you do not need a Q-Continuum side deck, or any seeded Q-Flash doorways, to use these cards.)

Although labeled as interrupts, events, dilemmas, and other card types, they cannot normally be used the same way as other cards of those types. The objective card Beware of Q allows Q-icon dilemmas (but not other Q-icon card types) to seed as normal dilemmas. Q-icon cards can be nullified in the normal ways (dilemmas by Q2, events by Kevin Uxbridge, and interrupts by Amanda Rogers) unless otherwise specified. See **nullify**.

A Q-icon card that contains the phrase "until any Q-Flash" has its effect only until the next Q-Flash card is played from a hand or encountered by any crew or Away Team, then is discarded.

Q-Net

This event affects only Ship cards. It has no effect on The Sheliak, the Borg Ship dilemma, Calamarain, The Nexus, etc. See **adjacent**.

Q-related dilemma

This includes **Q-icon cards**. See **related**.

Q the Referee

When you use this incident to play a card with a Hidden Agenda icon for free, you must show the card to your opponent to verify its status before playing it face down on the table. Activating this incident does not suspend play and is not a valid response to any action. You may activate it only between other actions. The incident must already be face up before you may suspend play to download another card. See **icons in game text**.

Q-Type Android

When your Personnel card is seeded by your opponent under Q's Planet with the second function of this Q-icon dilemma, it is no longer **in play** until earned when the mission is solved. See **personnel - seeded**.

If two copies of the same personnel are seeded there, the second one encountered will be a **mis-seed** and placed out-of-play (if revealed by your opponent, they cannot solve the mission).

If a Borg is altered by this dilemma, their biological distinctiveness or species becomes android and their STRENGTH is +4 (but they are still Borg). A holographic personnel who is altered by this dilemma remains "hologram species;" it is now a hologram of an android with increased STRENGTH. If a **dual-personnel card** containing an android and a non-android is selected for the first function, the species of both personnel are altered. The android becomes human and the non-android becomes an android.

Q2

See **Q-related dilemma**.

Qapla'!

In Federation Standard, the title, lore, and game text of this interrupt would read:

SUCCESS! When threatened, fight. When in doubt, surprise them. Brute strength is not the most important asset in a fight. Real power is in the heart. A Klingon does not run away from his battles. If an opponent attacks you, during that battle your Klingons with Honor add INTEGRITY to STRENGTH. (Not cumulative.)

Q's Fantasy Women

See **helps**.

Q's Planet

This Q-icon mission is not seeded at the beginning of the game, but comes into play later. (See **Q-icon cards**.) You may stock it either in your **Q-Continuum side deck** or in your Q's Tent. When your opponent encounters this card from your Q-Continuum, you immediately insert it anywhere in the Alpha Quadrant spaceline, regardless of where it is encountered and even if there are no missions yet on that spaceline.

Starting with your opponent, both players take turns placing seed cards under the mission (up to 3 each). You may not "pass" during the seeding until you have no cards left to seed. You may place seed cards only face down under the mission and all normal seeding and mis-seed rules apply.

If stocked in your Q's Tent, Q's Planet may be retrieved normally by playing a Q's Tent from hand (or by a card that allows it to be downloaded). You may insert it into the Alpha Quadrant spaceline as your normal card play (or play immediately if downloaded). Players then place seed cards as described above. While it may not be nullified by a counter-card (such as Q-Flash), Q's Planet may be destroyed by a Supernova or Black Hole. Once destroyed, its game text requiring an additional 40 points to win is no longer in effect. See **nullify**.

Treat this mission like a unique mission in case of duplication. If you attempt to play a copy of Q's Planet when your opponent's copy is already on the spaceline, place your copy on top of the one already in play. It is treated by both players as "their" mission for all purposes, including Fair Play. See **seed phases**.

Like any unique mission, Q's Planet can be solved only once per game. If it is destroyed after being solved, any copy subsequently played by any player enters play already solved, and no cards may be seeded there.

Q's Tent

This doorway requires you to choose a target card to take into your hand as part of initiating the card play. Announce the play of Q's Tent (without naming a target card), look through your Q's Tent side deck and choose a card, and show it to your opponent, who may then respond by nullifying the Q's Tent or revealing a Computer Crash. See **actions - step 1: initiation**.

After you play this doorway, you may not draw any cards for the remainder of the turn. See **card draw**.

Q's Tent side deck

This **side deck** allows you to stock up to 13 different cards (no duplicates) which you can access during play. You may stock any card in your Q's Tent side deck except a Q-icon card (unless allowed by the card), or a Tactic, Tribble, or Trouble card.

Cards that must normally be seeded (e.g., missions, dilemmas, and artifacts) can be placed in your Q's Tent, but you will not be able to use them unless a card allows it (Q's Planet, Hide and Seek, Starry Night, etc.). The side deck is activated during the doorway seed phase by a Q's Tent doorway placed face up on top of the side deck.

There are three ways to retrieve cards from Q's Tent:

- You may stock additional Q's Tent doorways in your draw deck. You may then play a Q's Tent doorway from your hand at any time during your turn (subject to normal timing rules) to take a card from your Q's Tent side deck (either randomly or selectively, as described on the card) into your hand. You may then play the card normally from your hand, whenever you may legally play that card. You may not play a Q's Tent from your hand if your Q's Tent side deck is empty.
- You may use a card that allows **downloading** to access cards stocked in your Tent.
- Some cards specifically allow you to take cards from Q's Tent (e.g., Q's Planet, Hide and Seek).

If the seeded Q's Tent **doorway** is closed, you may not retrieve cards from Q's Tent unless a card explicitly allows you to access a closed Tent.

quadrant rule

See **report**.

Quantum Fissure

A cloaked or phased ship present does not keep you from passing this dilemma. See **cloaking and phasing**.

Quantum Incursions

Each time this doorway is faced the QR code must be scanned to determine the requirements for that encounter. If this is not possible, a different method for generating a random number 1-6 (e.g. a standard die) should be used. 1: To get past, you must have SECURITY and 2

personnel 2: To get past, you must have an personnel and 2 SCIENCE 3: To get past, you must have SCIENCE and 2 Empathy 4: To get past, you must have Empathy and 2 Physics 5: To get past, you must have Physics and 2 Navigation 6: To get past, you must have Navigation and 2 SECURITY

Quantum Singularity Lifeforms

Any ship of Romulan affiliation or origin at the mission location will trigger this dilemma (not just the ship attempting the mission). Only ships and personnel at the location when the dilemma is encountered (including personnel aboard a facility at the location) are placed in **stasis**; ships and personnel arriving later do not enter stasis. Any player may bring in a new ENGINEER or play Emergency Transporter Armbands to cure the dilemma and release all ships and personnel from stasis. See **affiliation and ship origin**.

Quantum Slipstream Drive

"Full RANGE", which must be available in order to use this event, includes a ship's printed RANGE plus enhancements. The ship must have nothing reducing its RANGE and must have used no RANGE yet this turn.

quarantine

When a card places a ship, facility, or planet under quarantine, personnel may board the ship or facility, or beam to the planet, but none may leave except in the following circumstances:

If a dilemma instructs you to move or relocate a personnel (either as a condition for passing the dilemma or as part of the results), it requires you to move them out of a quarantine. For example, Love Interests, Hippocratic Oath, Make Us Go, Tarellian Plague Ship, and Abandon Ship! all override quarantines. Other card types, such as Mysterious Orb, *do not* override quarantines.

Quark's Bar

See **report**.

Quark's Isolinear Rods

This incident nullifies cards preventing you from playing a Q's Tent *only* when you are actually playing one. For example, it will not nullify a Revolving Door on your Q's Tent side deck when you are trying to download a card from there.

Quash Conspiracy

This mission's special text "No ship-to-ship beaming" does not restrict beaming to and from an outpost or a dilemma (Tarellian Plague Ship).

Queen's Borg Cube

See **Borg Cube**.

Quinn

You may play up to three copies of this interrupt per game. Each copy is placed in your bonus point area (if successfully played) or in your discard pile (if nullified) after use. That is, one Quinn does not nullify three cards. See **once per game**.

Radioactive Garbage Scow

When this dilemma is encountered and placed on the spaceline, the mission attempt ends immediately. (It does not affect Borg scouting.) The ship and crew (or Away Team, when encountered on a planet in the Female's Love Interest & Garbage Scow combo dilemma) are not "stopped," because the dilemma has no conditions.

Rager

See **helps**.

Raise the Stakes

This event is banned from tournament play.

random selection

See **selections**.

ranks and titles

See **characteristics**, **matching commander**.

Rascals

When affected by Shades of Gray: Despair, Youth replaces the second-listed skill, and personnel who do not have a second skill are unaffected.

rationing

See **Ketracel-White**.

Reaction Control Thrusters

When you move a facility with this event, any docked ships are carried along (this is not normal ship **movement**), while undocked ships are left behind.

Reactor Overload

For this incident, you have "processed ore to draw two cards" if you create two card draws during one turn using the Process Ore objective, even if you convert one or more of those draws to downloads or other actions.

There are no conditions for placing this incident on a ship or facility for the second function. The incident is "used" and returns to hand even if there are no androids, personnel, etc. aboard to affect.

Ready Room Door

You may dispose of this doorway in any of the three ways listed, whether it was used to download a **matching commander** or a Captain's Order. See **protecting cards**.

You may download another matching commander to a ship that already has one aboard (though the ship may not benefit from more than one, such as with Captain's Log).

Reassimilate Lost Drone

Once you achieve a successful probe for the first icon in this objective's probe list, and abduct the target, you ignore that probe icon in subsequent probes. Only the second outcome is relevant once the target has been abducted.

Rebel Interceptor

See **interceptor**.

Receptacle Stones

Since **stopped** personnel cannot encounter dilemmas, they cannot meet requirements on or be targeted by dilemmas faced due to Receptacle Stones.

Recruit Mercenaries

The negative points for this event are scored ("paid") at the location where you download the mercenaries. See **Altonian Brain Teaser**.

Red Alert!

Interrupts may not be played *between* the individual cards reported, but each card play may be responded to appropriately. See **card play**, **actions - group**, **actions - "just"**.

reduced attribute

See **attribute modifiers**.

Reflection Therapy

This objective can change a regular skill that does not actually appear in a skills box, but was added by an Equipment card, Mot's Advice, etc. If the personnel is separated from the Equipment card, or Mot's Advice is nullified, discard the Reflection Therapy objective, because the target skill no longer exists.

The new skill may be selected only at the x1 level. If the replaced skill is at the x2 level, the entire skill is replaced. For example, you may change Honor x2 to Treachery. See **present**, **Assign Mission Specialists**, **skills - modifying**.

Refuse Immigration

See **WEAPONS**.

Regenerate

If seed cards such as dilemmas or artifacts are shuffled into your deck using this event, you may not use or discard them unless a card specifically allows it. See **discard pile**, **discarding**.

The Regenerate card is discarded after the deck regeneration is complete.

Regent Worf

When this personnel assigns a new **matching commander** to a ship, this supersedes the ship's previous matching commander, if it had one. (The assigned personnel must match the ship's affiliation.)

The assignment remains in effect until he reassigns it, even if Regent Worf is no longer aboard that ship or leaves play.

Matching commander assignments are for specific copies of a Personnel card and a Ship card; they do not extend to other copies of a universal ship or personnel.

Reginald Barclay (The Borg)

This personnel scores **bonus points** only for missions you solve while he is **in play**.

regions of space

Certain mission locations are known to be in the same region of space (as defined in the mission lore). Also, other cards may form locations that belong to a region (e.g., the Alpha Quadrant end of the Bajoran Wormhole creates a location in the Bajor Region).

Whenever a regional card is being added to the spaceline, it must be placed (or inserted) next to another location in the same region, if possible. Some cards, such as ❖Space, Gaps in Normal Space, Blade of Tkon, and the Q dilemma, allow non-regional locations to be inserted between regional locations. Such inserted cards are not considered to be part of the region (unless specified on the card). Thus, for example, a ship is "in the Neutral Zone" only when it is actually at one of the Neutral Zone mission locations listed below.

Regional missions are clearly identified in the lore as regional (e.g., Alter Records, "Bajor Region • Bajor").

related

A card is "related" to a given term if the card uses that term (or normal word form variations) in its title, lore, icon, or gametext. For example, Q Gets the Point (title), Helpless (lore), Risky Business (icon), and I Tried To Warn You(gametext/icon) are all "Q-related dilemmas" and can be targeted by Q2.

There are additional rules for **gender-related** cards and alternative rules for **capturing-related** and **infiltration-related** cards.

Release This Pain

This card does not override a "**does not work with**" restriction, such as those on War Council and Miles O'Brien. It does override the specific "may work only with" restriction on Sybok.

relocation

See **movement**, **movement between quadrants**, **time travel**.

REM Fatigue Hallucinations

This dilemma affects *only* the crew or Away Team that attempted the mission and encountered the dilemma. It will not affect other personnel who later join the Away Team, or other crew members if the Away Team beams back to a ship.

Either cure (returning to and **docking** at an outpost, or bringing 3 MEDICAL to the affected personnel) earns the 5 point bonus. Returning to another type of facility does not count.

Remote Supply Depot

This outpost may be built at any mission with a Dominion affiliation icon in either quadrant. It may not be seeded. See **repair**, **Ketracel-White**.

repair

If your ship's **damage** is indicated by your opponent's damage markers, you may remove one damage marker (random selection) at the end of each of your turns that ship remains docked at an outpost that makes repairs or a Docking Pylons site for the full turn.

Whenever a ship or facility is fully repaired by a card such as Defense System Upgrade, Exocomp, or Spacedock, remove all of its damage markers. Damage markers are also removed if the ship or facility leaves play for any reason (for example, being returned to hand or placed out-of-play).

If your ship's damage is indicated by card rotation (because your opponent is not using a Battle Bridge side deck), you may repair it by docking at an outpost that makes repairs or a Docking Pylons site for two of your full turns. Any outpost can make repairs unless its text says it does not. A Spacedock played on a facility allows immediate repair of ships that dock there, even if the facility itself does not allow repairs. Facilities may be repaired only by a card that allows it, such as Defense System Upgrade.

replacing cards

See **exchanging cards**.

report

Personnel, Ship, and Equipment cards must normally *report for duty* to a **compatible** outpost, headquarters, site, or other place that allows reporting (i.e., personnel may not normally be reported directly aboard a ship or to a planet). Place the card face up at the facility or site and announce the card name, then stack the card under the **facility** or on top of the site. Small **Tribble** cards may report **"anywhere."** You may not report any card (except a ship) into space.

When *a facility or its site* allows you to report a card for duty, you may do so only if that card and the facility are both in their **native quadrant**. (Equipment cards are native to all quadrants and thus may report to any appropriate facility that is in its native quadrant.) For example, your Morn may not report to Quark's Bar or download to Cargo Bay on Mirror Terok Nor. Also, when a site allows you to report (or download) cards, you may do so only if that Nor also has at least one docking site.

If the card allowing a card to report for duty is *not* a facility or site (such as The Emissary or Devidian Door), the card may report to any quadrant (even if it happens to be reporting aboard a facility) unless otherwise specified by the game text; and a docking site is not required on the Nor. Thus, you *may* report cards outside their native quadrant using cards such as Assign Mission Specialists, Assign Support Personnel, Spacedoor, Space-Time Portal (report with crew function), Sleeper Trap, Borg Cube, Temporal Micro-Wormhole, and Barzan Wormhole. (However, if a card requires that a card *match the affiliation of a homeworld*, it must also *match the homeworld's universe*. See **mirror universe**.)

A ship, even if landable, always reports in space (usually docked) unless a card specifically allows or requires it to report landed. For example, you may not report a Rebel Interceptor landed, but a Romulan Shuttle downloaded with Hidden Fighter *must* report landed ("Downloads ... to your Away Team on a planet").

Reporting a card is synonymous with playing a card. Any personnel, ship, or Equipment card "played" by any means (e.g., normal card play, Devidian Door, downloading into play) is "reporting for duty." Any action that may or must take place upon reporting takes place at the time of play.

Personnel seeded under a mission (e.g., with a Cryosatellite, under Rescue Prisoners, Mirasta Yale) have already conceptually reported for duty. Thus, they do not report for duty when acquired, but simply join your crew or Away Team (if your opponent seeded them, you capture them). See **personnel - seeded**. Actions dependent on reporting cannot take place.

Persona replacement is not a card play or reporting for duty, but an exchange for a personnel who already reported for duty. See **exchanging cards**.

Selected or shared features or skills do not exist until you have reported the personnel for duty. For example, the card Soong-type Android may not report to a site allowing a certain classification to report, because it has no classification before reporting; skills are not shared by drones being reported to a hive with skill-sharing enabled, until after they have been reported. See **skills - modifying**. See **showing your cards**.

report with crew

When a card allows a ship to *report with crew*, you may report the ship with any number of compatible Personnel and/or Equipment cards *from your hand* aboard (you may *not* download the cards unless specified). You must report at least enough personnel to meet the staffing requirements. Each card is reported as a separate sub-action of the *report with crew* group action, and may be responded to appropriately. See **action - group**.

Reporting with crew replaces your *normal* **card play**, except for the reports allowed by Space-Time Portal and Sphere Encounter. You may not replace an additional card play, such as one allowed by Delta Quadrant Spatial Scission.

When a ship's text allows it to report with crew, you may not use that text in combination with game text allowing the ship to report in some other way. For example, if you download Bajoran Raider with Hidden Fighter, it may not report with crew.

If game text does not use the phrase *report with crew*, it is not a *report with crew* action, even if it allows you to report a ship with specified personnel aboard (e.g., I.K.C. T'Ong, Retask).

reporting for duty

See **report**.

required action

See **action - required**.

re-selecting skills

See **skills - modifying**.

rescue

See **capturing**.

Resistance Is Futile

See **Harness Particle 010**.

responses

See **actions - step 2: responses**.

rest of game

When a card has an effect that lasts for "rest of game," the effect continues even after the card is no longer in play (unless another card specifically cancels the effect). For example, Tomalak of Borg says, "For rest of game, all your ships have Cloaking Device." Your ships continue to have Cloaking Devices even if he leaves play. See **once in play**.

restriction box

Some personnel have limitations listed just above their skills in an area called a "restriction box." These are not skills and are not affected by cards that affect skills.

retaliation

See **Kova Tholl**.

Retask

When this event is played, any damage (either rotation damage or damage markers) on the Borg Ship dilemma is transferred to the Borg Cube. See **exchanging cards**.

Replacement of a Borg Ship dilemma with a downloaded universal ❖ Borg Cube and the seven specified **drones** is not a **report with crew** action; you may *not* report additional Borg (or Equipment cards) with the seven drones.

return to a facility

See **docking**.

return to hand

Cards that are returned to hand always return to their **owner**'s hand. See **in play**.

Reunion

If you solve this mission with the alternate requirements of Subjugate Planet, its point value (and therefore the STRENGTH requirement of the objective) still depends on whether you have Miracle Worker, Cantankerousness, and/or Spock present in the Away Team.

- If none are present: 0 points, STRENGTH>0 required.
- If one is present: 15 points, STRENGTH>30 required.
- If all three are present: 40 points, STRENGTH>80 required.

See **point box**, **mission attempt**.

reveal

When a card such as All Threes tells you to *reveal* cards, both players are allowed to see the cards.

Revealed

see **actions - step 1: initiation**

reverse

When a card is *reversed*, that card has its game text conceptually changed to work in an opposite way. To ensure consistent gameplay, an official definition is established in each case. See **Intruder Force Field**, **Persistence of Memory** .

revised text

Cards with revised game text or lore (both errata and clarifications) are listed in **Appendix B**.

Revolving Door

See **doorway**.

Rituals of the Hunt

This incident is not discarded until after a capture is fully resolved, including any "just" action triggered by the capture. Thus, you may not use Hirogen Hunt's text to convert a Fajo's Gallery card draw to a download to immediately play another Rituals of the Hunt, because the incident is unique. See **actions - "just"**.

Rogue Borg Mercenaries

This interrupt may be played in multiples. The STRENGTH of each individual Rogue Borg depends on the number that are present together. For example, two Rogue Borg have a STRENGTH of 2 each; five have a STRENGTH of 5 each.

If Crosis is in the group, it counts as a Rogue Borg and doubles the STRENGTH of each one in the group. In this group of five (four Rogue Borg Mercenaries plus Crosis), each Rogue Borg's STRENGTH is 10. If either player has the Personnel card Lore in play, each Rogue Borg's STRENGTH is also doubled. (In this example, each would have a STRENGTH of 20.)

The term "Rogue Borg" includes both Rogue Borg Mercenaries and Crosis. The term "Rogue Borg Mercenaries" includes only copies of the Rogue Borg Mercenaries Interrupt card. Rogue Borg can play as a response to another Rogue Borg play, or as a response to the initiation of an automatic Rogue Borg battle at start of turn. Each of these Rogue Borg may be responded to individually (e.g., by Amanda Rogers). Once the player has "passed" (finished playing Rogue Borg), the entire group of Rogue Borg may be responded to (e.g., by Hugh). If not canceled, the result will then begin with the attack of the Rogue Borg in a normal personnel battle. Rogue Borg can be played at other times in a new action. If played where the player has previously played Rogue Borg, the new ones will battle by themselves before joining with those other Rogue Borg at the end of the turn.

If the entire crew is killed, surviving Rogue Borg remain on the ship, but cannot use the ship unless the event **Lore Returns** is played.

Rogue Borg Mercenaries and Crosis are considered "rogue" and not part of any Borg collective. Thus, they affect Borg-affiliation cards normally.

romantic partner

a personnel is the romantic partner of another personnel if the lore (on either card) both names the other and states that they are or were "romantically involved". For example, Pel and Quark are romantic partners of one another, but Pel and Deputy Quark are not. See **named in lore**.

The following terms (even if preceded by "ex-") are considered equivalent to the phrase "romantically involved": "husband", "wife", "mate", "married", "wedded", "imzadi", "bride", "mistress", "widow", "divorced".

Romulan

An **affiliation** and a **species**. See **affiliation and species**.

Romulan Ambush

The captive that you take with this interrupt is selected and relocated to your ship before the ship is destroyed. If the crew is saved with a card that plays during the destruction (such as Escape Pod), the captive is not saved. See **battle - non-battle cards**.

Royale Casino: Blackjack

See **Royale Casino side games**.

Royale Casino: Craps

If you can't show a Personnel card for this dilemma, your opponent wins the points. See **Royale Casino side games**.

Royale Casino: Slots

If Mickey D. is in the Away Team that encounters this dilemma, he wins 5 points. See **Royale Casino side games**.

Royale Casino side games

The attribute numbers on the Personnel cards in your hand, used in the Royale Casino dilemma "side games," are not affected by attribute modifiers such as Lower Decks or PADDs. See **variable attribute**, **Mickey D**.

Saavik

See **icons in game text**.

Six of Seventeen (Sabotage Drone)

While this personnel's special skill of reducing a ship's RANGE or WEAPONS may be used during the opponent's turn ("Once every turn..."), it may not interrupt a mission attempt.

Thus, you may not use a Sabotage Drone downloaded to the opponent's ship with Undetected Beam-In to reduce the ship's RANGE before encountering Abandon Ship! See **actions - interrupting**.

Saltah'na Clock

While affiliation attack restrictions do not apply (i.e., any affiliation, including Borg, is required to initiate battle), this artifact does not allow or require you to attack your own cards. The requirement to initiate battle is a non-moving required action. See **actions - required**.

Any personnel aboard the affected ship or facility (whether crew or intruders) must, on their owner's turn, initiate either a ship battle or a personnel battle, depending on what is possible and/or appropriate. For example, if the Clock is on a ship with both a crew and intruders aboard, the crew, on its owner's turn, must initiate either a personnel battle against the intruders, or a ship battle against an opponent's ship or facility at its location (owner's choice). On the opponent's turn, their intruders must initiate a personnel battle against the crew.

Salvage Starship

Searching your opponent's discard pile for a ship is optional and has no effect on scoring the points for this objective. See **objectives**, **special equipment**.

Samaritan Snare

On this mission, the phrase "Federation must attempt mission if present" includes any ship and crew containing Federation cards, even if the ship itself is of a different affiliation. After the mission attempt has ended (even if unsuccessful), they are free to move away (even on a later turn), but are required to reattempt the mission (if unsolved) each time they stop (or undock from a facility) at the location. See **actions - required**, **Treaty: Federation/Romulan/Klingon**.

If a card or rule (such as **HQ: Defensive Measures**) is preventing your opponent from "attempting" your missions, the specific text on your Samaritan Snare overrides that effect; your opponent's Federation crews still must attempt it if present. If a card or rule (such as **Fair Play**) is preventing your opponent from "solving" your missions, Samaritan Snare still requires your opponent to attempt the mission, encounter dilemmas, and so forth, but they will not be able to solve it or score its points.

same

Copies of a card are not the same card.

Samuel Clemens' Pocketwatch

This artifact allows you to perform now one action which *must* happen on your next turn (any action that is scheduled to happen, or which you are required to perform by a card or rule). It does not allow you to perform an optional action, such as playing a card. Examples:

- Drawing a card: You may take your next turn's mandatory end-of-turn card draw now. You may not then draw a card at the end of your next turn.
- Showing a Devidian Door: You are required to show the Door during your next turn, so you can use SCP to show it immediately.
- Countdown icons: Your card with a countdown icon must count down at the end of your turn, so you can use SCP to make it count down once now. It will then not count down at the end of your next turn.
- Time effects without a countdown icon (e.g., Temporal Rift, diseases): If the effect is scheduled to resolve on your next turn, you can use SCP to force it to resolve now. You may not "remove" a turn unless the effect is scheduled to resolve on your next turn, because (unlike a countdown icon) nothing is scheduled to happen on your next turn.
- Cytherians: If your ship is affected by a moving required action such as Cytherians, you will be required to move it next turn. You may use SCP to move it

now and may not move it again next turn.

- Borg Ship dilemma and The Sheliak: These cards must move down the spaceline at the end of your next turn, so you may give them an extra move this turn with SCP. They will not move at the end of your next turn, but they *will* still move on your opponent's intervening turn.

Scorched Hand

See **counting cards**.

scoring points

See **points**.

scoring tournaments

See the official tournament guide.

Scout Encounter

If you download a scout ship (see **characteristics**) when your opponent encounters this dilemma, you must also download at least one compatible universal crew member. (This is not a **report with crew** action.)

The downloaded ship may initiate battle (if the ship has a leader, a matching personnel, and no affiliation restrictions), move away (if the ship is staffed for movement), or do nothing. A landable ship may "move away" by landing on the surface of a planet at the same location but may not move to another location and then land. The ship and crew may not perform any other actions until your turn unless a card specifically allows it.

scouting locations

Unlike other affiliations, Borg make *scouting attempts* rather than mission attempts. Scouting conceptually represents overcoming resistance (encountering dilemmas and Q-Flashes) and gathering data.

Before you may begin a scouting attempt at a location, you must have an activated current objective that specifically allows you to scout that location. A dual-icon mission may be targeted as either a space or a planet location, but only one objective may be completed at any one mission location (either single or dual-icon).

You may only scout a location that has a point box.

Begin scouting the location as you would begin a **mission attempt** with non-Borg: select and beam your Away Team (of any size) to a planet, or select a ship and crew at a space mission (both at a **dual-icon mission**), then announce that you are scouting the location. (While an objective that allows you to scout a planet location allows you to form Away Teams for that purpose, you may also use an Away Team already on the planet by other legal means, e.g., Emergency Transporter Armbands, and they may be joined by more of your Borg.)

Borg encounter and resolve dilemmas and Q-Flashes in the same way that non-Borg do during mission attempts (see **dilemma resolution**), subject to a few additional rules:

- When your Borg are confronted with a dilemma or Q-icon card which is point related (and does not specify that it affects Borg), play out the card but ignore the points. (Discard the dilemma when you are done with it rather than placing it in your bonus point area.) If that card presents a choice, you must choose an option which is not point-related, if possible.
- Gender-related requirements and targets of non-Borg-related dilemmas cannot be met by Borg cards. If there is an alternative which is notgender-related, Borg must try to meet that; otherwise, discard the dilemma.
- Any cards which specifically require or change classifications, such as Scottish Setter, do not affect Borg. However, a dilemma which specifies a personnel type, such as OFFICER, without specifying classification or skill, *will* affect the Borg normally.
- Dilemma text such as "Abandon mission attempt..." or "Mission may not be attempted" does not affect Borg. Ignore such text, and discard the dilemma if it is wholly inapplicable. However, "Mission continues" means "Scouting continues" for Borg.

When Borg are scouting a location, any artifacts encountered there are moved to the back of the seed stack as usual. Borg must complete an objective that allowed scouting of that location and have a card which allows the acquisition of artifacts before they may acquire any **artifact**(s) present. (Picard's Artificial Heart is acquired by its owner upon completion of *scouting*. At a dual-icon mission, space-permissible artifacts may be acquired upon completion of a space objective; planet artifacts may be acquired only after completion of a planet objective.) If you have no card permitting you to acquire artifacts when you complete the objective, the artifacts are placed face up on the mission and may be acquired later by your Survey Drone or by any non-Borg personnel present. (However, the Survey Drone may not beam down to a planet without a card allowing it to do so. Once the objective is complete, it no longer allows scouts to beam to the planet.) Cards seeded like artifacts (e.g., seeded personnel) are acquired in the same way as artifacts.

Like mission attempts, a scouting attempt is one action that may not be interrupted (except by valid responses to dilemmas or Q-icon cards and by actions that suspend play), and may not be aborted unless the entire Away Team or crew is "stopped" or removed from the location.

After a scouting attempt is over (whether scouting is complete or not), your "unstopped" Borg are free to beam back up to the ship if desired, or remain to acquire artifacts, if any, when the objective is completed. If an objective requires that you have Borg or a counterpart "there" or "at that location" to probe, they need not be on the planet.

Scouting a location is complete at the end of your turn if you have scouted it at least once and no dilemmas or Q-Flashes remain to be encountered, even if no Borg remain or if they are "stopped" by the last dilemma. (A dilemma that has entered play, such as Friendly Fire or Cytherians, no longer remains to be **encountered**, and so does not prevent scouting from being complete.) Completion of scouting is permanent. Addition of a seed card (such as a Q-Flash, using Beware of Q) after scouting is complete has no effect on that status.

Your Borg must complete scouting before you may probe to determine your current objective's outcome. You may not probe on the same turn in which you

completed scouting (except with Service the Collective).

You also may not probe if your Borg participated in any battles at the targeted location during your current turn or during your opponent's previous turn. **Probing** takes place at the end of your turn.

When an objective calls for scouting a mission location, you must scout even if there are no dilemmas remaining when you begin scouting (because none were seeded, or your opponent cleared them during a mission attempt). In other words, you must bring one scout to a planet mission, or bring a ship and crew to a space mission, and announce that you are scouting that location. When that turn ends, scouting is complete.

If your opponent places a objective on a mission after you have targeted it, it does not discard your objective.

An objective that allows you to scout a location requires you to complete scouting *for that objective* in order to probe to complete it. For example, if you scout a mission with Establish Gateway, and then switch your current objective to **Harness Particle 010** , you must scout the mission again with **Harness Particle 010** , even if you have already resolved all dilemmas beneath the mission.

scouting ships

An Objective card may direct your Borg to scout a ship. Scouting a ship conceptually represents overcoming resistance and gathering data. Before you may scout a ship, you must have an activated current objective targeting the ship.

Begin scouting an enemy ship by beaming over a single scout. (If you already have one or more Borg aboard the ship from Undetected Beam-In, Borg Servo, counter-attacking, etc., they may scout the ship.) You must have a drone who allows you to beam through your opponent's SHIELDS. Until the objective is completed or discarded, if at any point you do not have an **active** Borg aboard the ship, you may beam another single scout aboard during your turn.

If your opponent attacks your scout during their turn, you may counter-attack during your next turn with any number of Borg (if the ship remains at the location of the attack). Those Borg are free to remain on the enemy ship. Scouting an enemy ship is complete at the end of your turn if you have any **active** Borg aboard that ship. Your Borg must complete scouting before you may probe to determine your current objective's outcome. You may not probe on the same turn you completed scouting, or if your Borg participated in any battles at the location of the targeted ship during your current turn or during your opponent's previous turn. Once scouting is complete, you do not have to complete scouting again (with another delay before probing) if your scout is killed before you can probe (though you must meet the requirements of the objective, such as having Computer Skill aboard). **Probing** takes place at the end of your turn.

Seal Rift

This mission allows cards to report there without requiring an Alternate Universe Door or other doorway allowing cards to play.

Search For Weapons

This mission's special text ("May seed hand weapons here") does not allow you to seed the Varon-T Disruptor in addition to another artifact. While the Varon-T Disruptor is a **hand weapon**, the mission text does not override the "one artifact per mission" rule.

Search for Rebels

See **card titles**, **Caretaker's Array**, **Navigate Plasma Storm**.

Secret Agent Julian Bashir

See **present**.

Secure Station

See **WEAPONS**.

Security Office

See **movement**.

seed deck

See **Rulebook: Seed Deck**.

seed phases

There are four seed phases that must occur in sequence: the doorway phase, mission phase, dilemma phase, and facility phase (called the "outpost phase" on some cards).

During each phase, players alternate seeding cards on the table. The starting player goes first in each phase. Each time it is your action, you may either seed a card or say "pass." As soon as both players pass consecutively, that phase ends (even if you wanted to seed more cards in that phase). Before the seed phases begin, shuffle any side decks you have.

Doorway Phase

You and your opponent alternate placing seedable doorways (such as the Alternate Universe Door), and any other cards that may or must seed during this phase (such as Open Diplomatic Relations), on the table, on top of **side decks**, or elsewhere, as specified by the card's game text. See **Alternate Universe icon**.

Mission Phase

You and your opponent create from one to four lines of Mission cards, called **spacelines**. Each spaceline represents a different *quadrant* of the galaxy. The spacelines function like a gameboard where your other cards will move and interact. Shuffle your six missions and place them face down in a temporary pile; your opponent does likewise. If you are the starting player, draw the top mission from your pile and place it face up on the table. Alternate with your opponent placing each successive mission face up on either end (your choice) of the spaceline appropriate for that mission. A mission's quadrant and spaceline may be determined from its point box (if any). Gamma, Delta, and Mirror Quadrant missions have a Γ, Δ, or M symbol in their point boxes. Missions with no symbol are Alpha Quadrant missions. You may not pass until you have no missions left to seed. (A mission that says it may be inserted in the spaceline may be placed anywhere within or on the end of the spaceline.) See **regions of space**.

Missions without the universal ❖ symbol in their title are unique and not duplicatable.

When you attempt to seed a non-universal mission that is already represented on the spaceline, place your copy on top of the one already seeded (leaving half of your opponent's copy exposed). The mission is treated by both players as "their" mission for all purposes; each player ignores the "opponent's end" of the cards. (The completed spaceline will have one fewer mission.) The mission may only be completed once. See **unique and universal**.

Dilemma Phase

You and your opponent seed dilemmas and artifacts face down under missions. If you are the starting player, insert one card of your choice face down beneath any mission, then alternate until you and your opponent consecutively pass. Whenever you seed a card beneath a mission, that card always goes on the bottom of any other cards already stacked there. (Thus, when you attempt a mission during the play phase, you will slide out the bottom card - the last one seeded - and encounter it first.) The rules for seeding cards during this phase are as follows:

- Planet dilemmas and artifacts seed under any mission with a planet icon.
- Space dilemmas seed under any mission with a space icon.
- Space/planet dilemmas seed under any mission.
- You may not seed more than one copy of any card under the same mission.
- You may seed as many different dilemmas as you like under each mission, but only *one* artifact (unless a card states otherwise, such as Cryosatellite or Orb Negotiations). If you illegally seed two or more artifacts at the same location, *all* of your artifacts there are considered mis-seeded.
- Some game text allows you to seed Personnel or Equipment cards beneath missions. Such cards are seeded facedown, like artifacts, and are earned when you solve the mission (except **Mirasta Yale**).
- You may seed **Q-icon** dilemmas under missions *only* when you have previously seeded the Objective card Beware of Q, or if the card's text says it may be seeded (such as Hide and Seek).

  Any cards seeded under missions other than described above are **mis-seeds** and are placed **out-of-play** when revealed.

Facility Phase

After the dilemma phase is completed, you and your opponent alternate establishing seedable outposts, headquarters, and stations (and any related sites) in their **native quadrant**. Place each of your Facility cards face up in front of a mission on your side of the spaceline.

Facilities

See **facility** for rules on seeding different types of facilities (number, location).

Sites

You may seed up to six sites during the facility phase. Each site may be added to any appropriate station, as indicated on the lower left of the Site card, no matter which player seeded that station. (The six sites seed for free. You may not seed additional sites as part of your 30 seed cards.) Sites must be arranged in the modules specified on each **site** card.

While you are not required to seed or play any specific sites on a Nor, all reporting, docking, repair, and other functions are enabled by site text (not the Nor itself). Also, reporting to any site is allowed *only* if that Nor also has at least one docking site.

Other Seeding Rules

- If a card (other than doorway, mission, dilemma, or artifact) has game text which allows it to seed, it seeds during the facility phase unless a card or rule specifies otherwise.
- Cards seeded under a mission and cards with a **hidden agenda** icon always seed face down. All other cards seed face up.
- When a card seeded face-up allows an immediate download during the seed phase, the downloaded cards come from your draw deck or Q's Tent (they are not seed cards).
- Regardless of which phase it is or which type of card is being seeded, you and your opponent always take turns seeding or passing. You may *not* seed multiple cards at once (e.g., a group of dilemmas, multiple sites at a Nor, or a Cryosatellite and its contents).
- The only actions you may take during the seed phases are seeding cards, carrying out game text that takes place immediately upon seeding a card face-up, such as downloading Bajoran Wormhole with Ultimatum or an Emblem card with Disrupt Alliance, and special downloads. You may not activate a hidden agenda or use "play phase" game text such as effects that suspend play (except special downloads) or may happen "at any time" or "each turn." After all the seed phases are over, show any unused seed cards to your opponent and then place them **out-of-play**.

After the facility phase is over, shuffle your draw deck and place it face down on the table. Draw seven cards to form your starting hand. (There is no limit to the number of cards you may hold in your hand during the game.) Play now advances to the **play phase**.

seeds or plays

Cards with this phrase may be seeded during the seed phase or may be stocked in your draw deck to play normally.

Seismic Quake

See **zero**.

Seize Wesley

This interrupt may not be played as a response to your opponent encountering the Ktarian Game dilemma. The ship must be "under the influence" of the dilemma, which occurs only if the remaining crew (after one is disabled) does not have CUNNING>30 or an android to cure the dilemma.

selections

Many dilemmas and other cards require one or more cards to be selected from a crew or Away Team, from other cards in play, or from your hand. Selections may be random, opponent's choice, or owner's choice.

Random selection: When game text specifies that a card is to be chosen by *random selection*, shuffle together all eligible cards, hold them so the faces of the cards cannot be seen, and let your opponent draw a single card, at random, from this group.

Opponent's choice: When game text or a rule states that a card is selected by *opponent's choice*, your opponent may examine all of your cards in the group fully (look at each entire card) before making the selection, even if only some of them meet specified criteria. For example, when you encounter Impressive Trophies, your opponent may examine all the cards in your crew or Away Team before choosing a captive meeting either of the listed criteria. See **showing your cards**, **ties**.

If a selection method is not specified by the card or by a rule, it is the choice of the player who played the card or who encountered the dilemma or Q-icon card. For example, when you play Brain Drain ("Removes all skills and CUNNING from any one personnel..."), you choose the personnel. When you encounter the Tarellian Plague Ship dilemma (which kills your crew "unless MEDICAL 'beams over' (discarded) to Tarellians)," you select which MEDICAL to discard. See **dual-personnel cards**.

self-controlling icon

A card with the icon represents a vessel or entity that is not controlled by either player. Cards with the icon will act and move "on their own" according to the following rules.

A dilemma is placed on the spaceline at the location where it was encountered (unless otherwise specified).

At the end of every turn, each card in play acts according to its game text. When a card has game text that involves an attack, it attacks all eligible targets present at that location. When a card moves, it will move its RANGE towards the **far end of spaceline** (unless otherwise specified on the card.) If there is a tie for the far end, the opponent of the owner of the card chooses the direction. A card requires 1 RANGE to move off the spaceline. cards are discarded when they leave the spaceline. (See **far end of spaceline**.)

Any non- player may initiate battle against any card. players may only battle according to normal Borg restrictions. When battling a card, players use standard attack and damage rules. cards do not use either player's Tactic cards; thus, your ships and facilities it hits suffer default damage (two damage markers for a hit, four for a direct hit) if your opponent is using a Battle Bridge side deck, or card rotation damage if they are not.

If you have "unstopped" ships at the location of a card during your turn, they may attack the card. It will return fire against all ships (and facilities) that attacked it, but not other targets that were not involved in the attack. The battle is conducted according to normal ship battle rules, with the exception that the dilemma fires on multiple targets (see **battle - ship - multiple targets**). Hits, direct hits, and damage to the card are calculated and applied as if it were a ship.

When a card is attacking both player's cards, it does so as two separate battles. The player whose turn it is chooses which happens first.

cards are not ships and are not affected by cards that affect ships (such as Calamarain, Q-Net, Wormholes, etc.) or by Plasma Fire, Warp Core Breach, Isabella, Into the Breach, or the first function of Anti-Matter Spread.

Senior Staff Meeting

This interrupt is played "just before" a mission attempt; once played, neither you nor your opponent may take any other action before the attempt begins (except valid responses, such as Amanda Rogers). If nullified, you must still begin the mission attempt and may not play another Senior Staff Meeting.

The first attempt of a mission made by *any* player is "the initial attempt" of that mission. If your opponent has already attempted the mission, you may not play this interrupt for *your* first attempt.

If the first seeded card is a Q-Flash, then it is not discarded and has its normal effect. However, if a Q-icon dilemma is encountered within the Q-Flash, it is discarded as "the first dilemma encountered." If no dilemma is encountered during the initial mission attempt (e.g., you encounter only a Q-Flash and no Q-icon dilemmas are faced), then no results are obtained from the interrupt. It does not carry over to another attempt. **Mis-seeds** are not **encountered**.

If the first dilemma encountered is a **combo dilemma**, only the first part of the combo is conceptually discarded. The crew must immediately face the second part.

Sergey and Helena

the two personnel represented on this **dual-personnel card** are **romantic partners** of each other. See **named in lore**.

Seska

See **Kazon**.

Seven of Nine

This personnel is both human and Borg species. She is not a **drone**. See **affiliation and species**, **assimilation - personnel**, **Lack of Preparation**, **species**.

Seven of Nine (The Borg)

This personnel may apply one, two, or all three of its subcommand icons (OR its icon) toward staffing a Borg ship. See **Activate Subcommands**, **drone**.

shape-shifter

This **characteristic** includes all changelings, and any other personnel identified in their lore as having shape-shifting ability (e.g., allasamorphs and chameloids). "Shape-shifter" is not a species.

The Sheliak

TIf you have already scored the mission points, you do not lose them when The Sheliak arrives at the mission. It has no effect on what the point box of the mission shows. See **self-controlling cards**.

Sherlock Holmes

You must have fewer cards in hand than your opponent to use this personnel's special skill. If you choose to use the special skill, you must continue drawing cards until your hand equals opponent's (or your draw deck is exhausted).

SHIELDS

See **attributes**, **battle - ship**.

ship

A card type. Ships carry personnel and equipment to mission locations and engage in battle. Ships have three **attributes**: RANGE, WEAPONS, and SHIELDS - which determine how far they may move each turn, as well as their offensive and defensive capabilities. Some ships also have **special equipment**, such as a Tractor Beam or Cloaking Device, and/or special game text, such as a special download or "El-Aurians may report aboard."

ship attribute enhancements

See **attribute enhancements**.

ship class

A **characteristic** identified in a ship's class box (directly under the card image). "UNKNOWN CLASS" is not a distinct ship class.

When a ship's class box states that it is an "advanced" or "modified" version of a class, then that ship is treated as a member of both classes. For example, I.K.C. Kla'Diyus's class box ("Modified B'Rel Class") identifies it as a B'Rel-class ship for the purposes of Duj Saq.

ship equipment

See **special equipment**.

ship movement

See **movement**.

ship origin

See **affiliation and ship origin**.

ship staffing

Staffing requirements for each ship are listed on the card, usually as icons. (Non-icon staffing requirements include specific skills, such as Empathy x2, a species of personnel, such as a Vulcan, or a **characteristic**, such as "Think Tank personnel".) Any **compatible** personnel can be used to meet a ship's listed crew requirements, but at least one crew member of **matching affiliation** must be on board. (If a ship lists no specific staffing requirements, any one personnel of **matching affiliation** can fly it.) Staffing icon requirements must be met by personnel. For example, you may not use the icon on a Classic Tricorder to staff a Starship Constitution.

Normal staffing icons include command ability, staff ability, and Borg subcommand icons. A personnel with a icon can substitute for a icon for ship staffing only (not for other purposes that specify a icon, such as a dilemma). Other staffing icons may not substitute for or icons.

Special staffing icons include any icon used to staff a ship, except the normal staffing icons listed above and affiliation icons (e.g, the icons on Zalkonian Vessel). Current special staffing icons include: .

One personnel cannot supply more than one staffing icon requirement, even if the personnel has more than one of the required icons, unless a card text specifically allows it (such as **Seven of Nine**). Therefore, a Borg Cube normally requires seven personnel to staff it, even if the Queen or Locutus is aboard.

A dual-personnel card has only one affiliation icon, which may be used for staffing by either of the personnel. For example, Third and Fourth may contribute one icon and one icon toward staffing a Borg Cube.

Ships must be fully staffed:

- to perform normal **movement**;
- for any other card or rule that specifies it,such as the **report with crew** rule.

Other ship functions do not require full staffing. A ship must have at least one personnel of **matching affiliation** aboard for normal movement or to attempt a mission, initiate battle, or fire WEAPONS.

If a ship loses one of its required crew, it will be stalled (unable to move) until appropriate reinforcements can be brought aboard. A stalled ship is not "stopped" and can still beam Away Teams, attack and defend itself, or attempt the mission at its location.

ship types

See **characteristics**.

Shipwreck

See **attribute enhancements**.

showing your cards

When playing any card face up, you must announce the card's name and show that card to your opponent. Afterwards, your opponent may only see your Personnel and Equipment cards when necessary, such as during personnel battle, for an "opponent's choice" selection or when you must prove you have a particular skill, staffing icon, etc. They may see your ships only when they are undocked, uncloaked, and unphased, or when you must verify attributes and staffing requirements for battle, movement, etc. See **facilities**.

A card requires revealing your cards if it says so explicitly (e.g., Long-Range Scan, or an "opponent's choice" dilemma) or if it allows the opponent to target one of a group of cards in a non-random manner (e.g., Brain Drain, Assimilate Counterpart, or Eliminate Starship).

When required to reveal your cards, you need only reveal those portions of the cards necessary for the situation. For example, when a card is played that allows the opponent to target a personnel non-randomly, you need reveal only the names and locations of the personnel; to verify that you can overcome a dilemma, only the relevant skills, attributes, etc. However, if a card allows "opponent's choice" of personnel to be affected (including, for dilemmas only, a tie for "most CUNNING," etc.), they may look at the entire card. See **selections**, **ties**.

Although a hidden agenda card is played face down, you must show it to your opponent if you download it or if you wish

to play it for free (for example, using Q the Referee).

If the conditions for playing a card in your hand depend upon your opponent's cards, you may ask them to reveal whether they meet those conditions. (You must show the card which requires that information.) Examples:

- If you have Thine Own Self in hand, you may ask your opponent how many personnel are in their Away Team.
- If you have a Dal'Rok in hand, you may ask your opponent to reveal the location of their Orb Fragment in play.
- If you have Outgunned in hand, you may ask your opponent to reveal the total SHIELDS of their only undocked ship at a location.

side deck

Side decks are optional customized decks of cards separate from, and in addition to, your normal game deck. Each side deck is shuffled and placed face down on the table, then activated or "opened" during the doorway seed phase by a Doorway card. This Doorway card is placed face up on top of the side deck and counts as one of your seed cards (the face-down cards in the side deck are not seed cards and do not count toward the **30/30 rule**). The five types of side decks are the **Q-Continuum**, Q's Tent, **Battle Bridge**, **Tribble side deck**, and Dilemma side decks. You may use any or all of these side decks in the same game, but you may have only one side deck of each type in play.

Discarded cards from your **Q-Continuum side deck**, **Battle Bridge side deck**, and **Tribble side deck** do not go to your **discard pile**, but instead are discarded by placing them face up under the side deck. (When face-up cards are encountered in one of those side decks, shuffle the face-up cards and place them face down under the seeded doorway.)

You may not look through the cards in any side deck unless a card allows you to. For example, playing a Q's Tent doorway allows you to look through your Q's Tent to choose a target card.

Whenever you "draw" a card from a side deck, it is not defined as a **card draw** for purposes of cards affecting card draws (e.g., Subspace Schism). When a card just drawn from a side deck is played (e.g., your current tactic, a Q-icon card during a Q-Flash, or a Tribble or Trouble card), it is not defined as a **card play** for purposes of cards affecting card plays (e.g., 211th Rule of Acquistion, Goddess of Empathy).

side game

See **Royale Casino side games**.

Sisko 197 Subroutine

See **your**.

Sisters of Duras

Because these personnel do not work with Klingons who have Honor, you may not give either of them the skill of Honor with Reflection Therapy. See **dual- personnel cards**, **multi-affiliation cards**.

site

A card type representing rooms and other areas inside a Nor where personnel can report for duty, walk around, perform various tasks, and engage in hand-to-hand combat with enemy personnel; and docking areas where ships can report for duty and be repaired. Each Site card states what kind of cards may report there, such as personnel of a specific classification, **equipment** that is "related" to a specific personnel type, or ships with a certain number of staffing icons.

Your seed deck may include up to six sites, which seed for free during the facility **seed phase** (even if the Nor seeded in an earlier phase). Any site may play during the play phase, using your normal card play.

All sites added to each station are arranged side-by-side in a straight line next to that station. Each site indicates which level of the station it belongs to (Ops Module, Promenade, Habitat Ring, or Docking Ring), and the sites must be kept together on the table in this order (from left to right). When placing a site on the table, you may insert it between other sites, as long as you obey this grouping system.

By default, sites are "unique per station." That is, each station is limited to one of each kind of site card. However, some sites are ❖ **universal** and thus may exist in multiple on each station.

skill-sharing

Some cards, such as the Interlink Drone and the Borg Vinculum, allow your Borg to *share* skills. (Cards that allow personnel to *add* skills from other personnel, such as Vulcan Mindmeld or Classic Communicator, do not enable skill-sharing.) All regular **skills** are shared, including those that do not actually appear in skills boxes, such as the selected skill of the Borg Queen and the classifications of assimilated personnel which have been converted into skills. Sharing skills is not optional.

Example: you have an Away Team on a planet consisting of two Borg:

- Bio-med Drone, , Biology, MEDICAL
- Tactical Drone, , SECURITY

and you have a Borg ship orbiting that planet with the following crew:

- Borg Queen, , Empathy as "selected" skill
- Gibson (assimilated), , OFFICER, Navigation x2
- Astrogation Drone, , Navigation, Computer Skill
- Guard Drone, , MEDICAL, Computer Skill
- Interlink Drone, , No regular skills but enables sharing in same hive.

Identify the highest individual level of each different *regular* skill among all of these Borg. (Special **skills** may not be shared.) In this example, these skills are Biology, MEDICAL, SECURITY, Empathy, OFFICER, Navigation x2, and Computer Skill. Thus, each of these seven Borg has every one of these skills (not just the Borg).

Now suppose the Bio-med Drone is killed. Because there is no longer a Borg on the planet, only the five crew members on the ship share skills (they each have Empathy, OFFICER, Navigation x2, Computer Skill, and MEDICAL).

A Borg does not have shared skills until after it **report**s for duty. Skill-sharing does not work between cloaked or phased ships.

skills

A *skill* is anything that appears in the skills box of a personnel card, including **personnel types** such as ENGINEER. (The personnel type that appears in the **classification** box is not a skill.) "All skills" refers to everything in a personnel's skills box, including skills conceptually added by another card. See **skills - modifying**, **use (skills)**.

Regular skills are one- or two-word skills, such as Physics or Stellar Cartography.

Special skills are usually explained in a sentence with a period at the end, such as "Orb artifacts may not be nullified." Special download skills, preceded by the special download icon, and skills with negative modifiers, such as Mortal Q's Leadership -1, are also defined as special skills.

When a personnel is assimilated, their classification becomes their first-listed skill (unless that personnel type already appears as a skill, in which case that skill's level is increased by one).

First-listed skill

A personnel's "first-listed skill" is the first skill printed in the skill box (whether a regular or special skill); or that skill as transformed by another card; or (if assimilated) its former classification. When a first-listed skill is "lost" (e.g., to a dilemma), the skill becomes conceptually blank or "no skill" (the second skill does not "slide over" to become a new first-listed skill).

For example, Seskal is an OFFICER-classification personnel with SCIENCE, Stellar Cartography, and Anthropology skills. His "first-listed skill" is:

- Normally: SCIENCE
- After assimilation: OFFICER
- When present with a Science Kit: SCIENCE x2
- After changing SCIENCE to Biology with Reflection Therapy: Biology
- After being selected for Rascals: Youth
- While aboard a ship affected by Tsiolkovsky Infection: no skill

If a personnel has no first-listed skill because it has been removed by a dilemma, they are not affected by subsequent cards affecting the first-listed skill, and no other personnel has "the same first-listed skill" for purposes a dilemma such as The Clown: Playing Doctor.

Most skills are preceded by a red icon. However, the number of skills a personnel has is not necessarily the same as the number of skill dots on the Personnel card. Skill dots are not gained or lost when skills are added or removed by a card; Juliana Tainer has four regular skills and one special skill, but only two skill dots; and special download skills have a triangular icon instead of a dot. When a card such as Assimilate Counterpart refers to the number of icons on a personnel, use the actual number of skill dots printed on the card. (If a card has errata, which are official changes, use the number of skill dots specified by the errata. See Tasha Yar - Alternate, T'Pan.)

Skill Multipliers

A skill with an integral multiplier (x2, x3) is a single skill at a high level (not two or three skills). For example, when a card causes a personnel to lose their first-listed skill of Diplomacy x2, all Diplomacy is lost (it is not reduced to Diplomacy). If a personnel has Diplomacy as a skill and adds another Diplomacy by mindmelding, they combine to give Diplomacy x2.

A skill with a fractional multiplier (x1/2) does not satisfy a requirement for that skill. For example, a personnel with Leadership x1/2 cannot solve a mission that requires Leadership, and does not count as a leader in battle. If they are present with another personnel with Leadership x1/2, together they have a full Leadership skill for these purposes.

A personnel who has a skill with an integral multiplier also has the skill at all lower positive integral multipliers. For example, Sarek has Diplomacy x3. He can also count as a personnel with Diplomacy x2 for the purposed of passing Inside Collaborators.

Negative Skills

A skill with a negative modifier, such as Valeris's Diplomacy -3, is defined as a special skill (not a regular skill with a multiplier).

skills - modifying

Some cards may add, remove, or modify skills.

Removing Skills

When a card, such as Frame of Mind or Impersonate Captive, removes a personnel's skills, both regular and special skills are removed.

Selecting, Adding, Doubling, and Sharing Skills

When a card allows you to select (e.g., K'chiQ, Lal, Reflection Therapy, Frame of Mind), add (e.g.,Vulcan Mindmeld), double (e.g., Ishka), or share (e.g., Interlink Drone) personnel skills, you may select, add, double, or share only regular skills. If a skill is already present in the skills box, the level of that skill is increased; skills not already present in the skills box are conceptually added to the end of the skills box for purposes of cards such as Fightin' Words. For example, if Lt. D'Amato (Geology x2, Archaeology) adds Geology with a Classic Tricorder, his skills will be Geology x3, Archaeology; if instead he adds Physics, his skills will be Geology x2, Archaeology, Physics.

Selected or shared features or skills do not exist until you have reported the personnel for duty. See **reporting for duty**, **skill-sharing**.

When *adding* or *doubling* skills (or replacing one personnel's skills with another's, as with Impersonate Captive), skill multipliers are retained. For example, if Sarek mindmelds with Riva, Sarek would have the following skills: Diplomacy x5, Mindmeld. (See **Vulcan Mindmeld**.)

When *selecting* skills, you may select a skill only at the x1 level, and when a card requires you to select two or more skills (e.g., Lal), you may not pick the same skill twice. Thus, if Deanna Troi (First Contact) and Sarek were present when Lal was reported, she could gain any two of the following skills: Diplomacy, Empathy, Navigation, or Mindmeld. She could not choose Deanna's special skill or choose Diplomacy twice, nor could she choose Sarek's Diplomacy x3. Similarly, K'chiQ can select Diplomacy (but not Diplomacy x2), and Reflection Therapy can replace Diplomacy x2 with Honor (but not Honor x2).

When selecting skills for the Borg Queen, K'chiQ, Frame of Mind, etc., valid choices include any personnel type except ANIMAL

and any regular skill that exists in the game. For a list of all current regular (selectable) skills, see **Appendix A**.

Reselecting Skills

You may re-select the added skill for only one Classic Tricorder, one Classic Medical Tricorder, and one Classic Communicator each turn, regardless of how many copies of each you have in play. See **once per turn**. Re-selecting is executing orders and may not interrupt another action (e.g., you may not re-select during a mission attempt).

skills - using

See: **use (skills)**

solve

Solving a mission means completing that mission, by meeting the mission requirements. Solving a mission is a subaction of a **mission attempt**.

Son'a ships

See **attribute enhancement**.

Soong-type android

One type of **android**; any personnel identified in its lore as a "Soong-type android" or as created by Dr. Noonien Soong.

References to this (e.g. on Malfunctioning Door and Vulcan Nerve Pinch) refer to the **characteristic**, and not the personnel card with that title.

Soong-Type Android

See **ANIMAL**, **gender**, **report**.

Space

This mission counts as half a card. In other words, two ❖ Space missions plus five other missions count as six missions. (Other universal missions count as a full card.)

It is not attemptable. See **mission attempt**.

"May insert into spaceline" means that you may seed this mission anywhere on the Alpha Quadrant spaceline, either between two missions already seeded, or at either end of the spaceline as usual. It does not allow you to add the mission to the spaceline during the game. If inserted into a region, it does not become part of that region. See **regions of space**.

Span calculations are based on the number of directly adjacent universal mission cards (not just ❖ Space missions).

space - transferring cards into

You may not beam, report, or otherwise transfer any card (except a ship) into space unless a card specifically allows you to do so (e.g., Airlock, Anti-Matter Pod).

space facility

See **facility**.

Space-Time Portal

This doorway allows you to seed dilemmas, artifacts, or other seed cards. It does not allow seeding of cards that are not normally seedable, such as personnel or ships (unless another card makes them seedable, such as Cryosatellite). See **Alternate Universe icon**.

It allows you to play only one card per turn, even if you have multiple Space-Time Portals in play (see **once per turn**). Its text does not restrict a seeded Alternate Universe Door, which allows you to play multiple cards each turn (e.g., interrupts, doorways, or multiple card plays allowed by a card such as Red Alert!). Because this doorway allows you to seed *or* play only one card per turn, you may seed only one card under Q's Planet, and only if you have not already played an card that turn.

With respect to seeding cards, "one per turn" refers to one per seed card, as if the alternation of seeds between players were described as "turns". That is, a single seed which immediately brings multiple cards into the game (e.g. Assign Mission Specialists) cannot bring in more than one card, if Space-Time Portal is the only card allowing the cards to play or seed. Multiple dilemma-phase seed cards (such as Cryosatellite and its personnel) are allowed, even when batch seeding is being used, because each is a separate seed card.

You may discard the doorway from the table "at any time" for any one of its functions - during either player's turn, before or after your card play or executing orders, between other actions or as a valid response to an action. It is *not* a valid response to the initiation of a battle or the encounter of a dilemma; thus, you may not escape from battle or a dilemma encounter by returning a ship to your hand. See **actions - interrupting**, **actions - step 2: responses**.

You may report an -icon ship with crew by discarding a Space-Time Portal even if you have already played the one card allowed by the Portal for the turn. (See **report with crew**.)

An Alternate Universe Door may be downloaded only for one of the "play" functions of that doorway; it may not be downloaded "onto the table." A Space-Time Portal discarded to "play as a second Wormhole interrupt" may be nullified by **Amanda Rogers**. See **card types**.

See **mission II: *built-in wormhole***.

Spacedock

This event will **repair** any of your ships that **docks** at the outpost where the Spacedock is played, even if the outpost itself does not repair ships. It plays *only* on a outpost unless downloaded by Construct Starship.

Spacedoor

This doorway seeds *only* on an outpost (not other types of facilities). When you return an **empty ship** to hand, any cards aboard (equipment) or played on it (such as events) are also returned to their owners'hands. See **in play**.

If this doorway is closed by another card, such as Revolving Door, do not flip over the Spacedoor.

You may seed more than one Spacedoor, but you cannot overhaul or download more than one ship per turn. You may download only one ship in place of your normal card play, even if you have **Red Alert!** in play. See **card play.** You may not use the discard for a Static Warp Bubble or other card to also re-open a Spacedoor. See **discarding**.

spaceline

Mission cards are seeded to form one or more spacelines, representing different quadrants of the galaxy. Gamma, Delta, and Mirror Quadrant missions have a Γ, Δ, or M symbol in their point boxes. Missions with no symbol are Alpha Quadrant missions. All missions may be seeded only on the appropriate spaceline.

Spaceline locations may not be moved between quadrants by cards that relocate locations. The effects of a card which references the "spaceline" apply only to the quadrant where it is played or encountered. For example, Blade of Tkon can move a planet to elsewhere within its current spaceline, but not to another spaceline; The Traveler allows a ship to move only within one spaceline. See **movement between quadrants**, **time travel**.

Cards "on the spaceline" include ships, facilities, and personnel on the spaceline (and cards played on them). Cards that seed or play "on table" are not on the spaceline. When a card plays at a "spaceline end," it plays at the last location on either end of that spaceline. It does not form another location.

Time locations are not on the spaceline.

special download

See **downloading - special download**.

special equipment

Many ships have additional systems installed, which may be used by other cards or rules. They are printed on the card as a phrase of 1-3 words. For a list of all current special equipment, see **Appendix A**.

Regular transporters (which all ships have unless otherwise specified), special downloads, and other game text on the ship card, usually expressed as a sentence with a period, are not special equipment. For example, the U.S.S. Stargazer's text ("Once each game, may be taken from discard pile to hand.") is not special equipment.

When a ship has a regular skill as special equipment, it can be used as though possessed by a member of the ship's crew. For example, the Acquisition on Dosi Trade Vessel may be contributed toward solving Salvage Wrecked Ship, or allow a Small Cloaking Device that is reporting aboard to report for free. It cannot open Secret Compartment on a nearby ship, because its crew is not **present** with that Secret Compartment.

special staffing icon

See **ship staffing**.

species

In general, a personnel's species (singular or plural) can be determined by looking at the card. The species might be described to be only "humanoid" or the equivalent "alien". Some exceptions are listed below, but for most cards, use these steps in order until you find the species:

1. If the personnel has an icon, its species is Hologram.
2. All non- personnel with a **Borg subcommand icon** (, or) are Borg species, as well as any species also indicated in the next steps.
3. If the personnel's lore indicates the species, then they are the species indicated. The lore might indicate more than one species, such as "1/2 human, 1/2 Vulcan". In a case like this, the personnel belongs to each indicated species. If the lore does not otherwise indicate the species, but says they are "from" some particular planet, or a "native" of some particular planet, that indicates the species. (See characteristics.) If a non- personnel has a Borg subcommand icon, then besides being Borg species, they are also a member of their species of origin, which will be indicated either elsewhere in lore or by the following step.
4. If the preceding steps do not indicate the (non-Borg) species, look to the image. Each affiliation has one or more "usual species": if the image of the personnel matches a "usual species" of its printed affiliation, then the personnel is that species. For a multi-affiliation card, look for matches in the "usual species" of any of the card's affiliations; the personnel then retains that species in any affiliation mode.
    - For , and , Human is a "usual species."
    - For , "usual species" are Changeling, Vorta, and Jem'Hadar.
    - For all other species except , the species with the same name as the affiliation is a "usual species."
5. If the species is not discernible from the preceding rules, they are considered **humanoid**.

Exceptions and clarifications:

- Commander Data, Exocomp, and all Cravic and Pralor Units are **Androids**
- Tora Ziyal is Bajoran and Cardassian
- The Trois: Lwaxana is Betazoid, Deanna is Betazoid and Human
- William T. Riker, Jean-Luc Picard, and Captain Picard are Human
- Stefan deSeve is Human
- Arandis is Risian.
- Dathon is Tamarian.
- Targ is a Targ.
- Hannah Bates is Human.

Comparing species

Two personnel are the same species if there is any species of which they are both members. For example, Spock (who is Vulcan and Human) and K'Ehleyr (who is Klingon and Human) cannot be chosen for the first option on Unlikely Pair, because they both have Human as a species. However, both would be targets for Hate Crime, because Spock is the only Vulcan and K'Ehleyr is the only Klingon. And if they are in play when Seek Out New Life is triggered, they will prevent the download of any Vulcan, Human, or Klingon, including personnel who also have another species: for example, to download Daniel Kwan, you would need his two species (which are Human and Napean) to not be in play. See **humanoid**.

Species 8472-related

See **related**.

Sphere Encounter

See **report with crew**.

Spot

This personnel's STRENGTH is an **undefined attribute**. See **ANIMAL**. Whenever Spot is killed, if she has any lives remaining she immediately pops back to life at the same place, but is "stopped." Any cards played on Spot are not nullified by her first eight deaths.

The Squire's Rules

Just after each dilemma you seeded is revealed (excluding mis-seeds), first stop one personnel randomly. If no personnel remain after this stop, reseed the revealed card beneath the mission to be encountered again. See **actions - step 1: initiation: *dilemmas revealed and encountered***. Such personnel remain stopped even if the dilemma is subsequently nullified (for example, by Adapt: Negate Obstruction or by meeting the nullify requirements of Antedean Assassins).

Because you cannot download dilemmas, you cannot use The Squire's Rules with Obsession (which requires a downloaded dilemma) or the replacement function of Disrupted Continuum. However, you may download a replacement Q-Flash with the second function of Beware of Q, since Q-Flash is not a dilemma; moreover, because it is never seeded, the replacement Q-Flash is not a mis-seed and is encountered normally.

If, after it is encountered, a dilemma is reseeded, even at a different location (e.g. Q's Vicious Animal Things), it is still the same copy of the dilemma and is not a mis-seed.

Your The Squire's Rules makes your personnel you seed (such as with a Cryosatellite) mis-seeds.

St. John Talbot

See **Release This Pain**.

staffing

See **ship staffing**.

standard attack restrictions

see **battle - affiliation restrictions**

Starfleet

An **affiliation**. There is another organization within the Federation affiliation which is also called "Starfleet," but this organization is not part of the Starfleet affiliation, and members of it cannot use Starfleet-related gametext. For example, Calloway cannot use Starfleet Phaser Pistol.

start of turn

See **turn**.

starting the game

The game begins by choosing a starting player using any mutually agreeable method. Each game consists of four **seed phases** followed by the **play phase**. The starting player goes first in each seed phase and takes the first turn in the play phase.

stasis

A personnel or ship in stasis is conceptually in "suspended animation." They remain in stasis until released as specified by the card that placed them in stasis. Cards in stasis may not be used in any way (including game text, attributes, icons, lore, skills, ship equipment, traits such as gender, species, or matching commander status, etc.), and are considered **in play** for uniqueness only. They may not perform any actions and may not be moved or beamed. For example, a Treachery personnel in stasis would not allow you to download personnel there with Recruit Mercenaries; an android in stasis aboard a ship at Paxan "Wormhole" cannot prevent that ship from being relocated; and Borg personnel may not be reported to a Borg Cube in stasis using the ship's game text.

If personnel who are not in stasis are aboard a ship in stasis (e.g., because a Cyber Drone was aboard when the ship entered stasis), they cannot move the ship, or beam off using that ship's transporters.

Cards in stasis may not be targeted in ship battle and are excluded from personnel battle (and may not be randomly selected to die).

Cards or rules that have a global effect, such as Anti-Time Anomaly and Borg timeline disruption, affect cards in stasis normally. No other cards may affect or play on a card in stasis unless they specifically permit it (e.g., Dead In Bed). (If a personnel worth bonus points when killed, such as Aamin Marritza, is killed while in stasis, the stasis effect ends when he is killed and the points are scored.)

Cards aboard a ship in stasis are also in stasis (unless prevented by the Cyber Drone). A card already in play on a card in stasis is suspended, unless its game text affects a player or other cards not in stasis. For example, if a ship is in stasis, an Aphasia Device will not disable personnel aboard, and cards with a countdown icon or effect (e.g., Ketracel-White, REM Fatigue Hallucinations) will not count down on that ship. However, Writ of Accountability affects a player, so it is not suspended if the personnel it is played on enters stasis.

Static Warp Bubble

See **The Traveler: Transcendence**, **discarding**.

station

A type of **facility**.

stealing

You may not "steal" Equipment cards, even if unattended, unless a card allows it, such as Reginod or HQ: Return Orb to Bajor.

When a card allows you to steal Equipment cards, they come under your control and you use them as your own, disregarding **affiliation and species** requirements for use (e.g., "Klingon use only"). (However, a card which enhances only Klingons, for example, still enhances only Klingons, and other requirements for use of the equipment must still be met. For example, a Romulan Cloaking Device only functions on a Romulan ship, or an ship with 2 ENGINEER aboard.)

You cannot steal cards that you control. All "stolen" cards are returned to their owners at the end of the game. See **Procurement Drone**.

Stefan de Seve

See **Assign Support Personnel**.

Stolen Attack Ship

See **affiliation and ship origin**.

Stone Knives and Bearskins

This event will affect Artifacts which say "Use as equipment", because those cards are treated as equipment and affected by cards which affect equipment. It does not suspend the gametext which itself says "Use as equipment", nor does it suspend text that says "Not duplicatable."

Stop First Contact

Because this objective does not involve scouting a ship or location, you may probe for this objective on the same turn it enters play. This may even occur the same turn you have completed scouting for Assimilate Homeworld, provided you have a staffed ship orbiting Montana Missile Complex and can play Stop First Contact between the time scouting completes (an end-of-turn action) and your normal card draw (which ends your turn). See **timeline disruption**.

"stopped"

Cards may be "stopped" in certain situations.

- Encountering a dilemma with conditions that the crew or Away Team can't overcome "stops" that entire Away Team or ship and crew. (See **dilemma resolution**.)
- Participating in a battle "stops" all cards involved in the battle.
- Carrying (and then dropping) or beaming a **Tribble** card "stops" the personnel who did so.
- Some cards may explicitly "stop" one or more personnel or ships.

Cards that are "stopped" may not be beamed, encounter a dilemma, move, walk, cloak, phase, participate in a battle, staff an unstopped ship, get "stopped" again (e.g., to pay a cost), or participate in mission, commandeering, or scouting attempt. (Stopped personnel immediately leave their current **Away Team or crew** and join a second, separate team which does not participate in the mission attempt (or form one, if none exists)

Cards may target "stopped" cards, as long as they do not require them to take any of these actions. For example, you may relocate a "stopped" ship with Magic Carpet Ride OCD (see **movement**), but you may not play Emergency Transporter Armbands on your "stopped" personnel, because they may not beam.

Cards that are "stopped" *may* perform other actions and use skills. For example, a "stopped" personnel may operate transporters to beam "unstopped" cards, use a downloading skill, contribute traits or skills for such cards as Paxan "Wormhole," Defiant Dedication Plaque, Kurlan Naiskos, Navigate Plasma Storms, or Ketracel-White, and (if Borg) share skills with the hive. (See **present**.)

Also, whenever "stopped" cards are attacked, they are "unstopped" for the duration of that battle and may defend themselves.

"Stopped" cards become "unstopped" automatically at the start of the next turn, unless a longer period is specified. When a card "stops" personnel for a specific duration (e.g., **Parallel Romance**, Chinese Finger Puzzle), they may still be "unstopped" by other cards (e.g., Distortion of Space/Time Continuum, Deanna Troi).

When an entire Away Team or crew is "stopped" by failing to overcome a dilemma with conditions (e.g., Chula: The Dice), by a dilemma that does not have conditions, but specifically says it "stops" an entire Away Team or crew (e.g., Sarjenka), or by participating in battle, any Equipment cards in that Away Team or crew are also "stopped."

When specific members of a crew or Away Team are "stopped" by a dilemma or other card that specifically "stops" only selected personnel (e.g., Lineup), any Equipment cards are not "stopped" (even if the selected personnel are the only ones in the Away Team or crew).

Some additional notes:

- Failing to complete a mission after resolving the dilemmas does not "stop" the crew or Away Team.
- Using up its maximum RANGE does not "stop" a ship.
- Your cards aboard your "stopped" ship are also "stopped."
- During a mission, commandeering, or scouting attempt, "stopped" personnel cannot contribute traits or skills to trigger, overcome, nullify, or cure dilemmas. See **present**.
- Your cards aboard your ship when it becomes "unstopped" are also "unstopped".

Storage Compartment Door

Drawing the three cards allowed by this doorway is **executing orders** and must take place after the card play segment of your **turn**. The cards drawn are not part of your hand and must be either played or discarded (face up under your **Tribble side deck**) immediately. See **card draw**, **card play**, **tribble**.

Strategema

Strategema prevents battle even if other restrictions, such as affiliation attack restrictions, have been removed (for example, by Post Garrison).

Strategic Base

This card is **unique** only while in play for its second function. When in play for that function, it does not prevent another copy from being played for the other function.

Study Plasma Storm

This mission's special text, "Computer Skill required to use any equipment here," applies both to **Equipment** cards and ship **special equipment**.

If Computer Skill is not present on the ship, Ketracel-White cards cannot be used at this location and thus do not prevent white deprivation. Because the **Ketracel-White** is not being used, it does not count down.

Study Protonebula

This mission is a **nebula**. The owner of this mission, if playing affiliation, may not normally use the special text allowing the download of One because they may

not stock a non- personnel. See **Borg** - *Cooperation*.

stunned and mortally wounded

Stunned and mortally wounded personnel may still modify other personnel (for example, by adding to their attributes), but may not use other skills (e.g., stunned MEDICAL personnel cannot run the Genetronic Replicator; a stunned Elim Garak may not avoid the random selection of a personnel to be killed). See **battle - personnel**.

Subjugate Planet

You may not download a Remote Supply Depot if you already have a facility at this objective's target location. See **dual-icon mission**, **mission**, **Reunion**, **mission attempt**.

Subspace Schism

This interrupt may be played to affect any **card draw** a player makes during a turn (including end-of-turn card draws). It may not be played on a card drawn for an opening hand.

"Subspace Seaweed"

See **Protouniverse**.

Subspace Transporter

If the personnel beamed aboard an opponent's ship using this event takes a captive (e.g., Ilon Tandro, or using Captured), you may not beam the captive back. Only your Treachery personnel (and any equipment they are carrying) may be beamed. See **capturing**.

Subspace Warp Rift

A ship that stops at the location of this event to avoid damage is not "stopped" (e.g., it may initiate battle or attempt a mission). A ship that is relocated to or from the location of this event does not incur damage. See **passing locations**, **movement**.

Suna

See **once per game**.

superlatives

See **ties**.

Supernova

This event plays *only* on a Mission card, not on any other location. The mission is not discarded, but remains underneath for span reference only, leaving a spaceline **location** of unspecified type (neither nor). *None* of its game text, icons, card title, etc. remain in effect other than the span. For example, if Intercept Sleeper Ship is destroyed, you can no longer report the I.K.S. Tong to this location (unless it is the end of the spaceline).

Any cards not affected by Supernova (e.g., staffed Gomtuu, completed Borg objectives), and any cards in play on them, are not discarded.

Tox Uthat's stipulation that you "may play Supernova on a later turn" is a restriction; you may not play Supernova on the same turn you play Tox Uthat even if you have an extra card play or download.

If a mission was assimilated before being destroyed, reversing the effects of Supernova with **Persistence of Memory** does not unassimilate the mission (just as it does not "unsolve" a mission previously solved). Therefore it still cannot be solved or targeted for assimilation again.

If a mission that corresponds to a time location in play is destroyed by this event, the time location is unaffected. See **Temporal Vortex**.

Once this event has resolved and destroyed all cards at the mission location, nullifying it with Kevin Uxbridge or moving it with Dr. Q, Medicine Entity has no effect.

support personnel

See **Assign Support Personnel**.

surface

A card is on a planet's surface if it is on a planet and *not* in a facility or landed ship.

Sixteen of Nineteen (Survey Drone)

This personnel's special skill allows it to acquire artifacts that have been placed on top of the mission where a objective has been completed (or artifacts that could not be acquired when a mission was solved because of The Charybdis). It may not acquire artifacts that are still seeded under a mission or steal artifacts in play. See **scouting locations**.

suspends play

A card which specifically says it "suspends play" may be played at any time during the play phase (even during your opponent's turn) and may interrupt and temporarily suspend *any* action. Using a special download icon also suspends play. After the card play or special download has resolved, the suspended action resumes. See **downloading - special download**, **actions - interrupting**.

If no action is in progress, an action that *may* suspend play (such as using a special download icon) does not suspend anything. You may not suspend play during the seed phases.

tactic

A card type which comes into play only through a special **Battle Bridge side deck** (you cannot stock Tactic cards in your draw deck or your Q's Tent). Tactic cards increase your offensive and/or defensive capabilities during ship battles and also indicate specific damage affecting your opponent's ships and facilities.

If a card (e.g., Make It So, Falar) allow you to download a Tactic card, it may be downloaded only from your Battle Bridge side deck and only at the start of battle (when Tactic cards would normally be drawn). A Tactic card may not be downloaded as a damage marker.

Some Tactic cards (e.g., Breen Energy-Dampening Weapon, Chain Reaction Pulsar) have game text starting with a phrase like "Requires a ship with ... firing." Unlike most tactics, which work for any ship but give bonuses for particular kinds of ships (see **affiliation and ship**

origin), these tactics cannot be used as your current tactic unless you have the required ship firing in the battle.

When damage text takes a casualty, the personnel is selected from all appropriate personnel aboard the ship, including intruders.

Tal Shiar

See use (skills), characteristics.

Talosian Cage

See selections, showing your cards.

Tama

The lore on this ship is written in Tamarian. The phrase "Dathon, speaking first" means that Dathon is its captain and thus its matching commander.

Tamarian-related

See related.

Tantalus Field

You may not use this artifact to kill a personnel if either the artifact or the potential victim is aboard a cloaked or phased ship. See cloaking and phasing.

Tarchannen Study

See dual-icon missions.

Tarellian Plague Ship

An OFFICER with a Medical Kit overcomes this dilemma if both cards "beam over" (are discarded). Borg may overcome this dilemma by "beaming over" a Borg with shared MEDICAL skill. (The requirement for a MEDICAL to "beam over" is not a choice; it is a condition for overcoming the dilemma.) A holographic MEDICAL may "beam over" to pass this dilemma only if wearing a Mobile Holo-Emitter (both are discarded). See holographic personnel and equipment.

Barclay Transporter Phobia is a valid reponse to an attempted "beaming." If the first MEDICAL is prevented from beaming over, another MEDICAL may be selected to do so. This dilemma is assumed to provide transporters if your crew or Away Team does not have them available, but it cannot overcome obstacles to beaming such as Distortion Field. See Quash Conspiracy, quarantine.

Targ

See ANIMAL.

target

Act of selecting and identifying a particular thing such as a card, discard pile, draw deck, player, etc. for a purpose specified by a card or rule. Also, the thing that is targeted. A card does not have to explicitly use the word "target" to target something. If an Objective, Incident, or Event requires you to target (select) a ship, planet, personnel, etc., and the target is removed from play or becomes an invalid target, then the card which required that target is immediately discarded.

Targets are selected during the initiation step of an action. You cannot target an action. For example, Barclay Transporter Phobia targets a personnel, randomly selected from a group that is beaming. It does not target the beaming action itself. See showing your cards, actions - step 1: initiation.

Tekeny Ghemor

See playing an affiliation.

Telepathic Alien Kidnappers

Using this event, you guess a card type at the end of each of your turns, just before your card draw. See Intruder Force Field.

When you have this event and any card forcing your opponent to reveal their hand (e.g., Alien Probe, Ferengi Bug) both in play, you must allow your opponent to shuffle and conceal their hand before you make the selection.

Temporal Causality Loop

If one of the actions to be undone by this dilemma cannot be undone, then the results of the action are left intact. If the action was initiated by a card play, that card returns to your hand. For example, if you played a Scan card, you cannot "undo" having seen the seed cards under the mission, but the Scan card returns to your hand. If you played a Regenerate to shuffle your discard pile into your draw deck, the draw deck remains intact (because you cannot separate the cards), and the Regenerate returns to your hand.

Temporal Micro-Wormhole

This doorway does not allow you to download personnel (other than Dr. Telek R'Mor) or give permission to play a card. It provides a destination for a report of a personnel when no destination is otherwise provided (e.g., one played as your normal card play, or certain downloads such as the last function of Defend Homeworld). If any destination is otherwise provided (e.g. a report with crew action, or a special download, or reporting to a ship or a personnel), then this doorway cannot be discarded to affect mixing.

A personnel reported to your ship using this doorway may mix even with an affiliation that personnel normally does not work with. See compatible. However, the doorway does not allow you to stock Borg-affiliation cards in a non-Borg deck, or vice versa. (See Borg - *Cooperation*.)

The allowance for a personnel to mix with your other affiliations "for rest of game" applies only to the copy of the personnel you reported aboard your ship (not to additional copies or other versions of the persona).

If that copy leaves play, the effect does not apply to the same or another copy of the card reported again normally. See once per game.

If you download Dr. Telek R'Mor with this doorway, you may use the doorway's text to report him aboard any of your ships and allow him to mix with all your affiliations (discard the doorway), or his own text to report him aboard your compatible ship without "mixing" permission (do not discard the doorway).

Temporal Narcosis

See **double turn**, **Horga'hn**.

Temporal Rift

This interrupt is *not* a valid response to battle or a dilemma, and may not be used to "escape" them. It may not target a **docked ship** or carried ship. See **actions - step 2: responses**.

Cards may not be played on a ship in a Temporal Rift, and you may not discard a Space-Time Portal to return the ship to hand.

A card in a Temporal Rift is **in play** for uniqueness only; it is not in the present, so cards like Anti-Time Anomaly cannot affect it.

Countdown effects and icons, such as Plasma Fire or Ketracel-White, also do not count down while a ship is in a Temporal Rift.

The same rules also apply to a ship affected by a Time Travel Pod. See **time travel**, **Black Hole**.

Temporal Vortex

When played for its last function, this doorway relocates only one ship, one time. Although it has a countdown icon, it cannot perform any additional relocations during the countdown. (Play the doorway on the ship, and discard it at the end of the countdown.)

If played on a Borg Ship when encountered, the dilemma does not attack (so your cards are not "stopped"), nor does it attack when it reappears after the countdown expires or if the doorway is "closed."

If a mission that corresponds to a time location in play is destroyed by a Supernova, the location remains the "**corresponding** spaceline location" for time travel using this doorway.

Temporal Wake

This interrupt may not target a **docked ship** or carried ship to force it to follow a time-traveling ship.

Terok Nor

See **Deep Space 9**.

Terraforming Station

This station allows you to "terraform" (redefine) the requirements of a planet mission for a subsequent game with the same opponent. You may choose to replace each requirement with another requirement of the same type. You may replace **personnel types** with personnel types, other regular **skills** with regular skills that are not personnel types. and attributes with attributes. In addition, you may redefine the name of a Personnel, Equipment, or Artifact card. You may *not* redefine numbers, icons, or special requirements such as "3 icon Personnel," or create redundant requirements (such as "Treachery + Treachery"). For example, if a mission requires "MEDICAL + Guinan + CUNNING > 30" it could be changed to "SECURITY + Spock + INTEGRITY > 30."

The redefinition works for both ends of the mission. The mission loses the redefinition after your next game with the same opponent, even if you don't use that mission.

You must define the new requirements immediately after the game ends. In tournament play, give the redefinition to the tournament director in writing, before the cards are removed from the spaceline; it will affect a later match in that same tournament, if you play the same opponent.

A redefinition of mission requirements made outside of a specific tournament *cannot* affect a match within that tournament.

Terran

A synonym for **human**.

Terran Rebellion HQ

When this facility is in play at the Search for Rebels mission location, that location becomes a **homeworld** for all Federation cards with a Terran Empire icon, and thus may be targeted by cards such as Assimilate Homeworld and Gold-Pressed Latinum. To "match the affiliation of the homeworld," a personnel card must have , , and icons.

Tetryon Field

A ship without Navigation aboard must stop moving at the location of this event and cannot move for the remainder of the turn, but is not "stopped" (e.g., it may initiate battle or attempt a mission).

The

Card titles starting with "The" are sorted under the second word of the card title (e.g., The Big Picture is under "Big").

there

See **here**.

Theta-Radiation Poisoning

Only one Medical Kit is required aboard the ship or outpost affected by this dilemma to prevent any personnel from dying at the end of each turn.

Thine Own Self

This interrupt remains on the "lost" Away Team until they are rescued or captured. See **discarding**.

The "lost" personnel are still an Away Team and are vulnerable to cards such as Anti-Time Anomaly, Risky Business, or Dal'Rok, but they cannot use any skills or features (as if disabled). They are placed under the mission only as a marker of their "lost" status and are not considered seed cards that can be discarded with Ajur or Boratus.

A "lost" Borg scout may not be retrieved when the Borg complete their objective. See **Away Team and crew**.

If the mission is already completed, the Away Team cannot be recovered.

You may not play it on an Away Team at a time location, because it requires you to place them under a mission.

Third of Five

See **drone**.

thrice per game

Three times per game. See **once per game**.

ties

When a dilemma specifies a superlative such as "strongest," "most CUNNING," or "highest total attributes," and there is a tie, the opponent of the player encountering the dilemma gets to choose (unless the dilemma states otherwise). See **selections**.

To determine such things as "nearest planet" and "far end of **spaceline**," compare the number of *cards* in each direction; if there is a tie, then compare the total *span* in each direction. If still a tie, the opponent chooses.

ties (scoring)

See the official tournament guide.

time location

A card type representing a location in the past or future of the Star Trek universe. Time locations may be ■ or ◘ locations.

A time location is not a mission or spaceline location, but it has a corresponding spaceline location identified by the lore of both cards. For example, the mission Agricultural Assessment corresponds to the time location Sherman's Peak; both are located at Sherman's Planet. You may not seed or play a time location unless the corresponding spaceline location is in play.

A time location is placed by itself on the table, creating its own planet or space location separate from the spacelines. The card may have special instructions to be carried out when it is seeded or played; if you cannot carry out all instructions, you may not seed or play the time location. Though they are not on the spaceline, time locations are located in quadrants, as indicated by the presence or absence of a quadrant icon in the lower right corner of the text box. Time locations with no symbol are in the Alpha Quadrant.

Playing a time location uses your normal card play.

Cards that affect a spaceline location, such as Supernova or Black Hole, have no effect on the time location. Cards at the time location are not at the corresponding spaceline location and cannot attempt it. Ships and personnel may travel between the time location and the corresponding spaceline location using a card that allows **time travel**. The cards listed on a time location (or another card) as "native to this timeline" may be reported directly to the location if it is play. You may choose to report personnel on the surface of a planet time location, aboard any of your compatible ships or facilities at the time location, or aboard any opponent's facility there that you are allowed to use (e.g., Deep Space Station K-7). You may report a ship or facility in space at the location (in orbit of a planet). When reported in this manner, you do not need an open doorway, such as an Alternate Universe Door, to allow you to **report** the **Alternate Universe icon cards**.

You are not required to have the time location in play to use cards native to that location, or to report them to that time location if it is in play. They may be reported normally to a facility on the spaceline, or by any other legal reporting method, if you have an open Doorway card which allows ■ cards to play

time travel

There are two forms of time travel.

- **Movement** between a **time location** and a spaceline is possible only via a card that specifically states that it allows such movement, such as Temporal Vortex or Orb of Time. Cards such as Iconian Gateway, which do not so specify, do not allow time travel. Time travel is not restricted to "corresponding spaceline location" unless specified. For example, the Orb of Time allows you to move from any spaceline location (in any quadrant) to any time location, or vice versa; or between two time locations.
- Temporal Rift and Time Travel Pod represent a different form of time travel, moving from the present into the future while remaining at the same physical location. The ship and all cards aboard are **in play** for uniqueness only, and are not affected by cards that resolve while the ship has "disappeared," such as Anti-Time Anomaly, Stop First Contact, or Supernova.

Time Travel Pod ■

This artifact refers to the full **turns** of the player whose ship the card is played upon. See **actions: step 1 - initiation**, **Temporal Rift** ■, **time travel**.

timeline disruption

The existence of time locations makes it possible to conceptually go back in time and alter history in such a way that you change conditions in the present. The effects of timeline disruption vary by event:

"Timeline disrupted in 2063"

If the Borg change history by completing a Stop First Contact or Build Interplexing Beacon objective, the timeline is disrupted and Federation and Starfleet history ceases to exist. Cards which are disrupted include:

- All personnel of Human species.
- All ● and ● affiliation cards (including mutli-affiliation cards, regardless of current mode), such as personnel, ships, and facilities.

However, things from other universes or currently time travelling are not affected by this timeline disruption thus, the following cards are protected:

- cards with a M icon.
- cards with an ■ icon (unless they also have a ●, ▲, or ● icon).
- cards that have disappeared (e.g. Temporal Rift or Time Travel Pod).
- cards which have lost their affiliation (e.g. Thine Own Self)
- cards at a time location.

Except for cards which are protected, all disrupted cards in play (in any quadrant) and in any player's hand, draw deck, side deck, discard pile, etc., are placed out-of-play. (Reshuffle where appropriate.) If any cards are aboard (or played on) a disrupted ship or facility (but are themselves not disrupted), those cards return to owner's hand.

"Timeline disrupted in 2267"

the effects of this disruption are described on Hero of the Empire.

Timicin

See **helps**.

timing

See **turn**, **actions**.

Tommygun

See **holographic personnel and equipment**.

Tongo

To "declare a move" for this incident, you must have a bet to show. There is no winner or loser if your opponent has no bet (they must show their hand to verify this) or if there is a tie for highest total attributes.

Topological Anomaly 4747

When randomly selecting an ENGINEER for this card, include all Borg, android, and ENGINEERs in the selection.

Toral

See **skills**.

Torture

See **Madred**.

tournament scoring

See the official tournament guide for details of scoring victory points and differential. Also see **points**, **bonus points**, **winning the game**.

towing

A ship may not tow anything unless a card allows it, such as Activate Tractor Beam or Radioactive Garbage Scow. When a ship towing another ship or Scow moves or relocates in any way (e.g., through the Bajoran Wormhole, with Wormholes, The Traveler, time travel, etc.), the towed ship is also moved or relocated.

A ship in tow cannot tow another ship.

A towed ship may cloak (but not the towing ship). See **cloaking and phasing**, **tractor beam**.

Tox Uthat

If you use this artifact to allow the play of a **Supernova**, it is discarded even if the Supernova is nullified. See **actions - step 1: initiation**.

tractor beam

A type of ship's **special equipment**. A tractor beam has no built-in functions, but is activated by other cards, such as Activate Tractor Beam, Engage Shuttle Operations, and Ship Seizure. See **towing**.

Transporter Drones

This Equipment card's STRENGTH cannot be used outside of battle or modified by cards that affect personnel STRENGTH. It is not a weapon.

Transporter Mixup

Because a group of personnel beams simultaneously, all four of the personnel discarded by this incident are considered to leave play simultaneously (the cards are still placed in the discard pile one at a time so the opponent can see them). See **exchanging cards**.

Transporter Skill

When using a card (such as Invasive Beam-in) requires Transporter Skill aboard a ship, the Transporter Skill personnel must remain on the ship to operate the transporters. See **Miracle Worker**, **tribble**.

transporters

All ships and facilities have transporters unless otherwise specified. You may not operate your opponent's transporters unless you are allowed to use their facility (except when infiltrating; see **infiltration icon**).

Transporters are not **special equipment**. See **beaming**.

Two of Nineteen (Transwarp Drone)

This personnel may download one doorway or interrupt whose title includes "Transwarp," i.e., Transwarp Network Gateway (doorway) or Transwarp Conduit (interrupt).

Transwarp Network Gateway

To move ships through Transwarp Network Gateways, there must already be in play two copies of this doorway at different locations.

You must play another Transwarp Network Gateway doorway or a Transwarp Conduit interrupt each time you wish to move a ship (or group of ships) through the gateway network. This does not use any of the ship's RANGE, but is still normal ship **movement**, requiring full staffing.

Playing a Transwarp Network Gateway requires a Borg present even when download (e.g., with the Borg Outpost's special download icon). See **spaceline**.

The Traveler

This personnel's skill enables normal ship **movement** requiring full staffing, similar to the Wormhole interrupt, but is restricted to the current **spaceline**.

The Traveler: Transcendence

This event nullifies all Static Warp Bubbles in play or played later, either yours or your opponent's.

treaties

Treaty cards make one player's cards of two or more different affiliations **compatible** and allow them to mix and cooperate. They do not change any card's affiliation or make them **matching affiliation**.

If a treaty is destroyed, incompatible personnel aboard a ship or facility are placed under **house arrest**.

Treaties do not "chain." If you have Treaty: Federation/Bajoran and Treaty: Federation/Klingon in play, your Bajorans may not mix with your Klingons. You must also play Treaty: Bajoran/Klingon for all three groups to mix.

A "Federation treaty" is any treaty which includes the Federation as one of the parties. For example, Treaty: Federation/Klingon and Organian Peace Treaty are both Federation treaties as well as Klingon treaties.

Treaty: Federation/Romulan/Klingon

You may not use this event's provisions if you have *any* side deck in play (even if closed or empty), including a Battle Bridge side deck.

Only your Federation, Romulan, and Klingon affiliations are restricted from attempting your opponent's missions; your personnel and ships of all other affiliations may attempt any of your opponent's missions that has an appropriate icon or text.

Playing an **Espionage** card will permit you to attempt an opponent's mission while this treaty is in play. A required action (such as Samaritan Snare) may compel you to attempt an opponent's mission despite the treaty restriction. See **actions - required**.

tribble

A card type which comes into play only through a **Tribble side deck**. Tribble cards represent single tribbles and groups of 10, 100, 1,000, etc. They may *report* or *breed* as noted on each card.

You may play one Tribble card each turn per group of your tribbles (whether the cards were drawn from your side deck or downloaded by playing a Storage Compartment Door). All of your tribbles on one ship, facility, site, or planet are one group. Reporting a 1 Tribble or 10 Tribbles card where there are no tribbles creates a new group; you may not play another Tribble card to that group on that turn.

You must have at least the required number of tribbles present to breed tribbles. (You may not breed tribbles from your opponent's tribble group.) For example, the 100 Tribbles card "Breeds from 10 tribbles." You must have at least 10 tribbles present (either ten 1 Tribble cards or one 10 Tribbles card) to play a 100 Tribbles card to that group. When you breed a tribble card, the tribbles required to breed that card remain in play.

The *small* Tribble cards - 1 Tribble and 10 Tribbles - may be carried like equipment by either player's personnel. Each personnel may carry only one small Tribble card; when they eventually "drop" it, they are "stopped." They are not required to put it down while they perform other actions, such as attempting a mission.

The *large* Tribble cards - 100 Tribbles and greater - may not be carried, but may be beamed by any Transporter Skill personnel. Each personnel may beam up to one large Tribble card for each unit of that skill they have, then that personnel is "stopped" and may beam no more Tribble cards that turn. You may lower the SHIELDS of your Nor to beam large Tribble cards. Although small Tribble cards may not be beamed, you may beam the personnel who are carrying them (this does not require Transporter Skill and does not "stop" anyone).

You may beam large tribble cards between your opponent's ship and your own ship (if a card, such as the Transport Drone or Invasive Beam-In, allows you to beam cards through SHIELDS). Your opponent must allow you to see the tribble cards to select one or more for beaming.

Each denomination of Tribble card (e.g., 1 Tribble) comes in multiple versions, with different images and card numbers, and a different special colored icon such as Go, Poison, and so on. All versions of a denomination are treated as the same card in the Star Trek Customizable Card Game (they are not cumulative); the special icons are used in the Tribbles Customizable Card Game™.

(Tribble cards from the Tribbles Customizable Card Game may not be used in the Star Trek Customizable Card Game, because they have no game text allowing them to play.)

Tribble Bomb

Your Barry Waddle must be at the same location as your tribble group to allow you to play this incident (not just to play it for free).

This incident cannot be moved except as allowed by Trouble... in the Transporters, even when Tribble cards from the tribble group where it is played are carried or beamed.

Tribble side deck

This **side deck** is made up of **Tribble** and **Trouble** cards. You can have as many Tribble and Trouble cards in your side deck as you like, even duplicates. The side deck is activated during the doorway seed phase by a Storage Compartment Door card placed face up on top of the side deck.

The **Storage Compartment Door** allows you to draw and play (or discard) up to three cards from your side deck during each of your **turns**. Your Tribble and Trouble cards are not part of your normal hand, and thus are not affected by cards such as Alien Probe and Energy Vortex.

Whenever a card from your Tribble side deck is discarded or otherwise leaves the table, place it *face up* underneath your side deck. When your side deck runs out of face-down cards, shuffle the face-up cards and place them face down again underneath your seeded Storage Compartment Door.

Tribunal of Q

When you download and/or play cards you may ignore any game text that would prevent, nullify or modify the cost of downloading and/or playing those cards. This card does not allow you to ignore game text not directly related to the downloading/playing of ref cards.

Examples:

- You may ignore the text of Dial-Up to use the last function of Q the Referee to download a card.
- You may ignore the text of Amanda Rogers to prevent it from nullifying The Juggler.
- You may ignore the text of 211th Rule of Acquisition to play a card you download on your opponent's turn

without discarding cards from hand.

- You may ignore the text of Obelisk of Masaka to download more than one card from multiple draws gained from a single card. You may not ignore to text to download multiple non- cards.
- You may not ignore the effects of In the Zone while downloading a card.

Tricyanate Poisoning

You may not substitute or ignore requirements for Tricyanate Poisoning, even requirements that are in principle impossible at the mission you are attempting. For example, if the nearest planet mission has a requirement that something be "in orbit" or that "Away Team" have certain attributes while you are at a space mission, or you are at a planet mission and must meet a requirement like "SHIELDS >8", you will fail to overcome the dilemma.

Trill

A **species**. Some, but not all, Trill have symbionts; this **characteristic** is indicated in lore.

trouble

A card type which comes into play only through a **Tribble side deck**. You may play Trouble cards only where you have tribbles present. You may play one Trouble card each turn per group of your tribbles.

Each Trouble card lists the minimum number of tribbles required to "activate" portions of its game text. If you do not have the minimum number present, the Trouble card stays in play, but its game text is inactive. If you have no tribbles present with a Trouble card, it is discarded.

Whenever any of your Tribble cards (or your Tribble Bomb) are moved, any or all of your Trouble cards present may go along with them.

Trouble... on the Bridge

See **...on the Bridge**.

Trust Me

A Borg player may use this Q-icon event to place non-Borg personnel or ships in their discard pile and may use them normally if retrieved to hand, but they may not mix with their Borg.

turn

Players alternate taking turns throughout the play phase. During your turn you will do up to five things, in this order:

1. Perform any actions required or allowed by game text that says it takes place at "start of turn."
2. Play a card from your hand. This "normal card play" is optional. All cards except interrupts and doorways may be played only at this time, even those that play "for free," unless a card specifically allows a card play at another time. During this segment of your turn, you may take no actions other than:
    - playing cards;
    - actions that suspend play;
    - actions that may occur at any time (including activating hidden agendas and playing interrupts and doorways);
    - sub-actions of those actions; and,
    - any action that would respond to or replace an allowed action.

    Any other action advances you to the "execute orders" segement of your turn).
3. Execute orders. This generally means moving and/or using cards already on the table, and is also optional. See **executing orders**.
4. Perform any actions required or allowed by game text that says it takes place at "end of turn." (**Probing** is also defined as an end-of-turn action unless otherwise specified.)
5. Draw a card from your draw deck to your hand. This is mandatory and signals the end of your turn. See **card draw**. If you are prevented from drawing a card (for example, by the game text of Q's Tent or the Ops site, or because there are no cards left in your draw deck), then you simply announce when you are done with your turn.

Game text that says it may be used "at any time" may be used out of the normal turn order, or during your opponent's turn, even if the card type is normally playable only during your own turn (e.g., an event or doorway). However, such game text may not interrupt an unrelated action. See **actions - interrupting**.

You may choose the order of start-of-turn and end-of-turn actions. For example, you may process ore either before or after a Rogue Borg battle; you may probe either before or after counting down countdown icons or moving a Borg Ship dilemma. No other actions may take place between start-of-turn or end-of-turn actions, other than valid responses. However, your normal card draw (or any action that replaces it), is always the last action of your turn.

If a card such as 35th Rule of Acquisition allows you to draw a card at "end of each turn" when conditions are met (but does not say it is an extra or additional card draw), it is the result of an "end-of-turn" action, which must take place before your normal card draw which ends your turn. However, if a card allows an "extra" or "additional" card draw at the end of your turn (e.g., The Traveler: Transcendence or Quark's Bar), it is a modification to your normal card draw, and thus is not an "end-of-turn" action.

Your separate Away Teams merging at the end of your turn and "stopped" cards becoming "unstopped" at the start of a turn are not actions. They are changes of status that occur automatically when a turn ends or starts. A few other uses of the term "turn" are clarified below:

- A "full turn" is one complete turn of one player, from beginning to end, not including the current turn.
- "Owner's turn" refers to the owner of the card being *affected*, rather than the card *played*.
- "Every turn" means every turn of both players.
- "Each turn" means each turn of the subject of the game text (skipping the other player). The subject player is usually indicated by a word such as "you," "opponent" or "owner." ("You" or "your" refers to the person playing

the card or encountering the dilemma.) It may also be implied by game text instructing the person who played the card to take specific actions. If no player is specified or implied, then the subject of the game text is the player whom it affects. If it affects both players equally, the subject is the person who played or encountered the card. Examples:

- Temporal Rift: "Ship ... must reappear here after two of your full turns." The subject is the person who played the interrupt.
- Hyper-Aging: "Away Team... dies at the end of your third full turn." The subject is the player encountering the dilemma.
- Warp Core Breach: "Ship explodes at end of owner's next turn." The subject is the owner of the ship.
- Telepathic Alien Kidnappers: "At end of each turn, guess a card type..." The subject is the person who played the card, who is instructed to guess a card type.
- Plasma Fire: "Fire damages ship at end of next turn." The subject is the owner of the ship.

Turrel

See **in play**.

twice per game

See **once per game**.

The Twin Mistresses of Evil

Each of the personnel on this **dual-personnel card** may double the regular skills of only one Tom Paris or Harry Kim present. See **skills - modifying**.

Type 18 Shuttlepod

This ship may **report with crew** to the location of your *Defiant*-class ship, in space (not aboard). The requirement for Navigation skill applies only to personnel, not to Equipment cards.

Ultimatum

To score points with this objective, at least one of your ships firing WEAPONS in the battle that destroys the ship must be a Dominion ship. See **affiliation and ship origin**.

undefined attribute

If a card has an *undefined attribute* (e.g., Mortal Q's CUNNING of Q, Kivas Fajo's "NO INTEGRITY," or Spot's STRENGTH, which is not a number but is explained in the skills box), it is treated as zero for purposes of comparisons or totalling attributes. Undefined attributes cannot be modified with other cards. For example, Kivas Fajo will be killed by the Firestorm dilemma, but his INTEGRITY is not enhanced by Kukalaka.

A "disabled ship attribute" (for the dilemma "Pup") is treated as an undefined attribute. A **variable attribute** is not undefined unless it is unusable for some reason.

Undetected Beam-In

If your opponent encounters this dilemma, you may download up to four Borg drones (to the planet, if any, or to any ship or facility at the location). If you download them to a ship or facility controlled by your opponent, the drones are intruders.

Rogue Borg Mercenaries downloaded through this dilemma battle for the first time at the start of the next turn, even if more Rogue Borg are played normally on the current turn. They may play only on an **occupied** ship.

unexamined

A player has examined a mission if that player has revealed, glanced, or peeked at any card seeded face down at that mission, regardless of which player's card caused that player to see the card. If a mission has been attempted or scouted, it has been examined for both players.

unique and universal

Universal personnel, ships, facilities, sites, missions, and time locations are those with the four-diamond ❖ symbol at the beginning of the card name, and each player may have multiple copies in play at a time. Those without the ❖ symbol are unique (unless they have an ✶ **enigma symbol**). All other card types are universal unless marked "Unique" or "Not duplicatable."

Each player may not have **in play** more than one copy of any card marked "Unique" in its gametext or any unique or ✶ enigma personnel, ship, or facility at the same time. If another copy owned by the same player is encountered (for example, dilemmas), earned (for example, artifacts), or activated (for example, hidden agendas) by any player, that copy is discarded. See **persona**, **owner**

When any card marked "Not duplicatable" in its game text (or any unique time location) is in play, another copy may not be seeded or played by *any* player, and, if another copy is encountered, earned, or activated by any player, that copy is discarded. When a player seeds any unique mission which has already been seeded on the spaceline, the second copy is stacked atop the first to create a single location. See **Deep Space 9**, **seed phase**.

Unless otherwise indicated, missions and time locations are not duplicatable. (See **seed phases - *mission phase***).

Unique sites are "unique per station." That is, each Nor is limited to one of each kind of Site card. Universal ❖ sites may exist in multiple on each Nor.

Two of Seventeen (Unity Drone)

This personnel allows your Borg to share CUNNING in the **hive**.

Example: You have an Away Team on a planet consisting of three Borg, with a total CUNNING of 15:

- Bio-Med Drone, , CUNNING 5
- Tactical Drone, , CUNNING 5
- Talon Drone, , CUNNING 5.

You have a Borg ship at a neighboring spaceline location with the following crew aboard, with a total CUNNING of 17:

- Astrogation Drone, , CUNNING 7
- Guard Drone, , CUNNING 5
- Unity Drone, , CUNNING 5

If you bring the ship to the planet location (in the same hive), the CUNNING of the ship's crew is added to the total CUNNING of the Away Team, giving the Away Team a total CUNNING of 32 when facing a dilemma. Likewise, the Away Team's CUNNING is added to that of the ship's crew, so the crew has an effective total CUNNING of 32. This has no effect on the CUNNING of each individual Borg.

If the Bio-Med Drone is now killed, so there is no longer a Borg on the planet, the Away Team now has a total CUNNING of only 10, and the ship's crew has a total CUNNING of only 17.

universe

See **mirror universe**.

universal

See **unique and universal**.

unopposed

Your personnel are *unopposed* if your opponent has no personnel present with them on a planet, ship, facility, or site. Your ship is unopposed if your opponent has no ships at the same spaceline or time location. A site is unopposed if your opponent has no docked ships or personnel at that site. Cards that are cloaked, phased, disabled, or in stasis do not oppose. See **opposing**, **Patrol Neutral Zone**.

until any Q-Flash

See **Q-icon cards**.

U.S.S. Dauntless

This ship may be fully staffed by Arturis even if it is in Federation affiliation mode.

U.S.S. Enterprise-B

See **attribute modifiers**.

U.S.S. Enterprise-C

This ship can report to any location, in any quadrant, or to a time location. It may report to a facility, but cannot avoid being damaged. If your opponent is using a Battle Bridge side deck, they apply default damage (two damage markers) when you report the ship.

If reported with crew via Space-Time Portal, damage is applied to the ship before the crew is reported aboard (no casulaties will occur).

use (equipment)

See **equipment**.

use (ship or facility)

When gametext states that one affiliation (or personnel cards with certain characteristics) may use a ship or facility of a different affiliation, that ship is automatically compatible with those cards. If a ship, it does not need a personnel matching its affiliation to be staffed or to attempt a mission, if its crew contains one of the indicated personnel instead. It is still a ship or facility of its original affiliation, and must abide by that affiliation's attack restrictions.

use (skills)

Regular skills are routinely used to meet requirements, overcome dilemmas, trigger effects, and more, often during the initiation step of another **action**. When you have more of a regular skill present than a card requires, you may choose which of your personnel contribute skills to it. For example, if Davies and Toby Russel are in a crew that solves Explore Dyson Sphere, you may choose Toby Russell to provide the Physics to solve the mission so she can score points with **Assign Mission Specialists**.

Special skills that apply general modifiers like, "If on *Cha'Joh*, it is RANGE +2," or, "Nullifies Hippocratic Oath where present," are continuously in effect.

Most other special skills (for example, "May initiate battle against intruders") are used as a normal action. In general, this may be done only on your turn, unless the action is a valid response (for example, "May replace anyone randomly selected to die here") or is expressly allowed on opponent's turn (for example, "May be replaced by another version **at any time**," "Once **every** turn, may 'pounce'...").

If a card requires a personnel type such as MEDICAL without specifying a classification or a skill, either suffices. A requirement for multiple levels of a skill, such as Navigation x2, may be met by any combination of Navigation skills on one or more personnel (unless "a personnel with Navigation x2" is specified).

Some cards allow your personnel to "use" a skill like this *in place of* another skill that they already have. The levels of the original skill may come from any combination of personnel, who are treated as having a fraction of that skill proportional to their contribution. For example, The Art of Diplomacy allows your personnel to use 2 Treachery as if it were 1 Diplomacy. With this card, two personnel who have Treachery can provide 1 Diplomacy (each replaces their Treachery with Diplomacy x1/2), while another personnel who has Treachery x2 can provide another Diplomacy (Treachery x2 is replaced with Diplomacy x1). See ***skills - skill multipliers***. On a mission specialist, this counts as "using" a specialist skill for Assign Mission Specialists. A personnel may not use their skill as the new skill and the replaced skill simultaneously.

Valeris

See **infiltration icon**, **skills**.

Vantika's Neural Pathways

A mission specialist affected by this dilemma remains a mission specialist, with a skill of Treachery x2. See **Assign Mission Specialists**.

variable attribute

Some personnel have an X in one of their attribute boxes, with a corresponding special skill such as "X=2 or 7." Each time you need to know the value of a variable attribute (even when the card is in hand, such as for a Royale Casino dilemma), the owner of the card may choose one of the listed values at that time. Whenever the special skill is unusable (for example, because of Brain Drain or Hate Crime), the attribute is an **undefined attribute**, treated as zero.

verification

When a card or rule requires you to perform some action which you are unable to complete, your opponent must be allowed to verify that you are unable to do so. For example, if you cannot play a card when required to by a card such as Visit Cochrane Memorial or Energy Vortex, your opponent may look at your hand to verify that you are unable to do so. See **showing your cards**.

version

A "version" of a personnel refers to any *true* version of that specific **persona**. For example, Elim Garak, Elim, Mr. Garak, and Plain, Simple Garak are all versions of the Elim Garak persona. Thus, Plain, Simple Garak may be replaced at any time by Elim Garak, Elim or Mr. Garak.

Garak and Security Chief Garak are not true versions of the Elim Garak persona, and may not replace Plain, Simple Garak.

Vic Fontaine

This personnel cannot download an **artifact**. See **Mission Fatigue**.

Victory Is Life

See **helps**.

Vidiian

An **affiliation** and a **species**. See **affiliation and species**.

Vidiian Boarding Claw

If your Vidiian Cruiser that allowed you to play this incident leaves your control (e.g., commandeered or assimilated) or leaves play, discard the Vidiian Boarding Claw.

Vidiian Harvester

See **immune**.

virus related

see **related**.

Vorgon Raiders

See **in play**, **stealing**.

Vulcan Database

When this card enters play, immediately select the special equipment gained. This is not an **order**. Subsequent re-selections are orders.

Vulcan PADD

See **skills - modifying**.

Vulcan Tricorder

Personnel retain the gained skill until they are no longer present with this equipment, or until you re-select the skill added by it (see **skills - modifying**). If more personnel of appropriate classification join the crew or Away Team, they add the same skill already selected.

You Know I'd Like To Help

This card does not allow ships to play for free at the Bajoran facility Deep Space 9, even with Trust The Prophets in play. (Using this card at Deep Space 9 is not a "purpose related to its sites.")

Voyager stand-alone formats

When playing Voyager stand-alone Warp Speed and full game formats, you may use any cards with a *Star Trek: Voyager* logo (including those found in First Anthology, the Official Tournament Sealed Deck, Blaze of Glory, Mirror, Mirror, Holodeck Adventures, and The Motion Pictures) as well as any missions with a Delta Quadrant icon.

VR Headset

This Equipment card aboard your ship does not allow you to download a Vorta as its matching commander using Ready Room Door. The Vorta is not the matching commander until they are present with the VR Headset.

Vulcan

An affiliation and a species. See **affiliation and species**.

Vulcan Mindmeld

This interrupt adds only regular (not special) skills. (See **skills - modifying**.)

Your Mindmeld personnel may meld with any personnel, including androids and holograms. The personnel need not remain together after the meld to use their added skills. Mindmeld may not be "chained." If Sarek melds with Riva, and Spock melds with Sarek, Spock gains only Sarek's Diplomacy x3 and Mindmeld; he does not also gain Riva's Diplomacy x2.

Wajahut

See **once per game**, **movement**.

The Wake of the Borg

This interrupt does not destroy landed, cloaked, or phased ships. See **landed ships**, **cloaking and phasing**.

walking

Your personnel aboard a Nor may move ("walk") from site to site, individually or as a group, and they may carry Equipment cards with them. Move the personnel or group along the row of sites, one site at a time, until they reach their destination. (They must actually "pass by" each site in turn; they do not relocate from site to another.) They may walk along more than one site each turn; however, as soon as they stop at any site, for any reason, they may not walk again that turn (although they may perform other actions, such as boarding a ship docked there).

Example: you have the following sites on your Nor, in order: Ops, Security Office, Guest Quarters, Ore Processing Unit, Docking Pylons. Your personnel may walk from Ops to Docking Pylons on one turn, moving from one site to the next in turn, and may board your ship docked at Docking Pylons. But if they stop to pick up a hand weapon from the Security Office, they may not walk any further this turn. Likewise, if two personnel walk from Ops to Guest Quarters and stop while you download a personnel there with Going To The Top, the personnel may not walk further this turn.

Entering or exiting from a docked or landed ship or planet facility is not "walking."

The Walls Have Ears

See **infiltration icon**, **intruder**.

Warp Core Breach

See **affiliation and ship origin**, **Borg: *Borg-affiliation ships***.

Warped Space

Any card that moves like a ship with RANGE, such as Calamarain or The Sheliak, uses the span on the end toward the moving card's owner.

Wartime Conditions

This event may be played on any turn after the initial attack (not necessarily immediately after the attack). It applies to both players while in play.

We Look For Things

When you discard this incident to "acquire" a card enhancing the attributes of an opposing ship, you must immediately place the card in play. An Equipment card is relocated to your Pakled ship; an Event card is played on your side of the table or on one of your suitable ships at the location, as appropriate.

Weak Spot

See **attribute enhancements**.

WEAPONS

You cannot use your ship's or facility's WEAPONS for *any* purpose unless it is uncloaked, unphased, and undocked, its WEAPONS are greater than zero, and you have a **matching** personnel aboard. (If the facility is a Nor, the matching personnel must be in Ops.) "Using WEAPONS" includes satisfying the requirements of any card requiring WEAPONS, such as Outgunned or Refuse Immigration.

To fire its WEAPONS in battle, the ship or facility must not be "stopped." (A card targeted by an attack is automatically "unstopped" and thus may return fire.)

Unless returning fire or counter-attacking, the ship or facility must also have a **leader** (Borg must have a Borg instead) in its crew, and must not have any affiliation attack restrictions that prevent it from firing at the target. (If the firing card is a Nor, the personnel required above must be in Ops.)

If the requirements to solve a mission include ship's WEAPONS above a certain level (e.g., Ambush Ship), and it does not say "total WEAPONS," then the single attempting ship must provide the WEAPONS requirement. If the requirements to attempt or solve a mission include "total WEAPONS" above a certain level (e.g., Intercept Maquis), that total may be provided by any of your compatible ships at that location.

The Whale Probe

This dilemma places cards in **stasis** when it is first placed on the mission; when it moves to a new location at the end of every turn; and when any ship or personnel moves to or appears at its location. See **far end of spaceline**.

Where No One Has Gone Before

Only one copy of this event is needed to affect all spacelines. However, it does not allow **movement between quadrants**.

White Deprivation

Personnel who have a icon suffer "white deprivation" when this incident is in play, unless they have **Ketracel-White** Equipment cards present to prevent it.

Your white-deprived personnel will attack even captives (belonging to either player) if present. You may not prevent them from fighting by using cards such as Emergency Transporter Armbands, Prepare Assault Teams, I'm a Doctor Not a Doorstop, Smoke Bomb, etc.

When your own personnel are attacking each other, even though they are separate assault teams they are still a single crew or Away Team. Thus, cards that affect the battle (such as hand weapons) apply to both teams. Echo Papa 607 Killer Drones do not participate in battles caused by white deprivation.

One Ketracel-White card in a crew or Away Team prevents white deprivation for any number of personnel.

A disabled Jem'Hadar (including a captive) cannot initiate battle, but if white-deprived is still subject to death by random selection.

winning battle

See **battle - personnel**, **battle - ship**.

winning the game

Players take turns until one player scores 100 points (the normal victory conditions) and is declared the winner, or until both players'draw decks run out (at which point the player with the most points is declared the winner).

Some cards, such as Q's Planet and You Are A Monument, may alter the victory conditions of the game for one or both players. The first player to achieve or exceed their victory conditions is the winner. If both players achieve their victory conditions simultaneously, the player with the most points is the winner.

Some cards or actions may cause you to lose the game.

Wormhole

Wormholes allow movement between quadrants or **time travel** between the spaceline and a time location (or between two time locations); the **movement** uses no RANGE. Thus, you may move your ship with Wormholes even if it has no RANGE remaining (but not if affected by a card that says the ship may not move) or if there is no adjacent location to move to.

The same player must play both Wormholes (i.e., your opponent may not "complete" your Wormhole with their own to redirect your ship).

If your second Wormhole is nullified, the first is also nullified unless you immediately play another Wormhole.

A ship always emerges from a Wormhole in space, not landed or in any other place such as a shuttlebay. This interrupt may not be played on a **docked ship** (as it undocks).

A Wormhole interrupt may also be used with the built-in Wormhole on a planetary **Mission II** card. See **Space-Time Portal**.

wormholes - movement through

Moving through a pair of Bajoran Wormhole doorways, or travel through the Barzan Wormhole, can be part of a single movement action to the mouth of the wormhole and through it (continuing along the spaceline upon exit if Wormhole Navigation Schematic is played at Bajoran Wormhole).

worth points

A card that is "worth points" while some condition is met does not score those points each turn; it scores positive points when the condition is first met and scores negative points equal to the earlier point gain if the condition ceases to be met. For example, you score 20 points once with Dr. Tolian Soran, when he is placed under The Nexus. If he leaves The Nexus, you score -20 points because he is no longer worth points. On the other hand, if your opponent plays Khan! when Dr. Tolian Soran first enters The Nexus, nullifying those bonus points, you score 0 points when he enters, and a corresponding -0 points if he leaves.

Writ of Accountability

Activating this incident to place it on a FCA personnel already in play is a valid response to any of the actions that cause your opponent to lose the game. Activating it to download an FCA personnel is *not* a valid response to those actions and thus may be done only after your opponent's action is complete, and only if your opponent did not already win the game by completing his action.

For purposes of this incident, you have not used your own dilemma to score points if your opponent's action directly caused you to score points from that dilemma. For example, if your opponent "posts bail" for a captive taken by your Mandarin Bailiff, or his personnel dies with your Vendetta in play on it, you did not use that dilemma to score points.

If you score points by wagering a dilemma with Dabo, you have used that dilemma to score points. See **Horga'hn**, **winning the game**, **stasis**.

you

See **your**.

You Dirty Rat

The shape-shifter morphed by this interrupt may not be targeted by anything (not just in battle).

your

"Your" personnel, ship, or facility is one that you control, even temporarily. For example, you may play Auto-Destruct Sequence on your opponent's ship that you control using Alien Parasites. You may not play Sisko 197 Subroutine on the Ops of an Empok Nor that you seeded but have not yet commandeered.

On other cards (events, interrupts, dilemmas, etc.), "you" or "your" in game text refers to the player who played a card or who encountered a dilemma or Q-icon card. For example, if your opponent encounters your dilemma that refers to "three of your full turns," it means your opponent's turns; but if you play Beyond the Subatomic, "Discard from top of your draw deck" refers to you. See **owner**.

Your Galaxy Is Impure

This dilemma may be nullified by Borg Nanoprobes if present when encountered, or later, after it has been placed on the mission.

Yuta

The personnel discarded by this dilemma dies. The death is a "random selection." If no personnel matches the number chosen, the dilemma is discarded.

zero

Zero is an even number.

CONTACTING TCC

If you have any questions, please feel free to contact The Continuing Committee. Our website, trekcc.org, is home to all of the latest news and information about the *Star Trek Customizable Card Game, First Edition*.

For answers to your specific *First Edition* rules questions, you can ask in the Rules Questions forum at trekcc.org/forums or send a PM to the current Rules Manager through the forums. (James Heaney's username on the forums is BCSWowbagger.)

Follow the Continuing Committee on Twitter (@TrekCC), Facebook, and YouTube!

APPENDIX A: LISTS

Homeworlds

- Alter Records - "Bajor...Bajoran homeworld"
- Orb Negotiations - "Cardassia Prime...Cardassian homeworld"
- Intelligence Operation - Founders'

homeworld...Dominion homeworld"

- Espionage Mission - "Earth...Federation homeworld"
- Deliver Message - "Ferenginar...Ferengi homeworld"
- Expose Covert Supply - "Qo'noS...Klingon homeworld"
- Cloaked Mission - "Romulus...Romulan homeworld"
- Disrupt Alliance - "Mirror Universe...Bajor...Bajoran homeworld"
- Deliver Ancient Artifact - "Vulcan... Vulcan homeworld."
- Research Devastating Attack - "Earth...Starfleet homeworld"
- Repatriate Citizen - "Qo'nos...Klingon Homeworld"
- Monitor Population - "M Earth...Starfleet Homeworld"
- Launch Millitary Strike - "M Qo'nos... Klingon Homeworld"
- Oppress Population - "M Vulcan ... Vulcan homeworld."

Intelligence Skills

- FCA
- Klingon Intelligence
- Memory Omega
- Obsidian Order
- Orion Syndicate
- Section 31
- Tal Shiar
- V'Shar

Nemesis Icons

Icons	Color	Meaning	Who: Rightward	Who: Leftward
	Red	Blood Oath	Jadzia Dax, Kor, Kang, Koloth	The Albino, first function of Blood Oath
	Black	Khan's Wrath	Admiral Kirk (both versions)	Khan
	Blue	All Good Things	U.S.S. Pasteur (adds to Future Enterprise)	I.K.C. Chang (adds to I.K.C. Fek'lhr)
	Purple	Prin's Revenge	Silarin Prin	added by Silarin Prin
	Silver	Pralor/Cravic War	Pralor Unit 3947, Pralor Unit 6263, Pralor Warship	Cravic Unit 122, Cravic Warship
	Gold	Soong Family	Dr. Soong, Data (First Contact), Data and Geordi	Lore, The One, Data (The Sky's The Limit)
	Green	Shinzon's "Mirror"	added by Shinzon	Shinzon

Personnel Types (Classifications)

-
- **ANIMAL**
- CIVILIAN
- OFFICER
- ENGINEER
- MEDICAL
- SCIENCE
- SECURITY
- V.I.P.

Regular Skills

- CIVILIAN
- ENGINEER
- MEDICAL
- OFFICER
- SCIENCE
- SECURITY
- V.I.P.
- Anthropology
- Acquisition
- Archaeology
- Astrophysics
- Barbering
- Biology
- Cantankerousness
- Computer Skill
- Cybernetics
- Diplomacy
- Empathy
- Exobiology
- FCA
- Geology
- Greed
- Guramba
- Honor
- Klingon Intelligence
- Law
- Leadership
- Memory Omega
- Mindmeld
- Miracle Worker
- Music
- Navigation
- Obsidian Order
- Orion Syndicate
- Physics
- Resistance
- Section 31
- Smuggling
- Stellar Cartography
- Tal Shiar
- Transporter Skill
- Treachery
- V'Shar
- Youth

Ship Special Equipment

- **Cloaking Device**
- Energy Dampener
- Holodeck
- Holographic Skin
- Invasive Transporters
- Long-Range Scan Shielding
- Particle Scattering Device
- Phasing Cloak
- Solar Sail
- Tractor Beam
- any regular skill

APPENDIX B: CARDS WITH REVISED TEXT

In an effort to keep rules consistent and gameplay fair, a series of cards have been updated. Some cards have only received

minor grammatical changes while others have been significantly revised.

For a complete list of cards that have received errata, see the Errata File.

APPENDIX C: CHANGE LOG

Detailed revision notes for the latest version of the Glossary may be found in the current Recent Rulings Document.

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