

STAR TREK CUSTOMIZABLE CARD GAME RULEBOOK

Version 2.3.9 – November 2022

1: INTRODUCTION

Welcome to a universe with endless possibilities.

In the *Star Trek Customizable Card Game*, you will venture into the final frontier. Using cards representing personnel, ships, missions, events, and more from the *Star Trek* universe, you will complete missions to score 100 points and win the game.

But beware! If your ships and crews aren't being torn apart by the natural (and unnatural) hazards of deep space, your rivals will be one step behind you, undermining you at every turn, profiting from your losses, and even engaging in open warfare against you – determined to reduce you to one more footnote in galactic history books. Get ready to *Boldly Go Where No One Has Gone Before!*

ABOUT THIS GAME (1.1)

"It took us centuries to learn it doesn't have to take centuries to learn."

–Anij

Most card games have just one deck of cards that never changes, but a Customizable Card Game (or CCG) works differently. In a CCG, you construct your own playing deck using cards from your collection. In this game, you and another player establish a shared universe, where you each establish operational bases, deploy ships and personnel, and complete missions in order to score points.

Copyright Notice: Printing cards (1.1.0.2)

Printed cards are for *personal use only*, and absolutely may not be bought or sold for profit under any circumstances. Everyone associated with the *Star Trek CCG* supports and protects CBS/Paramount's intellectual property!

Tip: First vs. Second Edition (1.1.0.1)

From 2003 to 2006, Decipher produced a brand new *Star Trek* card game, called simply the "Star Trek Customizable Card Game (Second Edition)". This was a completely different game, and you should be careful when buying from wholesalers to make sure that you are buying cards from the correct *Star Trek CCG*. The two games are commonly referred to as "1E" and "2E", respectively. Like 1E, 2E is maintained today by the Continuing Committee, and you can find more information about it at the Committee's website.

The *Star Trek Customizable Card Game (First Edition)* is a universe of over 4200 different cards, representing people, places, events, equipment, missions, and more from Gene Roddenberry's *Star Trek* universe.

This game was published on physical cards by Decipher, Inc. from 1994 until 2003. You can still purchase many of the cards Decipher produced at specialty gaming stores or online wholesalers.

Since 2009, the *Star Trek CCG* has been produced and organized by the volunteers of [The Continuing Committee](#). The Continuing Committee (CC) regularly releases new sets.

You may print copies of any and all cards on your home printer. Printed cards are legal in tournament play. (They must be sleeved and backed by a physical card.) New players should consider printing one of the CC's [virtual starter decks](#), available on their website, for a quick way to jump into a game using a pre-constructed, competitive deck.

While even a single virtual starter deck is competitive in today's game, additional cards unlock more options and new ways to play. Download, print, purchase, and trade cards in order to *Expand Your Power in the Universe!*

ABOUT THIS RULEBOOK (1.2)


"You can't play a foolie without rules. Even Grups ought to know that."

This rulebook explains the generally applicable rules of the Star Trek CCG (1E).

The companion to this rulebook is the [Glossary](#). The Glossary is available at the CC's website, and includes many rulings and clarifications related to *specific* cards and terms. [If the rulebook and the Glossary ever conflict, the Glossary is correct.](#)

Keep in mind a few things as you begin:

The Borg: *Special Rules* (1.2.0.3)

Several special rules apply only to the  Borg affiliation. Borg rules are explained throughout this rulebook in sidebars like this one. For reference, there is also a [Borg Rules Sheet](#), which puts all those sidebars together in one place.

Clarifications: *Official Tournament Format* (1.2.0.2)

This rulebook follows Official Tournament Format, with Open format described in sidebars. The Glossary, which was written when Open was the most popular format, follows Open format, and leaves OTF format to a [separate document](#). This can occasionally create the appearance of conflict between this rulebook and the Glossary where none exists.

Tip: *Try the Basic Rulebook* (1.2.0.1)

This is a comprehensive rulebook for the *Star Trek* CCG. It covers the basics, but it also delves into advanced subjects and some pretty detailed minutiae. If you're a new player, that's a lot to take on, especially in one sitting.

You might want to try the [Basic Rulebook](#) instead. The Basic Rulebook is simply an abridged edition of the Complete Rulebook, explaining the core gameplay but leaving out the more "fringe" parts of the game (like Sites and infiltration) so you can jump in and start playing your first game faster.

And don't worry – once you've read the [Basic Rulebook](#), you can quickly and easily digest the rest of the rules by reading the [Advanced Rulebook](#), which covers everything the Basic Rulebook left out.

- Allow a couple hours to read the rules, and a few more to play your first game. What seems complicated in the beginning becomes quite natural in subsequent games. This game aims to allow you to do virtually anything in the *Star Trek* universe; it takes a little practice and patience to master its infinite possibilities.
- You don't have to memorize what each card does. Usually, using written information and a handful of important icons, the cards themselves explain what you can do with them.
- A specific rule overrides a more general rule, and a card's specific text overrides an otherwise applicable rule.
- Throughout the rulebook, sidebars contain in-depth discussion of certain topics. (Or, if you're feeling *very* daring, expand them all by clicking here: [.](#)) If this is your first time reading the rules, ignore the sidebars, except for the **green "tips" sidebars, which are written for novices**. Most other sidebars discuss complications and ambiguities in the rules, and should be absorbed gradually over the course of many games.
- The various rule documents, the [rulesmaster](#), your local tournament directors, and the CC forums are always available to answer your rules questions. If you want a definitive answer, you can always find it, usually from an enthusiastic player.
- That said, if you and your gaming partners need to resolve a rules dispute quickly, especially during a casual game, try applying a little "Trek Sense": if this were an episode of *Star Trek* (or, if you're not familiar with *Star Trek*, the science fiction of your choice), how do you and your gaming partner think the situation should resolve? Look at it in the friendly spirit of Gene Roddenberry's vision of the future, then proceed with the game.

2: THE CARDS

ODO: *I don't play cards.*

QUARK: *I'll teach you. It's a very simple game.*

ODO: *Let me put it another way. I don't want to play cards. And even if I did, I wouldn't want to play with you.*

QUARK: *Afraid you'd lose?*



—"The Ascent"

There are seventeen card types in the Star Trek CCG, some of which you'll use in every game, and others which you'll rarely see. The following pages are a brief overview of the card types .

Clarifications: Double-Sided Cards (2.0.2)

Double-sided cards in a face down deck or pile are considered face down. (See [Looking At Cards](#).) When you seed or play a double-sided card, and both sides are seedable/playable, you choose which side will be face up initially.

Clarifications: Cards "Used As" Other Types (2.0.1)



A card that says it is "played as" or "used as" another card type counts as *both* card types for all purposes. For example, [Alien Gambling Device](#) (an  Artifact that says "Use as  Equipment") may be stolen by a [B'Etor](#) or discarded to satisfy [Rebel Encounter](#).

However, a card that "seeds like" a dilemma does not count as a Dilemma, and a card that is "moved like" equipment or a ship does not count as an Equipment or Ship card.)

The cards feature many different icons. Some have built-in gameplay functions, which will be explained in this rulebook. Other icons are only referenced by other cards; they are explained in the [icon legend](#) at the end of this rulebook.



MISSIONS (2.1)





Every player begins the game with exactly 6 missions. Missions represent *locations* within the cosmos. Each mission has a *span*, representing the distance that must be traveled to visit or pass this location. Some missions are  Planets, where personnel and equipment can beam down to the surface. Others are  Space missions, where everyone remains

aboard their ships.

Clarifications: Dual-Icon Missions (2.1.0.1)

A few missions are   Dual-Icon – that is, they are both planet *and* space missions.

Most missions also define a goal, in which case they show which affiliations may attempt the mission, usually through *affiliation icons*. They also have *requirements*, which state what skills are needed to accomplish the mission, and a *point box*, specifying the number of points a player receives for completing the mission. If a player completes at least one  Planet mission, one  Space mission, and scores 100 points, that player **wins the game**.

Clarifications: Asymmetric Missions (2.1.0.3)

The *requirements* facing a mission's owner usually match the *mission summary* facing his or her opponent. The mission summary is merely a convenience for the opponent in these cases. However, keep your eyes peeled: a small number of missions are *asymmetric missions*, which have different requirements, affiliation icons, and even different span depending on which side of the mission you're on.

Tip: Homeworlds (2.1.0.2)

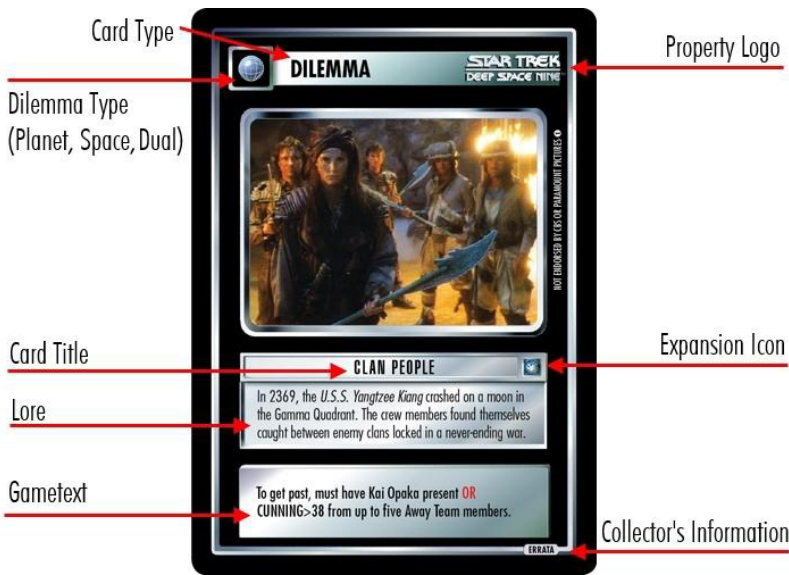
A few missions state in their lore that they are the *homeworld* for their affiliations. For example, the location of [Alter Records](#) is Bajor, which, as the lore states, is the Bajoran homeworld. Homeworlds are used by many cards, and including your affiliation's homeworld in your deck can be an excellent strategic move. "Homeworld" is a **characteristic**.

Following is a list of all homeworlds in the game. You do not need to memorize it; it's just handy to have around:

-  Federation: one version of Earth ([Espionage Mission](#))
-  Starfleet: a different version of Earth ([Research Devastating Attack](#))
-  Vulcan: Vulcan ([Deliver Ancient Artifact](#) and [Observe Ritual](#))
-  Klingon: Qo'nos ([Expose Covert Supply](#) and [Repatriate Citizen](#))
-  Romulan: Romulus ([Cloaked Mission](#))
-  Bajoran: Bajor ([Alter Records](#))
-  Cardassian: Cardassia Prime ([Orb Negotiations](#))
-  Dominion: Founder Homeworld ([Intelligence Operation](#))
-  Ferengi: Ferenginar ([Deliver Message](#))
-   Mirror Quadrant Bajorans:  Bajor ([Disrupt Alliance](#))
-   Mirror Quadrant Klingons:  Qo'noS ([Launch Military Strike](#))
-   Mirror Quadrant Starfleet:  Earth ([Monitor Population](#))
-   Mirror Quadrant Vulcans:  Vulcan ([Oppress Population](#))

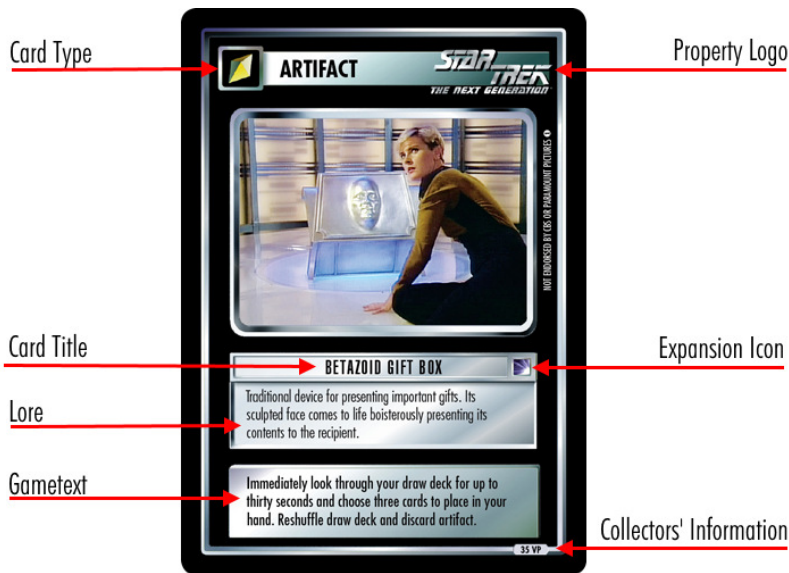
Both players' missions are played together in a row called the "spaceline," representing locations in one *quadrant* of the galaxy. If missions belong to different quadrants, each quadrant has a single, separate spaceline. All spacelines, together, form the shared universe you and your opponent inhabit during the game.

DILEMMAS (2.2)



A dilemma is a problem or obstacle personnel must face when attempting to complete a mission. They are your main tools for preventing your opponent from solving missions and scoring points. They are placed under missions at the beginning of the game, to be discovered later. 🌐 Planet dilemmas can be encountered only at planet missions. 🌌 Space dilemmas can be encountered only at space missions. 🗡️ Dual dilemmas may be encountered at any mission.

ARTIFACTS (2.3)



🗡️ Artifacts represent rare and precious objects with special powers. They are discovered at 🌐 Planet locations during mission attempts, and can only be earned by completing the mission. Some are then kept as equipment, some play on the table as events, and others are placed in your hand for later use.

Clarifications: Earning & Using Artifacts (2.3.0.1)

You *earn* (or acquire) an Artifact when you complete the mission where it was found. You may only play or use the gametext of an Artifact that you have earned (except when specifically permitted by another card, such as [Ferengi Commerce Operation](#), [Secret Compartment](#), or a ▼ Special Download icon). You may not replay an Artifact that has left play without earning it again.

EVENTS, INCIDENTS, & OBJECTIVES (2.4)



🌀 Events and 🧑‍🚀 Incidents represent developments within the universe. 🎯 Objectives represent tasks you may complete, usually for points or some other benefit. Although they have different names, they all function the same way. While most events, incidents, and objectives have lasting effects, a few say to discard them after use.

Borg Rule: Objectives, Not Missions (2.4.0.2)

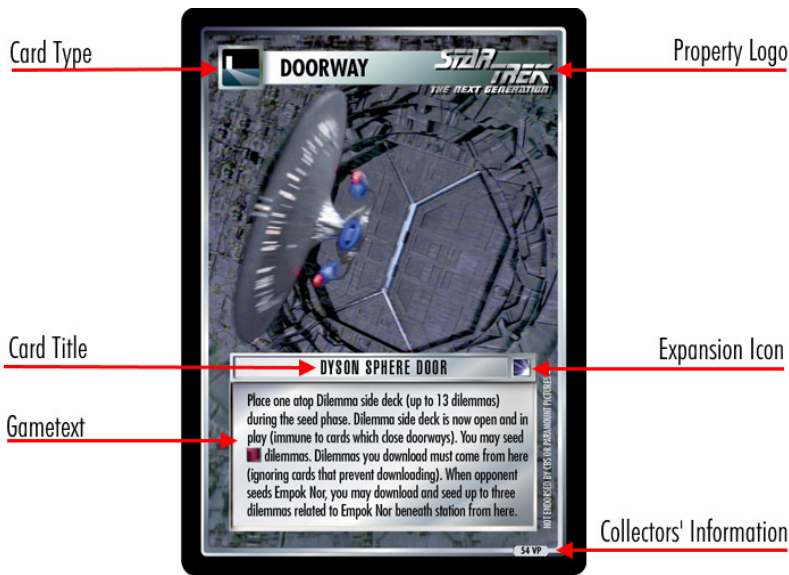
Unlike other affiliations, the 🧑‍🚀 Borg do not score points by solving missions, but by completing Objectives. (See 🎯 [Borg-Only Objectives.](#))

Tip: What's the Difference? (2.4.0.1)

The difference between *Events* and *Incidents* is that incidents are harder for your opponent to nullify. Likewise, the difference between *Incidents* and *Objectives* is the concept they represent; they are otherwise used in exactly the same manner.

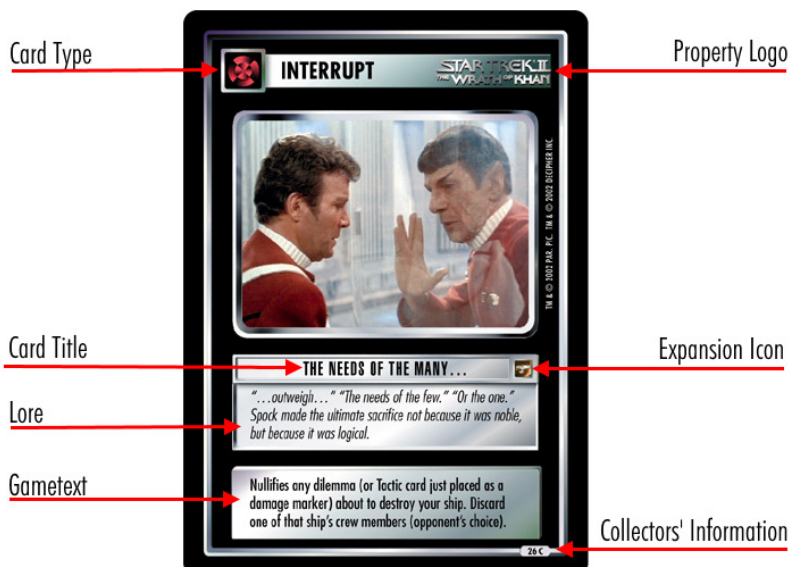
The "real" reason there are three such similar card types is because Decipher launched the game with Events, but, over the years, discovered that the Events gametext box was not big enough for some of the cards they wanted to design. Incidents are also used in lieu of Events to avoid interacting with certain cards (such as [Quinn](#)).

DOORWAYS (2.5)



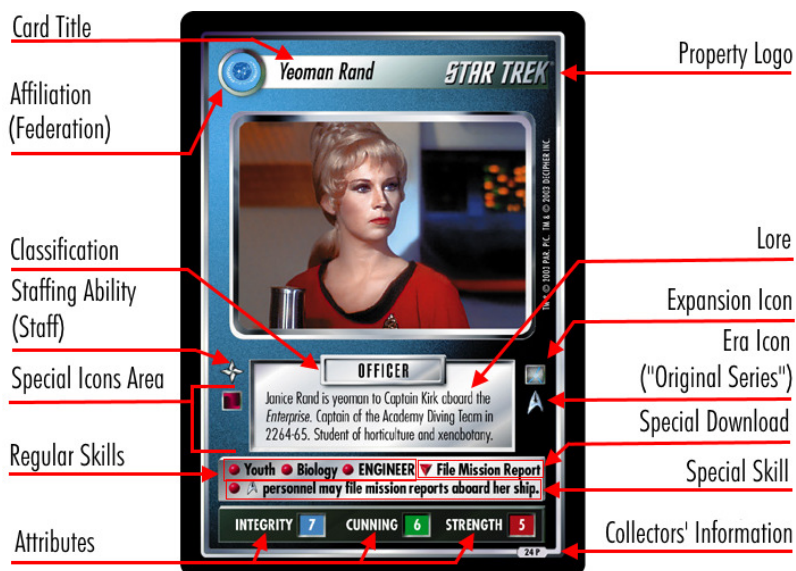
Doorways represent a physical door or a passage to another time or place. They open up side decks, link different spacelines together, allow special cards to be played, and more. Most doorways are **seeded** (they enter play before the game begins), but many doorways *can* be played during your turn.

INTERRUPTS (2.6)



Interrupts represent sudden developments or unexpected changes of fortune in the universe. Unlike other card types, Interrupts can be played **at any time** between other actions – even during your opponent's turn! Interrupts normally have a short-lived effect, and they are automatically discarded after use (unless the card says otherwise).

PERSONNEL (2.7)

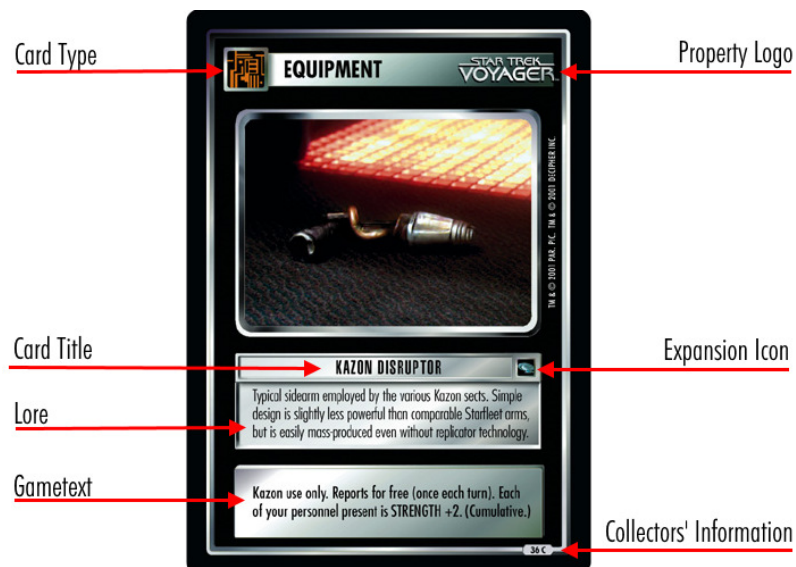


Personnel are your primary resource in the race to one hundred points. Personnel solve missions, face dilemmas, staff ships, and fight battles. All personnel have an *affiliation* (see the [list of affiliations](#)). Cards from different affiliations do not normally work together, so you will probably have cards from only one or two affiliations in your deck.

All personnel have *attributes* (STRENGTH, INTEGRITY, and CUNNING), a single *classification* (OFFICER, ENGINEER, MEDICAL, SCIENCE, SECURITY, V.I.P., CIVILIAN, or ANIMAL), and one or more **skills**.

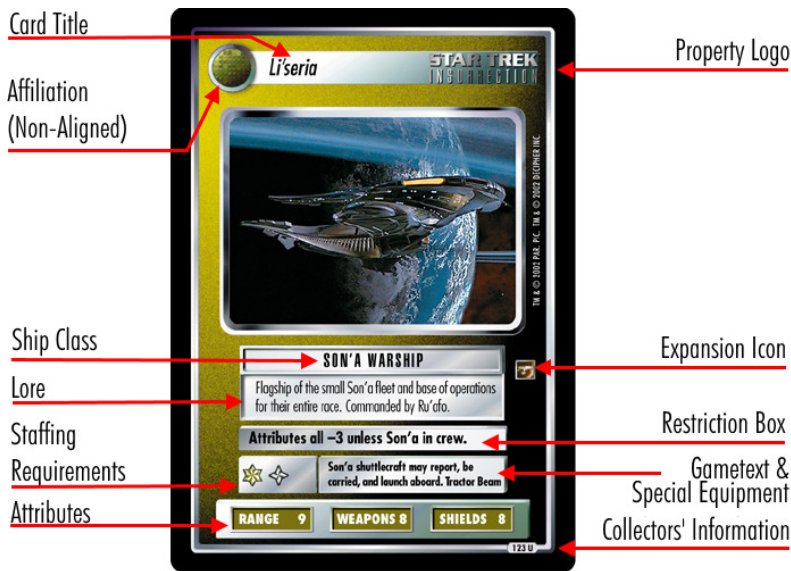
Many personnel also have **characteristics**, such as human, female, admiral, cook, bodyguard, and many more. For example, [Benjamin Sisko](#) is a human, a male, the commander of Deep Space 9, the Emissary of the Prophets, a cook, and a friend.


EQUIPMENT (2.8)



Equipment cards represent portable tools and other devices. Your personnel carry Equipment to add skills, improve attributes, or do things they otherwise would not be able to do. Like personnel, equipment often have **characteristics**.

SHIPS (2.9)



Ships move your personnel and equipment around the universe. You also need ships to attempt  space missions. Like personnel, ships have *affiliations* and *characteristics* (such as class). They have *attributes* (RANGE, WEAPONS, and SHIELDS), and some have *special equipment* (like Tractor Beam or **Cloaking Device**) or abilities (like the **I.K.S. Pagh's** extra Tactic draw). Ships also have **staffing** requirements.

Clarifications: List of Special Equipment (2.9.0.1)

This is a complete list of special equipment on ships:

Cloaking Device, Energy Dampener, Holodeck, Holographic Skin, Invasive Transporters, Long-Range Scan Shielding, Particle Scattering Device, Phasing Cloak, Solar Sail, and Tractor Beam. Moreover, any **regular skill** may be used as special equipment.

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.

FACILITIES (2.10)

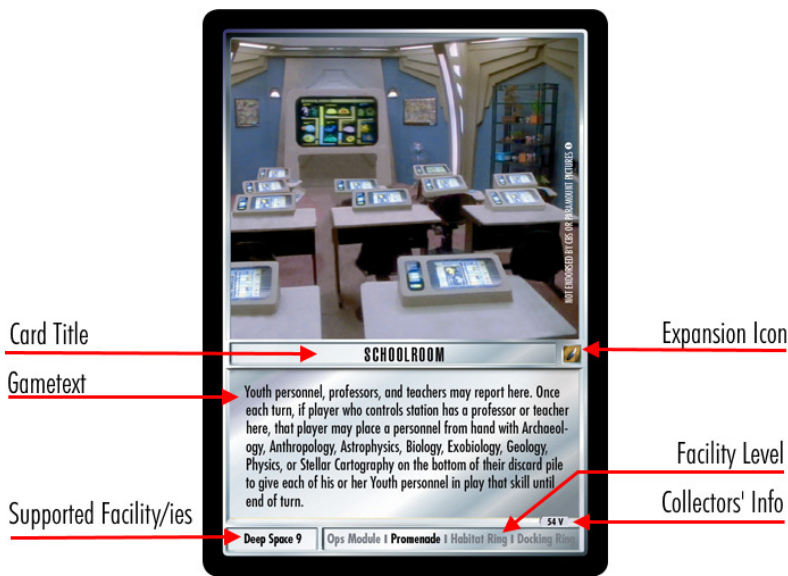


Facilities are installations throughout the universe. Your ships, personnel, and equipment typically enter play at one of your facilities. Facilities are usually well-shielded, and can extend their shields to friendly ships that **dock** at them. There are three main types of facilities:

- *Outposts* are operational bases on the frontiers of known space. Only the player who **controls** an outpost may use it, and only Outposts have built-in **repair** functions.
- *Headquarters* are the centers of government located on each affiliation's homeworld. If both players are playing the same affiliation, they share **control** of its headquarters.
- *Stations* represent all other facilities. Like Outposts, only the player who **controls** a Station may use it. Each Station card specifies where it plays and what it can do.

Facilities are usually **seeded**, but some are built during the game.

SITES (2.11)



Sites represent areas *within* facilities where personnel can report for duty, perform tasks, and interact. At present, sites are used only on [Nor](#)-type stations.

Although usually seeded, Sites can be stocked in your draw deck. Playing one uses your [normal card play](#).

TIME LOCATIONS (2.12)

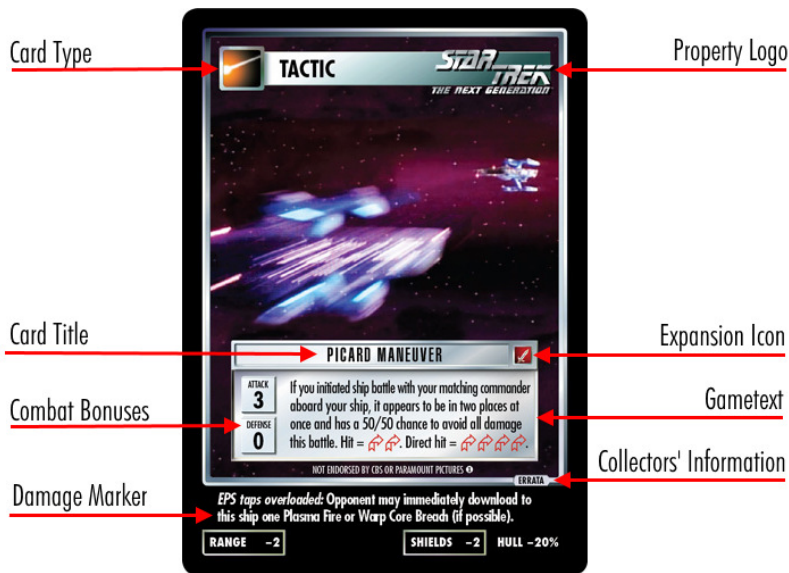


The *Star Trek: Customizable Card Game* is set in the latter half of the 24th Century. Time locations represent important places in the past or future.

Time Locations are not part of the spaceline, but every time location is paired with a spaceline location named in its lore. For example, Camp Khitomer states that it is located on 2293 Khitomer, so it is paired with the mission [Khitomer Research](#), which states that its location is 24th-Century Khitomer. A time location may only be played if its *corresponding* spaceline location is in play.

Time locations are usually seeded before the game starts, but, if you do play one, it uses your [normal card play](#). Getting to and from Time Locations requires a special form of movement called [Time Travel](#).

TACTICS (2.13)



Tactics are **side deck** cards – they may play only through a Battle Bridge side deck, which requires a **Battle Bridge Door**. Tactic cards increase your offensive and/or defensive abilities during **ship battles**, and double as **damage** markers, doling out penalties to enemies who cannot withstand your firepower.

TRIBBLES & TROUBLES (2.14)



Tribbles and Troubles are **side deck** cards – they may play only through a Tribble side deck, which requires a **Storage Compartment Door**. They are designed to impede (and irritate) your opponent by burying his or her operations under piles of adorable, unstoppable tribbles. Tribble groups start small, then breed into larger and larger groups. Troubles play on large groups of tribbles and add even more complications, making life very difficult for your opponent!

Tip: Tribbles CCG (2.14.0.1)

Tribble side decks are rarely used today, but Tribbles are also used for a Decipher game called Tribbles CCG. Almost every tournament group will invite players to a couple hands of this quick, casual Uno-like game between rounds or after the tournament is over. For more information about the Tribbles CCG, visit the CC website.

Q-ICON CARDS (2.15)



Q Q-icon cards are **side deck** cards – they may be stocked only through a Q-Continuum side deck, which requires a **Q-Flash**, and are drawn out through other cards, like **Q: Enter the Supernova**. Q's meddling creates all kinds of cosmic chaos... for both players! **Q** icon cards have a normal card type, such as Event or Dilemma. For example, a **Q** Event is still an **E** Event, and may be nullified by [Kevin Uxbridge](#).

BANNED CARDS (2.16)

The Continuing Committee maintains an [Official Ban List](#), updated on the first Monday of every month. Banned cards may not be included in your deck.






Open Format: The Only Banned Card

In Open format, the only banned card is [Raise the Stakes](#). Other cards may be stocked and played. You would be well-advised to include many of the cards from the OTF ban list, since they are extremely powerful!

3: BUILDING A DECK

Your Star Trek CCG *game deck* consists of a *seed deck* of up to 30 cards, plus a *draw deck* of at least 30 cards. Your seed deck consists of the cards you play during the game setup, while your draw deck consists of the cards you will play during the main game. You may also use any number of *side decks*, if you include the doorways to open them in your seed deck.

Borg Rule: *Borg Cards in Your Deck* (3.0.1)

A player using any  Borg Use Only or -affiliation cards may not stock any non--affiliation Personnel, Ships, or Facilities in any part of his or her deck. There are no exceptions: a player under this restriction may not use former Borg drones such as [One](#) (who is  Non-Aligned), or even use a Mission card that happens to have a built-in non- outpost. The Borg are a perfect organism, and the Collective has no tolerance for intermingling with those creatures who are not part of its perfection.

SEED DECK (3.1)

Your seed deck contains the cards you will use *before* the first turn. Your seed deck must include six Missions, will probably include Dilemmas and Facilities, and might include Artifacts, Doorways, and other cards that state they may be seeded. You may include as many copies of each card as you like, as long as the total size of your seed deck is *no larger* than 30 cards.

Tip: *A Typical Seed Deck* (3.1.0.2)

A "typical" seed deck consists of 6 missions, 18-24 dilemmas, 1-2 facilities, a [Q's Tent](#) or [Q's Tent: Civil War](#), 1-3 other doorways, and an assortment of objectives, incidents, and events. Some of the perennials in that last category are [Defend Homeworld](#), [Assign Mission Specialists](#), [Continuing Mission](#), and [Tribunal of Q](#). New players are advised to pad their dilemmas, rather than skimp on them; only a handful of experts have ever won a tournament with 12 dilemmas or fewer.

Clarifications: *Unique Seed Cards* (3.1.0.1)

A seed card marked as "unique", such as [Dead End](#), may *technically* be seeded more than once, but – like all **unique** cards – only one copy may be **in play** at any given time. If a second copy of the same card played by the same player is encountered, earned, or activated while the first is still in play, the second copy is immediately discarded.

Exception: *Dilemma Seed Limit*

No more than two **copies** of any single card may be seeded under Missions during the seed phase.

Your seed deck *must* include *exactly* 6 missions, but these 6 cards *do not count* toward the seed deck's 30-card limit. (In game terms, they seed "for free.") Each of your missions must be at a different **location**. For example, [Study Rare Phenomenon](#) and [Attack at Rare Phenomenon](#) have the same location ("Compression anomaly"). Therefore, you cannot use both in your deck.

Open Format: *No Dilemma Seed Limit* (3.1.0.3)

The Dilemma Seed Limit rule does not apply in Open format. Open format decks may seed any number of copies of the same dilemma.

Exception: *Universal Missions*

If a mission has the  universal symbol, like [Analyze Radiation](#), you may include multiple copies.







Your seed deck *may* include up to 6 Site cards, which also do not count toward the 30-card limit.

Tip: Sites Without A Nor (3.1.0.4)

Sites only seed or play on Nors, such as [Terok Nor](#). However, even if you do not have a Nor in your deck, you may want to bring some Site cards. If your opponent seeds a Nor, you can put your sites on that! Otherwise, your sites are placed out-of-play at the end of the Facility Phase.

If you think you might want to board an opponent's Nor, you should include at least one [docking site](#) that fits your ships, in case your opponent doesn't include any -- and maybe an [Ops](#) or [Ops: Mirror Universe](#), in case you want to commandeer it!

DRAW DECK (3.2)

Your draw deck may be of any size, as long as it contains *at least* 30 cards. You may put any card in your draw deck, except  Tactic,  Tribble,  Trouble, and  Q-Icon cards. However, you should avoid cards that must be seeded rather than played, such as  Dilemmas and  Artifacts, since you will normally have no way of using them if stocked in your draw deck. You may include as many copies of each card as you like.

Tip: There Is No Card Limit (3.2.0.1)

Most CCGs, like Magic: the Gathering, Pokemon, and *Star Trek Second Edition*, place a limit on how many copies of a single card you can have in the deck. Not the *Star Trek* CCG! Many decks include 6, 10, or (in a handful of "stunt decks") as many as 100 copies of certain cards, ensuring that even the most unlucky shuffle will still draw out a few copies early in the game.

SIDE DECKS (3.3)

Your side decks are optional additional decks separate from your seed deck and draw deck. Each side deck is shuffled and placed face-down on the table. It must be opened by a Doorway card during the seed phase. Cards in your side decks are not seed cards and do not count toward the 30-card seed limit. (However, the Doorway cards that open them are seed cards and do count.) While you may have as many side decks in a game as you like, you may have only one side deck of each type (one Battle Bridge side deck, one Q-Continuum side deck, one Q's Tent side deck, etc.).

Clarifications: Side Deck Draws & Plays (3.3.0.2)

Whenever you "draw" a card from a side deck, it is not defined as a [card draw](#) for purposes of cards affecting card draws (for example, [Subspace Schism](#)). When a card just drawn from a side deck is played (for example, 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 (for example, [211th Rule of Acquisition](#) or [Goddess of Empathy](#)).

Tip: *Q's Tent & Dyson Sphere as Download Warehouses* (3.3.0.1)

You will quickly realize that most people who use [Q's Tent](#) side decks do not stock a single copy of Q's Tent in their draw decks. This is counter-intuitive. At first glance, without more copies of Q's Tent, there is no way to get cards out of the side deck, right? But this assumption is wrong.

Many cards allow players to **download** other cards into play, and many players rely on downloads early in the game to get their ships and personnel on the table. A player can download from a Q's Tent to get a desired card into play. Why not stock these cards in the draw deck, then, and save yourself the seed slot? Because players already know they are going to get these cards into play early on, and do not want to risk wasting valuable card draws getting them into their hands only to download them immediately. Q's Tent is like an offshore tax haven – you can get your downloadable cards into play without risking the tax on your card draws – and they are a worthwhile investment for most decks.

The [Dyson Sphere Door](#) dilemma side deck, which also makes little sense at first glance, is also based on downloading, taking advantage of seeded cards like [All Available Personnel](#) and [I'm Not Going To Fight You](#) to get its contents into play.

Unless the enabling doorway states otherwise, your side decks may be of any size.


4: THE SEED PHASES


"Ah, the game's afoot, eh?"

– General Chang







The Star Trek CCG begins with four *seed phases*, in which players establish the universe, followed by the **play phase**, in which players take alternating turns until one player **wins**.



Tip:  *Cards* (4.0.1)

If you wish to play cards with the  Alternate Universe icon during this game, you should seed a card during one of the seed phases that allows you to play them.

There are five -enabling doorways as of this writing: [Alternate Universe Door](#), [Temporal Conduit](#), [Dyson Sphere Door](#), [Space-Time Portal](#), and [Temporal Micro-Wormhole](#).

You may also use the mission [Seal Rift](#), the event [Where No Man Has Gone Before](#), or the personnel [Sigmund Freud](#).


You do *not* need an -enabling doorway to report  personnel to Time Locations where they are "native". Thus, for example, if you are playing an all- deck, you may seed [Sherman's Planet](#) and [Agricultural Assessment](#), report all your ships, personnel, and equipment there, and never be forced to play an  doorway. However, the moment you put a single non-  in your deck, be it [Ressikian Flute](#) or [T'Pol](#), you will need a doorway or some other means of getting that card in play.

The  icon originally meant "Alternate Universe", and is referred to as the "AU" icon. However, as the game evolved, it came to encompass all cards from the past, from possible futures, and from various delusions (such as Barash's illusion). A separate mechanic was eventually devised for the cards from the *Star Trek's* most iconic alternate universe, [the !\[\]\(d293b9aef7d8767760396289fbc64e8a_img.jpg\) Mirror Universe](#), and so they generally do *not* have the  icon.

The seed phases "set the stage" for your adventure. Don't confuse them with mere setup, though! Victory or defeat often hinges on decisions you make in the seed phases.

Clarification: *Seed Phase Actions* (4.0.2)


The only actions you may take during the seed phases are:



1. seeding cards;
2. carrying out game text that takes place immediately upon seeding a card (for example, rotating [Rura Penthe](#) upon seeding [Operate Dilithium Gulag](#)); and
3.  **Special Downloads**.

All other actions, including "**at any time**" actions, must wait until the play phase begins.

If a seeded card (such as [Assign Mission Specialists](#) or [Ultimatum](#)) permits a **download**, and it is not limited to the play phase with a phrase like "in place of a card draw" or "once per game", then that download must occur immediately. Cards downloaded in this way are stocked in your draw deck or side deck, not your seed deck. They are not seed cards and do not count toward your 30-card seed limit.

There are four seed phases that must occur in sequence: the **doorway phase**, **mission phase**, **dilemma phase**, and the **facility phase**. Doorways, Missions, Dilemmas, and Facilities must be seeded in the corresponding phase. Other cards that seed (like [Establish Landing Protocols](#)) must seed during the Facility Phase.

Cards seeded under a mission, and any card with a  Hidden Agenda icon, always seed face-down. All other cards seed face-up. Face-down cards are not considered "in play" until encountered or activated. You do not have to announce the title of cards seeded face-down, but your opponent may count them, or require you to announce how many face-down cards you have seeded, whenever he or she chooses.

A card with the  Alternate Universe icon may only be seeded if a card (such as [Alternate Universe Door](#); see sidebar) expressly allows you to seed  cards.

Determine by any mutually agreeable method (often a coin toss) which player will be the *starting player*. The starting player will go first in each of the seed phases, and will have the first turn of the play phase. Then, shuffle any side decks you have and proceed to the first seed phase. The game has now begun.

DOORWAY PHASE (4.1)

"We exist in a universe which co-exists with a multitude of others in the same physical space. At certain brief periods of time, an area of their space overlaps an area of ours."
—Mr. Spock

Both players simultaneously play their Doorways (and any other cards which are seeded this phase) on the table. Then, starting with the player who will go first, each player announces the title of all cards he or she seeded face-up.




Open Format: Alternating Seeds (4.1.0.1)

In Open format, instead of playing their cards simultaneously, players during the Doorway Phase alternate playing cards one at a time, beginning with the *starting player*. Either player may say "pass" at any time, and, as soon as both players pass, the phase immediately ends – even if either player still has cards they wish to seed in it.

MISSION PHASE (4.2)

"In this galaxy, there's a mathematical probability of three million Earth-type planets. And in all of the universe, three million, million galaxies like this."
—Dr. McCoy

In this phase, you and your opponent create one or more lines of Mission cards, called *spacelines*, representing different *quadrants* of the galaxy. Each spaceline functions like a gameboard where your cards move and interact. Each card that is part of a spaceline is a separate *location*.

Every Mission card states its *native quadrant* in its point box: Gamma Quadrant missions have the  symbol, Delta Quadrant missions , Mirror Quadrant missions , and Alpha Quadrant missions have no symbol. Missions without a point box, like [Nebula](#), are native to the Alpha Quadrant.

Both players shuffle their six missions and place them in a pile face-down. The starting player draws the top mission from his or her pile and places it face up on the table, beginning the first spaceline. The second player then draws and places his or her first mission.

A mission may be placed on either end of the appropriate spaceline. If it is the *first* mission in the quadrant, it is placed on a new spaceline, separate from the others. Cards that specify they are *inserted* into the spaceline may be placed anywhere in their native quadrant, including between two missions already seeded. This continues until both players are finished.

Some cards specify that they are part of a *region*, such as the "Bajor region" or the "Neutral Zone region". These cards must be next to each other, forming a single, contiguous region within the quadrant. The first location in a region is placed normally. *Subsequent* locations within that region may be inserted into the spaceline at either end of the region.

Clarifications: Ambiguities – Regions (4.2.0.1)

Some cards, such as [Gaps in Normal Space](#), [Blade of Tkon](#), and [Space](#), allow non-regional locations to be inserted between regional locations. These inserted cards are not part of the region (unless specified on the card). Thus, a ship that is at a [Romulan Minefield](#) in between [Covert Installation](#) and [Iconia Investigation](#) does not prevent an opponent's crew from completing [Patrol Neutral Zone](#).

If two players seed the *same location* in the *same* quadrant, it becomes a *shared mission*. The first version to appear is seeded normally, but the second version is placed on top of the original, wherever it is on the spaceline, leaving half of the original exposed. The two missions form only one location and may be completed only once. Each player uses only their own mission card for gameplay purposes; players may not use the "opponent's end" of their opponents' mission card at a shared mission. For example, if you seed [Aftermath](#) and then your opponent seeds [Aftermath II](#), they are the same location ("Lifeless Planet") in the same quadrant (Δ Delta). Place [Aftermath II](#) atop [Aftermath](#); both players may attempt it. If you solve it first, you get 35 points; if your opponent solves it first, he or she gets only 30 points.

Clarifications: Shared Missions are Both Players' (4.2.0.3)

Since "your" missions are the ones you seeded, and since both players seeded any shared mission location, a shared mission is both "your mission" and "opponent's mission" for cards like [Warrior's Birthright](#) and [Issue Secret Orders](#).

Clarifications: Built-In Cards ("Mission II") (4.2.0.2)

Some missions, like [Secret Salvage II](#), have other cards "built in" to them. Such missions are called "Mission II"s, and are always two-sided. See [Double-Sided Cards](#).

Mission II's are usually elaborations of a different mission card. A Mission II and its original function as the same card (for most purposes) under [The Colon Rule](#). Thus, [Timicin](#) scores 10 points for solving [Test Mission II](#) just as he would at [Test Mission](#).

Built-In Outpost: Mission II outposts do not prevent you from seeding another outpost of the same affiliation. However, as always, you may not establish a second facility at the same location where you already have a built-in Mission II outpost. Outpost-related cards work normally with Mission II outposts. If the outpost is destroyed, flip the mission over to signify this. If the outpost is placed out-of-play, flip the mission over and place a token on it to signify that it is out-of-play; the Mission II outpost may not be rebuilt for the rest of the game.

Finally, a card management issue: normally, docked ships and personnel at an outpost are placed face-up beneath the outpost to show their presence there. Because there are already seed cards at the mission, this is impossible at built-in outposts. Instead, place docked ships and personnel face-down in a pile directly in front of the outpost.

Built-In Wormhole: You may move in either direction between your own built-in Wormhole and a [Wormhole](#) Interrupt you play at another mission (or any player's other built-in Wormhole). You may not use your opponent's built-in Wormhole with a Wormhole Interrupt; you must use your own built-in Wormhole. However, you may use your opponent's built-in Wormhole if the opposite end is also your built-in wormhole. If you move between two built-in Wormholes, flip one (your choice if both yours; otherwise your own).

You may not discard a [Space-Time Portal](#) as the Wormhole Interrupt for use with a built-in wormhole (it may be discarded only when paired with a Wormhole Interrupt).

Exception: ❖ *Universal Missions May Multiply*

Missions with the ❖ Universal symbol, like [Survey Star System](#), may seed multiple times as multiple locations, despite the fact that they have the same location text. This signifies the generic nature of ❖ Universal cards.

After the mission phase is over, your table may look something like this:



DILEMMA PHASE (4.3)

"It's a chess game. Move, counter-move. Guile and deceit."

–William T. Riker

In this phase, you and your opponents hide dilemmas and artifacts face-down under missions, where they will be encountered during the game.

📄 Space dilemmas seed under any 📄 Space mission. 🌐 Planet dilemmas and *all* artifacts seed under 🌐 planet missions. 📄🌐 Space/Planet dilemmas seed under any mission. 📄🌐 **Q-dilemmas** may not seed unless a **card** allows it.

Tip: *Hurt Opponent, Help Yourself* (4.3.0.1)

Typically, you should seed dilemmas under your opponent's missions and artifacts under your own.

You may seed any number of cards beneath a mission, but only one **copy** of each. You may only seed one artifact per mission.

Tip: *Strategic Mis-seeds* (4.3.0.2)

It is sometimes advantageous to deliberately mis-seed as a bluff. For example, if your opponent seeds **Empok Nor** and you have no dilemmas that may be encountered there, you may wish to mis-seed something in order to scare him away for a turn or two. (Of course, this has repercussions: you will not be able to take control of the station. See **mis-seeds**.)

Some cards, like **Cryosatellite**, **Orb Negotiations**, and **The Nexus**, provide specific exceptions to these rules. *All* other cards seeded beneath missions are **mis-seeds** and will be **removed from the game** when revealed. If you seed more than one artifact at a single Mission, *all* your artifacts there are mis-seeds.

Once both players have considered their dilemma phase strategies for a brief period, seeding proceeds. The Dilemma Phase is divided into 4 stages:

1. **Opponent's Missions:** Both players place all cards they wish to seed under their opponent's (non-shared) missions in front of each such mission, in the order they are to be encountered, creating a face-down stack of cards. (Cards on bottom will be encountered first.) Once both players have placed all cards they wish to seed under opponent's missions, all stacks are seeded by sliding the stack under their missions.
2. **Shared Missions:** Both players now create stacks in front of all *shared missions*. Once all stacks are created, players alternate seeding cards. The player who owns the bottom seeded mission card seeds the bottom card (the one encountered first) then his or her opponent places a card on top of that card. Repeat until all cards have been seeded, then move on to the next shared mission.
3. **Your Missions:** Both players now create stacks in front of missions that they seeded. Once both players have placed all cards they wish to seed under their own missions, all stacks are seeded by placing each stack *on top* of any existing cards under the mission. These cards will therefore be encountered *last*.

- 4. *Everything Else*: Starting with the player who will go first, players alternate seeding any cards that may seed during the dilemma phase but do not seed under missions. If you have no cards remaining to seed, you may pass. Once you pass, you may not seed any more cards during this phase, and your opponent may seed their remaining cards immediately.

Open Format: *Alternating, Again* (4.3.0.3)

In Open format, players alternate seeding *every single seed card* in this phase *individually*, in any order they choose. This adds a small additional tactical dimension to this phase (for example, you may seed an artifact under your own planet early in the phase in order to get your opponent to seed extra dilemmas under that mission, reducing the amount of dilemma coverage on other missions, which was your real plan all along), but also makes the dilemma phase significantly slower, which is irritating for many players and impossible under tournament conditions.

FACILITY PHASE (4.4)




"Referring to the map on your screens, you will note, beyond the moving position of our vessel, a line of Earth outpost stations. Constructed on asteroids, they monitor the Neutral Zone established by treaty after the Earth-Romulan conflict a century ago."


–Mr. Spock

In this phase, you and your opponent establish the bases from which you will operate during the game. Beginning with the starting player, players alternate seeding their facilities (or other cards that seed during this phase) one at a time. A facility is seeded by placing it face-up in front of the location where it is being seeded. All facilities are located in space, unless their gametext states they are played "on" a planet.

Tip: *Facilities are in Space by Default*

Reread that last sentence. Plenty of facilities – especially outposts – have pictures that make it look like they're on a planet. But, for game purposes, they are in space. Only Headquarters and a handful of other facilities (for example, [Colony](#) and [Son'a Observatory](#)) are actually on the planet. This has significant implications for [Volcanic Eruption](#), [Breen CRM114](#), [Thine Own Self](#), and others.

Like Missions, every Facility has a native quadrant:  Delta Quadrant,  Gamma Quadrant,  Mirror Quadrant, or Alpha Quadrant (no icon). Each facility must be seeded in its native quadrant.

Most Facilities state on their cards where they may be seeded – [Nor](#) enters play at a mission with  affiliation icon; [Tower of Commerce](#) enters play at [Deliver Message](#) (Ferenginar).

Tip: *Be Careful with Homeworlds* (4.4.0.3)

Make sure you don't accidentally seed a homeworld, only to learn at game time that you can't use it for an outpost. Homeworlds do not call much attention to themselves (they merely state in lore that they are a homeworld for the given affiliation) so it's easy to make this mistake.





Tip: *"Outposts"* (4.4.0.2)

When a card refers to an "outpost", it *only* refers to outposts, and not to other kinds of facilities. You may use [Assign Mission Specialists](#) or [Attention All Hands](#) to download only to an Outpost, not to a Headquarters or Station.

Clarifications: "Seed one (if playing)" (4.4.0.1)

Most outposts say, "Seed one". You may seed only one **copy** of each such outpost. (You may seed other, *different* outposts, and you may build more outposts during the game.) Outposts without this limitation may be seeded in multiples.


You do not have to be playing an affiliation to seed an outpost for it. (Some old cards that suggest otherwise have received errata.)

The exception is Outposts. Outposts may be seeded at any mission in their native quadrant with a matching affiliation icon. Thus, a  Federation Outpost may seed at any Alpha Quadrant mission with the  Federation affiliation icon, such as Investigate Dead Planet or Repair Mission. However, Outposts may *never* be seeded at the **homeworld** of *any* affiliation. For example, you may not seed a  Outpost at Deliver Message, because it is the  Ferengi homeworld.

You may not seed (or build) a facility at a location where you already have one (unless permitted by a card that allows them to "co-exist"). Your opponent may seed a facility where you already have one, and you may **control** two facilities at one location during the game if one of them has been moved or **commandeered**.

SEEDING SITES (4.4.1)

Along with facilities, you may seed up to 6 Sites during the facility phase. Each site may be added to any facility where it is allowed to play (identified on the lower left corner of the Site card), no matter which player seeded that facility. Sites are added to a facility in a line associated with that facility. Each site indicates which level of the facility it belongs to (Ops Module, Promenade, Habitat Ring, Docking Ring, etc.), and the Sites from each level must be grouped by level, in that order. When seeding or playing a Site on the table, you may insert it between other sites, as long as you keep Sites from the same level adjacent to each other.

By default, sites are "unique per station". That is, each station is limited to one **copy** of each Site card. However, some sites are  universal and thus may exist in multiple on each station.

Your 6 Site cards seed "for free" (they do not count toward the 30-card limit in your seed deck). You may *not* seed additional sites beyond the 6 free ones, even by using seed slots. You may stock Site cards in your draw deck and add them to your facility during the game using your **normal card play**.

STARTING THE GAME (4.4.2)

The facility phase continues until both players announce they have no more cards to seed by saying "pass." Once both players have passed, the seed phases are complete. Show your opponent any seed cards you did not use, then place them **out-of-play**. Both players shuffle their draw decks and place them face-down on the table, then draw seven concealed cards to form a starting *hand*. Your table may look something like this:



The play phase now begins.

5: THE PLAY PHASE

"There's more to this than just the cards, Data."

—Geordi LaForge

The starting player takes the first turn. Then players take alternating turns until one of them **wins**.

Each turn consists of a series of *actions* taken by the player. Actions may be permitted – or required – by the rules or by the cards on the table. There are three basic *kinds* of action, which each player normally must do during his or her turn in the following order:

1. Play a card to the table (normally at the start of the turn)
2. Do something with the cards on the table (normally in the middle of the turn; this is called "executing orders")
3. Draw a card from your draw deck (normally at the end of the turn)

You may not normally interrupt your own actions, or your opponents' actions, unless you use a card that is a *valid response* to that action or a card that *suspends play*.

The next three chapters will detail the three basic actions described above.

Tip: *Valid responses are hard!*

Understanding what is and is not a valid response, how they affect the action-response cycle, and who gets to respond when is often the hardest part of the game for beginners, and gives rise to many, many rules questions. Ironically, it also one of the least important parts of the rules. Don't feel the need to get it exactly right in the first few games. Accept what you just read above and take your best shot. When you're ready for it, after a few games, come back and read the below clarification on valid responses.

Clarifications: Valid responses



A card can be used as a *valid response* to an action if that card *specifically modifies* the action it is responding to (usually by name). For example, [Hugh](#) is a valid response to encountering the [Borg Ship](#) dilemma, because Hugh's gametext specifically modifies the dilemma (by name) by preventing its effect. [Temporal Rift](#) is *not* a valid response to encountering Borg Ship, because Temporal Rift does not mention Borg Ship, nor does it directly modify the action of encountering the Borg Ship. As a player, you might *want* to escape the Borg Ship dilemma using a Temporal Rift, but *the fact that a card would be a **useful** response does not make it a **valid** response.*

The cards are usually very clear about when they can be used as valid responses. If a card is not a valid response to the *current action*, it cannot be used until after the current action has resolved. In our example above, you cannot play Temporal Rift until after the battle with the Borg Ship has been resolved – by which time it's probably too late. The only exception is cards which state that they *suspend play*. A card that suspends play (like [The Guardian](#)) may interrupt any action.

When Responses Happen

Every action consists of an *initiation* followed by a *resolution*. During the initiation, the action is announced. If necessary, relevant cards are played, targets are chosen, and costs are paid. Valid responses take place immediately after the initiation. After all responses (if any) are resolved, the action proceeds to its resolution. During the resolution, the action finally takes effect within the game. Lastly, "just" responses to the resolution may take place (see "[just](#)" responses below).

Hidden Agendas as Responses

 Hidden Agenda cards that are face-down on the table may be activated (flipped face-up) and used as a valid response where applicable. When this occurs, they take immediate, retroactive effect, as though they were already in play when the action they are responding to was initiated. This can make the initiated action illegal, in which case the action is undone (as if it was never initiated; for example, a card played would be returned to hand). However, in most cases, a  Hidden Agenda card does not illegalize an action, but instead punishes a player for taking it. There are few things more satisfying than flipping a [Feedback Surge](#) on your opponent who *thinks* he just scored 25 points off [Establish Gateway](#).

Group Actions and Valid Responses

Some actions are composed of a series of other actions. These are referred to as *group actions*, and the actions that compose them are called *sub-actions*. Like all actions, they may not be interrupted, but each sub-action may be responded to. For example, a mission attempt is a group action: it consists of a series of dilemma encounters (each of which is a sub-action) and concludes in a mission solve sub-action (which may or may not succeed). The mission attempt itself, the dilemma encounters, and the mission solve can all be validly responded to (for example, by [Adapt: Negate Obstruction](#), or [Emergency Transporter Armbands](#) to escape [Firestorm](#), or [Particle Fountain](#) after a successful solve), but no other action may take place until the mission attempt is complete. For example, no player may play [Fitting In](#) during a mission attempt, not even to add a needed skill to the crew or Away Team attempting the mission.

Alternating Actions

Normally, the action-response cycle alternates between the two players, starting with the player whose turn it is. For example, on her turn, Alice always takes the first action. Then, Bob has the opportunity to take an action (assuming it is legal during her turn, like playing an Interrupt). Then Alice takes another action. The same is true *within* actions. Suppose Alice initiates an action. Bob has the first opportunity to validly respond to that action. After Bob's response (if any) is over, Alice may give a response to her own action. (For the purposes of determining response precedence, the *current action* is the active sub-action, not any of the group actions the sub-action may be a part of.)

"Just" Responses

Some cards specify that they are played or used "just" after an action is initiated or resolved (usually with a phrase like "just initiated", "just played", "just completed", "just encountered", and so forth). These responses, which are called "*just*" actions or "*just*" responses, automatically take precedence over all other responses, overriding the normal alternation between players.

For example, if Bob downloads [Maihar'du](#) to a planet, it is normally Alice's turn to take an action (perhaps by playing [Remember the Alamo](#)). However, if Bob has [Crossover](#) in play, he may use its gametext to download [Multidimensional Transport Device](#) *before* Alice's action. The only way Alice can interrupt Bob's download is with a card that suspends play (such as discarding [Access Denied](#) to download [Fractal Encryption Code](#)) or with a "just" card of her own (such as [Manheim's Dimensional Door](#)). If she plays a "just" card of her own, Alice's "just" card takes precedence over Bob's, because they have equal precedence and ties go to the player who did not initiate the current action.

Any number of "just" responses may be taken in response to a given trigger. However, once a non-"just" response or a new action has been taken, no more "just" responses may be made.

Responses to Responses

Making a valid response is a sub-action of its own, which means that it, too, can be responded to. This can sometimes go on for a while. For example:


Alice announces that her Away Team is attacking Bob's Away Team, initiating an action called a [personnel battle](#).


Bob's Away Team includes [Anya](#), who has the "shape-shifter" [characteristic](#), and a [Klingon Disruptor](#). He also happens to have [Salia](#) in his hand, so he plays [In The Bag](#) as a valid response. He announces that he will use In The Bag to "morph" the Klingon Disruptor into Salia, exchanging the Salia in his hand with the Disruptor in play, and that he will also download [Strike Three](#), which Anya and Salia will use to stun a total of six opposing personnel (a very powerful move). Bob's play of In The Bag is a new sub-action, though, which means Alice gets to respond. She says, "Not so fast!"

As her response to Bob's response, Alice plays [Howard Heirloom Candle](#), which will prevent Salia from morphing.

Bob responds to *this* sub-action by playing [Amanda Rogers](#) on Howard Heirloom Candle, nullifying it before it can prevent Salia's morph.

Alice responds by playing [Q2](#) on Amanda Rogers, nullifying it, restoring Howard Heirloom Candle, and blocking the morph.

Bob doesn't have anything that can stop a Q2, but he does have [The Line Must Be Drawn Here](#) played face-down on the table using its  Hidden Agenda icon. So, as his response, he flips it face-up, activating it as his final valid response.

Alice is satisfied, and makes no further response. Her Howard Heirloom Candle takes effect, successfully blocking Salia's morph. Salia returns to Bob's hand, and the Klingon Disruptor remains in play. Alice loses 5 points from The Line Must Be Drawn Here for playing Q2 against Bob's Amanda Rogers. Bob does *not* lose 5 points for playing Amanda Rogers, however, because The Line Must Be Drawn Here was not in play when he played Amanda, and The Line Must Be Drawn Here's retroactive effect only reaches back to Alice's play of Q2 (the action The Line Must Be Drawn Here was responding to) and does not affect any prior actions. Strike Three also remains in play, and will be resolved by stunning three opposing personnel immediately, unless someone suspends play to intervene. (For example, Bob might decide to suspend play by using Anya's  Special Download icon to fetch Salia, which would allow him to use Strike Three to stun six personnel as he planned all along.)

Once this chain of actions and responses has been resolved, Alice or Bob could play another card that responds to the start of battle (such as [Smoke Bomb](#) or [Emergency Transporter Armbands](#)). Once all responses have been made and resolved, the actual battle begins.



6: PLAYING A CARD

YOUR NORMAL CARD PLAY (6.1)

At the beginning of each turn, you have the option to play any single card from your hand to the table. This is referred to as your "normal card play."

Your normal card play must take place *before* you take any further actions. If you begin executing orders before using your card play, you forfeit your card play for the turn.

Tip: *Interrupts and Doorways Don't Use Your Card Play* (6.1.0.1)

 Interrupts and  Doorways play **at any time**, so they do not need to use your normal card play. (See **at any time**.)

Exception: *"Start of turn" actions*

When a card expressly states that an action takes place at the "start" of your turn (such as a [We Are Back](#) card draw or a [White Deprivation](#) battle), it must happen *before* your normal card play, and you do *not* forfeit your card play as a result.

Most card types may **play** directly from your hand. However, personnel, ships, and equipment must **report for duty** to enter play.

PLAYING "FOR FREE" (6.1.1)

Some cards say that they play "for free", or allow other cards to play "for free". This means that they play normally, but they do not count as **your normal card play** for the turn. You may play cards "for free" before or after your normal card play (or both!), and there is no limit on the number of cards you may play "for free" during your turn. However, like your normal card play, you must play all your "for free" cards *before* you begin executing orders.

Tip: *You Need Free Plays* (6.1.1.0.1)

Since you only get one normal card play per turn, most successful decks rely on finding ways to play 1-3 cards "for free" on each turn. The easiest way to do this is with [New Arrivals](#), a popular card that is particularly valuable for new players.

ENTERING PLAY (6.2)

"For nearly a century, we've waded ankle-deep in the ocean of space. Now it's finally time to swim."

—Maxwell Forrest

To play a card, announce the title of the card and place it face-up on the table (or wherever the card directs). It has now been played. Any player may examine the card. Any player may **respond** to it. Then, any immediate effects in the gametext are played out and resolved. If the card's immediate effects do not discard the card played, it enters play. Cards remain in play until they are nullified, discarded, killed, destroyed, or otherwise **leave play**.

Clarifications: *Not Yet Played* (6.2.0.2)

Cards not yet played (or **encountered**) cannot generally be nullified, modified, or used. For example, if you use **Alien Probe** to discover a **Parallax Arguers** in opponent's hand, you cannot use **Plexing** to nullify it until your opponent actually plays it. Likewise, even if you discover **Empathic Echo** at a mission using **Ocular Implants**, **Plexing** cannot nullify it until encountered.

Cards that have been played, but which have not finished entering play, can only be modified by **direct responses**.

Likewise, selected or shared features or skills on a personnel do not exist until they have finished entering play. For example, the card **Soong-type Android** may not report to a site allowing a certain classification to report, because it has no classification during the initiation of its card play.

Clarifications: *Cards Played as Costs* (6.2.0.1)

Sometimes, a player is permitted or required to play a specific card in order to resolve an action. 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.

For example, **I Hate You** can be nullified by playing **Vulcan Nerve Pinch** as a cost. If a player chooses to do so, then **I Hate You** is nullified, but the gametext of **Vulcan Nerve Pinch** is ignored. Both cards are then discarded.

Cards which are played as a cost may be responded to normally, and, if the card played as a cost is nullified, the original action resolves as if the card were not played; no other costs are paid.

For example, ♦ **Nebula** allows a player to initiate battle at its location, at the cost of a **Scan** card. When **Scan** is thus played to initiate battle, its gametext is ignored (do not examine the cards beneath the mission). The opponent may nullify the **Scan** (for example, with **Quinn**), causing **Scan** to be discarded and the battle to be cancelled. (However, the player may immediately play another **Scan** from hand, if one is available.) By the same token, if you play a **Wormhole** in conjunction with a face-up **Relief Mission II** in order to move to another location, and your opponent nullifies the **Wormhole**, the **Wormhole** is discarded, but, because "no other costs are paid," **Relief Mission II** remains face-up.

Exception: *Discard interrupts*

Interrupts are always discarded as soon as they are used, unless gametext states otherwise.

If a card is marked "*unique*", its **owner** may not have more than one **copy** in play at a time, and any additional copies its owner plays, earns, encounters, or activates are immediately discarded. Ships, Personnel, and Facilities are unique by default; Sites are "**unique by station**".


If a card is marked "*not duplicatable*", there may not be more than one copy in play *anywhere in the game*, and any additional copies that enter play for *any* player are immediately discarded. Missions and Time Locations are non-duplicatable by default. (Duplicated missions become **shared missions**.)



A very small number of cards are marked as ★ *enigmas*. Their nature is mysterious or unexplained. For most purposes, ★ enigmas are treated like uniques: each player may have one instance of an ★ enigma in play (the **persona rule** applies). However, ★ enigmas are *not* unique, so they are immune to cards that specifically target uniques, such as **The Arsenal: Separated**.

Otherwise, cards are presumptively ♦ *universal*, meaning there is no limit on the number of copies that can be in play at the same time.

A non-seeded 🚪 Alternate Universe card may play only if another card (typically an open doorway or time location) allows it.

A card with the 🕵️ Hidden Agenda icon must be played face-down on the table. The player does not announce its title or use its gametext at this time. It is not in play, and may not be examined by the opponent. The player who controls the 🕵️ card may, **at any time**, *activate* the 🕵️ card by flipping it face-up. It enters play and takes immediate effect. If a player seeds or plays a card as a hidden agenda (face-down) when it does not have a 🕵️ icon, that player forfeits the game.

Clarifications: Showing your  cards (6.2.0.3)

If a  card is brought into play other than by seeding it or playing it as a normal card play (for example, if it is downloaded by [A Change of Plans](#)), an opponent may examine it to ensure that it is entering play legally. At the end of the game, any player may require his or her opponent to show *all* face-down cards to verify that they were legal  cards.

REPORTING FOR DUTY (6.3)

KIRA: *Captain, as a Major in the Bajoran Militia, I must officially protest Starfleet's refusal to turn over this station to my government.*


SISKO: *Your protest is duly noted.*

KIRA: *Good. Now that that's over with... Kira Nerys, reporting for duty.*

—"Call to Arms"

Your Personnel, Ship, and Equipment cards do not simply play on the table like other cards. Normally, they must play at a *usable, compatible* [outpost](#) or [headquarters](#) in their *native quadrant*, or to a time location where they are native. Announce the title of the card you are reporting and where you are reporting it, then place it there.

Borg Rule: *Counterpart Limit* (6.3.0.1)





Some  Borg personnel are *counterparts*, as stated in their lore. You may have only one counterpart in play at a time. Like the [Borg Queen](#), counterparts are *not* drones.

USABLE





A card is *usable* if you [control](#) it. In addition, some cards, like [Ferengi Trading Post](#), state that they are usable by both players.

COMPATIBLE

A card is *compatible* with another card if they both belong to the same [affiliation](#). Cards from *different* affiliations are compatible only if some other card (such as [Treaty: Romulan/Klingon](#)) permits them to "mix", "mix and cooperate" or otherwise interact "regardless of affiliation".




For example, a  Cardassian personnel like [Jerax](#) can report to a  [Cardassian Outpost](#) (they are naturally compatible), or a  [Ferengi Trading Post](#) (which allows "mixing"), but not a  [Federation Outpost](#) (they are *incompatible*).

Exception: *Non-Aligned compatibility*




Cards with the  Non-Aligned or  Neutral affiliations may mix and cooperate with cards of *every other affiliation* (except  Borg). This makes the  affiliation extremely useful, since they are able to function both as their own affiliation and as a support team for virtually every deck type in the game.

Equipment cards have no affiliation, and are compatible with all cards.

Borg Rule:  *Borg Compatibility* (6.3.0.2)




 cards are compatible only with other  — and, since  players [can't stock](#) non- cards in their decks to begin with, it's not easy to overcome this limitation.

NATIVE QUADRANT



A card's *native quadrant* is indicated by an icon on its right side. Cards that are native to the Delta Quadrant have the  icon, cards native to the Gamma Quadrant have the  icon, cards native to the Mirror Quadrant have the  icon, and cards native to the Alpha Quadrant (the majority of cards in the game) have no quadrant icon. When reporting for duty, both the card reporting and the **facility** it reports to must be in their native quadrants.

Equipment cards have no native quadrant, and may report to any quadrant.

REPORTING TO A TIME LOCATION

A card may report for duty at any time location where it is *native* (as **defined** by a listing on the Time Location). It may report directly to the Time Location card (if a  Planet location), to any of your ships there, or to any compatible, usable facility there. No additional -enabling card is required to report native  cards to a time location.

SPECIAL REPORTING

The above rules describe the game's *built-in* reporting rules. Some cards provide *special reporting*: additional reporting options at specific locations. When a card provides special reporting, native quadrant restrictions do not apply. Thus, you can use **Assign Mission Specialists** to download **Narik** and **Amarie** (who are Alpha Quadrant natives) to a **Primary Supply Depot** (which is in the  Gamma Quadrant), or report a Vulcan (even a  Delta Quadrant Vulcan like **Tuvok**) to **Observe Ritual**, even if you have no facility there.

Clarifications: Seeded Reportables

Cards seeded under a mission (for example, personnel in a **Cryosatellite**) do not report for duty when earned, but simply come under your **control** (or, if they are personnel your opponent seeded, they are **captured**).

Exception: Site & Station Reporting

When using a special reporting function on a Site or Station card, both the card reporting *and* the facility must be in their native quadrants, just like with built-in reporting.

AFTER REPORTING

Once your card has "reported for duty", and your opponent has had the opportunity to inspect the card reported, you may place it face-up underneath the facility (or face-down atop the time location), so that your opponent can no longer see it. (See **Looking At Cards**.)

DUPLICATION AND PERSONAS (6.3.1)

Unlike other cards, Ship, Personnel, and Facility cards are **unique** by default: you may normally have only one **copy** of each ship, personnel, or facility in play at one time. Just as there is only one **Jean-Luc Picard** in the *Star Trek* universe, you may only have one copy of Jean-Luc Picard in play at once.


Clarifications: Personas and Requirements (6.3.1.0.1)

When a mission, dilemma, or other card specifies a personnel as a requirement, you may not normally use a different version of the same persona to meet the requirement. For example, **Attend Mysterious Rendezvous** can be completed by any card with the exact card title **Jean-Luc Picard**. It could not be solved by **Galen**, even though Galen is a different version of the Jean-Luc Picard persona. Nor would **Galen** count as the matching commander of the **U.S.S. Enterprise**, since his lore does not call him the *Enterprise* commander, and the *Enterprise* lore does not name him as one.

An "any" requirement can be met by any personnel with the given characteristic. For example, only the card titled **Pel** could meet the Pel requirement on **Tulaberry Wine Negotiations**, but any card identified in title or lore as "Quark" (including **Deputy Quark**, **Mr. Quark**, and **Quark Son of Keldar**) can meet the "any Quark" requirement.

In addition, if you **have in play** a version of any given *persona*, you may not bring another into play. A few personnel in the game (and even some ships!) have *several* cards representing them, each one showing a different side of the subject's personality. For example, there is [Benjamin Sisko](#), commander of Deep Space Nine... but there is also [Benjamin Sisko \(Chain of Command\)](#), a young exec at the Battle of Wolf 359; [Lt. Sisko](#), the time-travelling crewman on Kirk's *Enterprise*; [The Emissary](#), the central figure in Bajoran religion; and [Dr. Noah](#), the holographic criminal mastermind. All of these are different representations of the same *persona*, and you may not play another if you already have one in play.

Tip: *Be careful with personas* (6.3.1.0.2)

It is sometimes surprising that certain cards are *not* versions of the same persona. For example, [Lt. \(j.g.\) Picard](#) and [Admiral Picard](#) are different personas, and you may have both in play at once. (This is because both are from alternate realities and therefore are not "true" Picards.) To take a stranger example, [Mr. Spock](#) and [Captain Spock](#) are versions of the "Mr. Spock" persona, but [Spock](#) and [Ambassador Spock](#) are versions of a *different* persona (the "Spock" persona). Thus, you could have [Captain Spock](#) and [Ambassador Spock](#) in play at the same time. At first glance, this seems very strange, perhaps even a mistake, but it is actually a careful decision by the design team based on the meaning of the  icon. Bottom line: never presume two cards are versions of the same persona, *especially* if you are a Trekkie. Always check, or you'll miss out on some great and unexpected play opportunities.

You can identify whether a card shares the *persona* of another in three ways:

- if the two cards have the *exact* same card title, letter-for-letter, they are the same persona (for example, the [Miles O'Brien](#) from *Star Trek: The Next Generation* and the [Miles O'Brien](#) from *Star Trek: Deep Space Nine*)
- if one card has the *exact* name of the other card written in **bold** in its lore, they are the same persona (e.g. [Falcon](#) and [Miles O'Brien](#))
- if the two cards both have the *same* name written in **bold** in their lores, they are the same persona (e.g. [Falcon](#) and [Ensign O'Brien](#))

Clarifications: *Bold Italics is Not Plain Bold* (6.3.1.0.3)

If a name in a personnel's lore is written in ***bold italics*** rather than plain **bold**, that personnel is *not* a version of the named persona and is *not* prevented from entering play if a version of that persona is already in play. (For example, [First Officer Spock](#) is *not* a version of the [Mr. Spock](#) persona.) ***Bold italics*** is used in lore to designate two very different relationships between cards: **opposite versions** and **impersonators**. These two characteristics are explained in greater detail below.



As always, if a card is specifically marked **universal**, then there is no limit on the number of copies and versions of that persona you may have in play. Universal ships and personnel are typically *representative* of a genre. For example, [Linda Larson](#) represents *all* young Starfleet engineers.




HOLOGRAPHIC PERSONNEL AND EQUIPMENT (6.3.2)

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

ACTIVATION AND DEACTIVATION (6.3.2.1)

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* (on cards like [U.S.S. Galaxy](#)), but they may exist deactivated aboard any ship or facility. They may not exist anywhere else.


Clarification: *Using Opponent's Holodecks; Captive Holograms* (6.3.2.0.2)


An opponent may *allow* your hologram to use that opponent's ships, holodecks, Holo-projectors, and other cards that allow holograms to exist (even deactivated). This allows an opponent to **capture** your  personnel, as long as they can be *immediately* moved to that opponent's -enabled environment. (Otherwise, captured  personnel without Mobile Holo-Emitters are deactivated rather than captured, because they cannot be moved to the trap card.)

Clarification: *Allowing Holograms to "Exist" Elsewhere* (6.3.2.0.1)

If a card (like **Holo-Projectors** or **Holographic Settlement**) allows holograms to "exist," without specifying that they be activated or deactivated, holograms present may exist in either state. **Mobile Holo-Emitter** also allows this.

Holograms may not report or voluntarily move any place where they cannot exist. Whenever a hologram would be moved somewhere it cannot exist, 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 ERASURE (6.3.2.2)

Any time a hologram is targeted to be killed or destroyed, it is deactivated instead (not erased).

HOLOGRAPHIC SAFETY PROTOCOLS (6.3.2.3)

 cards are normally restricted by *Holographic Safety Protocols*, which prevent them from killing "organics" (non- cards) in **personnel battle**. They may stun organics, but may not mortally wound them. If, at the end of a personnel battle, the total STRENGTH of the stronger force is derived entirely from holograms, they win the battle but *may not* kill an opposing personnel as a casualty.

MULTI-AFFILIATION CARDS (6.3.3)



A few cards have more than one affiliation icon. For example, **The Emissary** has both the  and  affiliation icons. However, a card may have only one affiliation at a time. When a multi-affiliation card is played, you must decide its current affiliation. All regular reporting restrictions apply (for example, you may not report **Tallera** to a **Romulan Outpost** in  mode). You may *change* the affiliation of a multi-affiliation card **at any time** (except during another action). There is no limit on the number of times you may do this.

Clarifications: Ambiguities – Multi-affiliation cards (6.3.3.0.1)

If not on board your ship or facility, you may change the affiliation of a multi-affiliation personnel, even if it causes incompatibility. The newly-incompatible personnel simply leaves his or her current Away Team and forms a separate one.

Until played, multi-affiliation cards count as *all* their affiliations (for cards like [Diplomatic Contact](#)).





A multi-affiliation personnel may not change affiliations to create an incompatibility situation while at a site. However, that personnel may walk away from his or her comrades to a different site, where there are no other non-opposing personnel (or only compatible non-opposing personnel), and *then* may change affiliations.






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  mode, you may not change either the Sisters of Duras or the Cha'Joh to  mode without removing the Sisters first, because changing either affiliation alone would make them incompatible.

If a single-affiliation personnel gains a new affiliation without losing his or her original affiliation, it functions as a multi-affiliation card.

If a multi-affiliation personnel, whose features are dependent on their affiliation mode (such as [Major Rakal](#)) is assimilated or made Non-Aligned (for example, by [Memory Wipe](#)), that personnel may still switch "modes" as a game action, changing his or her features without changing the now-locked affiliation.

As always, a card is a **copy** of another if both have the same title and gametext. Prints of the same card with different affiliation border colors, such as [Prot](#) and [Prot \(Identity Crisis\)](#) are copies.



If a multi-affiliation card is reported using an affiliation-specific benefit, it must report in that affiliation mode, while following all applicable restrictions. For example, Dar can use [Dominion War Efforts](#) only if reported in  mode to a  ship or facility. If you download him in  mode to a  ship or facility, you must discard [Assign Support Personnel](#).

However, you may never change a card's affiliation in such a way that it causes your personnel aboard your ship or facility to become **incompatible**. For example, if you have [Koral \(The Next Generation\)](#) in  Non-Aligned mode aboard the [H.M.S. Bounty](#) in  mode, surrounded by a crew of other  personnel, you may not change [Koral](#) to  mode, since this would make him incompatible with his shipmates. Similarly, you may not change the [H.M.S. Bounty](#) to  mode, since this would make many of the crew incompatible with it.






DUAL-PERSONNEL CARDS (6.3.4)

A few special personnel cards, such as [Sons of Mogh](#) and [The Trois](#), have *two individual personnel* printed on the *same card*. They count as two personnel, but the individuals on a dual-personnel card have a linked destiny: what happens to one usually happens to the other.

Clarifications: Dual-Personnel Attributes and Icons (6.3.4.0.3)

Attributes, classifications, and icons on a dual-personnel card appear in the same order as the individual personnels' skills are listed. For example, on [Sons of Mogh](#), Kurn's skills, STRENGTH (8), staffing icon (), and classification (OFFICER) are listed before Worf's skills, STRENGTH (10), staffing icon (), and classification (SECURITY).

Clarifications: *Dual-Personnel Downloads* (6.3.4.0.2)

Dual-personnel cards are downloaded normally; if you download Seska (on [Cullah and Seska](#)) with [Defend Homeworld](#), Cullah automatically downloads, too. If a card allows the download of multiple personnel, all legal targets on a dual-personnel card must count towards the limits of the download. For example, suppose you use [Ferengi Conference](#) to download  CIVILIANS with up to 11 . First, you download [Jake and Nog](#). They are both CIVILIANS and both count, using 6 of your . Then, you download Deanna Troi on [The Trois](#), using 2 of your . (Lwaxana is not a CIVILIAN, so her  do not count.)

Clarifications: *Random Selections and Dual-Personnel Cards* (6.3.4.0.1)

When a dual-personnel card is in a group that is facing a **random selection**, it is treated as though it were *one personnel* (in order to maintain the randomness and effectiveness of the selection). If selected, the effects of the random selection are applied to *both* personnel on the card. For example:

- [Armus - Skin of Evil](#), enhanced by [All-Consuming Evil](#), randomly selects two personnel in the Away Team to die. Shuffle all personnel in the Away Team and select two cards at random. All selected personnel die. (That is, if one of the cards selected is dual-personnel, both personnel on the card are killed, even though this means Armus kills three personnel instead of two.)
- An Away Team consists of one dual-personnel card and one regular personnel card (a total of 2 cards and 3 personnel). [Denevan Neural Parasites](#) randomly selects "half the Away Team" (rounded up) to face death. The dual-personnel card is treated as a single personnel during the random selection, so "half the Away Team" equals $2 \text{ personnel} / 2 = 1 \text{ card}$. That card is selected. All personnel on that card face death, and will die unless protected by a phaser or disruptor. Because the random selection has ended, the dual-personnel card is now treated as two personnel again – which means that, if selected, they will require two guns, not one, if they want to escape with their lives.
- [Lineup](#) selects four members of the Away Team at random. If a dual-personnel card is selected, both personnel on the card are affected equally, both join the "lineup", and either can meet the INTEGRITY requirements.
- [Chula: The Chandra](#) randomly selects one personnel, and a dual-personnel card is drawn. Both are affected equally, so the attribute numbers of *either* can be used to pass the dilemma.

Dual-personnel cards are treated as single personnel *only* during random selections, and *only* during the selection (not the effect, which hits them both equally). In *all other selections*, a dual-personnel card is treated as two separate personnel. For example:


- [Reluctant Informant](#) targets lowest INTEGRITY member of the crew or Away Team. That happens to be Nog on the card [Jake and Nog](#). Nog is stopped. (Jake is then stopped because if either personnel on a dual-personnel card is stopped, both are stopped.)
- On a successful probe, [Chula: Crossroads](#) forces a player to choose two personnel from his or her own Away Team to be stopped. If that Away Team includes [The Twin Mistresses of Evil](#), that player may choose to meet the dilemma's requirements by stopping Demonica and Mallica. This contains the stop to one card, but counts as stopping two personnel.

Include a dual-personnel card in all selections that are applicable to either personnel on it. It is thus possible for a dual-personnel card (such as [Beverly and Will](#)) to be randomly selected as *both* the male and the female for a card like [Parallel Romance](#). (If one is selected but not the other, both are nevertheless stopped, because if either personnel on a dual-personnel card is stopped, both are stopped.)


If either personnel on a dual-personnel card is: stopped, killed, captured, moved, removed from play, downloaded, reported for free, or otherwise experiences some change in status or position (for example, is phased, "held by aliens", or changes affiliation), then the same thing *automatically* happens to the other personnel on the card. One cannot survive without the other, so they can never be separated.

MIRROR OPPOSITES AND IMPERSONATORS (6.3.5)

If a personnel's lore contains a name written in ***bold italic*** text, the named personnel is either an *opposite version* of that persona from the **M Mirror Universe**, or an *impersonator* who is **pretending** to be that personnel.

It is easy to tell the two apart: impersonators have a diamond-shaped  infiltration icon, and opposite versions have a Mirror **M** quadrant icon.



For example, **O'Brien Founder** (who has a  infiltration icon) is an impersonator of the **Miles O'Brien** persona.



On the other hand, **Smiley** (who has no infiltration icon) is the **M Mirror Universe** opposite of our man **Miles**.

Opposite versions and impersonators are *not* versions of the original persona, so players may have copies of both in play at the same time. Impersonation matters during **infiltration**. Opposite versions have no built-in gameplay function, but several cards, like **Transporter Mixup**, make use of them.

LEAVING PLAY (6.4)

When a card leaves play (or is "discarded"), it is placed in its owner's *discard pile*. Cards in the discard pile are stacked face-up. If the discarded card was unique, its owner is now free to play another copy during his or her turn (if he or she has one!). You may not discard cards unless a card or rule allows or requires it.

Dilemmas are placed *out-of-play* instead of being discarded (even when the dilemma specifies "discard dilemma"). Cards put out-of-play are placed in a separate pile from the discard pile. They are now conceptually outside the game, and cannot be retrieved by any means.

Open Format: Discard Dilemmas (6.4.0.1)





In Open format, dilemmas are discarded in the discard pile, not placed out-of-play. In Open format, cards are only placed out-of-play when specifically required by gametext.

If a card leaves play, other cards played on or under it also leave play in the same manner. For example, if a ship is destroyed, all personnel aboard are killed and discarded to their owners' discard piles. If a ship affected by [Cytherians](#) and [Tactical Console](#) is returned to hand by [Space-Time Portal](#), all personnel aboard are returned to their owners' hands, as are Tactical Console and Cytherians (which, as a dilemma, cannot normally be played again).

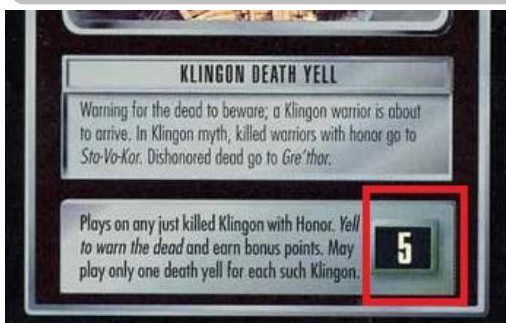
Your card may require you to choose a long-term target (other than the card it is played on). If the long-term target leaves play, your card leaves play in the same manner. For example, if the male targeted by [Assimilate Counterpart](#) returns to hand, so does [Assimilate Counterpart](#).

Some cards have a *bonus point box* in their gametext – a black box with a specified number of points inside it:

Borg Rule: Borg Points (6.4.0.2)

A  player scores points, both positive and negative, *only* from   Borg-Only Objectives (these are not bonus points), from other  cards (these are bonus points), and from cards that specify they affect Borg players, like [Assimilate This!](#) (these are also bonus points).

When a **Borg player** is confronted with any other card that offers positive or negative points, play out the card, but ignore the points. If the card presents a choice, you must choose an option that is not related to points, if possible.



If a card with a bonus point box is worth points to you when it leaves play, place it in a point area on your side of the table so that you remember those points. These cards are not **in play**, nor are they part of your discard pile.

Clarifications: Other bonus points (6.4.0.3)

If points are scored from a card without a point box (such as [Lack of Preparation](#)), that card is disposed of normally when resolved, not placed in the bonus point area. You must keep track of these points by some other method.

Likewise, a card with a bonus point box may be diverted from your bonus point area even after scoring (for example, by [You Can't Kill the Captain](#)).


When a mission has you discard cards, they must come from the team attempting the mission (not from your hand), at the time the mission is solved. All other discards (for instance, from [Static Warp Bubble](#)) come from the hand, unless otherwise specified.

OTHER WAYS TO PLAY A CARD (6.5)


"Captain, we've detected six more Hirogen ships. They're converging on us from all directions."

—Chakotay

PLAYING "AT ANY TIME" (6.5.1)

 Interrupts, and several other cards (like [Out of Time](#)), play "at any time." You may play them at any time, during any phase of your turn or your opponent's.


Cards played "at any time" do not count as your normal card play.

You may activate a face-down  Hidden Agenda card by flipping it face-up at any time (as if it were an "at any time" card play). It **enters play** when flipped. Its gametext takes immediate effect (or retroactive effect, if a **valid response**). It may not be flipped face-down again.

Even a card that plays (or activates) "at any time" may not interrupt another action in progress, unless it **suspends play** or is a **valid response** to that action. For example, you may not play [Near-Warp Transport](#) during a mission attempt, but could play [Renewed Spirit](#) if a combo dilemma was encountered during the attempt.

Cards that play "at any time" likewise may not play between start-of-turn or end-of-turn actions, like probing or using [Tyranny](#). If a card says it has to be the first thing done on your turn, the only thing that can go before it is another card that says it has to be the first thing done on your turn!

PLAYING A DOORWAY (6.5.1.1)

 Doorways, by default, may play at any time *during your turn only*.

However, if a Doorway *specifically* states it plays "at any time" (for example, [Holodeck Door](#)), then it may *also* play during your opponent's turn.

PERSONA REPLACEMENT (6.5.2)

At the start of each of your turns (before your normal card play), if you have one version of a ship or personnel **persona** in play and another version of that persona in your hand, you may exchange them for free. (Facility personas, such as [Terok Nor](#) and [Deep Space Nine](#), may not be exchanged in this way.) Persona replacement *does not count* as a card play, and it is not a reporting-for-duty action. All cards affecting the first version (for example, [Framed for Murder](#)) are transferred to the version entering play, if applicable; inapplicable cards are returned to their owners' hands.

Clarifications: *No Clone Swaps*

Cards like [Clone Machine](#) may allow you to put more than one copy of a unique card in play. This does not change the rule that you may have only one version of a unique persona in play. If you have two [Tom Paris](#)es in play, you may not exchange either for a [Captain Proton](#) in your hand.

All persona replacements for a turn occur simultaneously. You must **own** and **control** all cards you replace. The replacement cannot add or remove any personas from play. For example, you may not replace [Lursa](#) with [Sisters of Duras](#) unless you also replace [B'Etor](#) at the same time.


DOWNLOADING (6.5.3)


Some cards allow you to *download* a card. When you download a *target card*, it does not need to be played from your hand. You may search through your hand, your draw deck, and any open side decks for the target. Once found, play the card normally. Downloading does *not* count as your normal card play, but you must still follow all the normal rules for playing a card, such as reporting restrictions. Then reshuffle any decks you looked through.

Clarifications: Invalid Downloads (6.5.3.0.2)

A download is invalid if the target card cannot be found in the available cards, or if, once found, the target card is required to be played but cannot be.



An invalid download is cancelled, and any target cards are returned to their sources, which are then shuffled. If a single download action requires multiple target cards (such as the download on [Activate Subcommands](#)), and *any* of the targets cannot be found, the *entire* download is invalid.


If any resources were spent to initiate an invalidated download (such as a card draw for [Officer Exchange Program](#), a card play for [Spacedoor](#), or a  special download icon), those resources *remain spent*. If a download is invalid because the target card could not be found, an opponent may look through the downloader's deck and all other download sources to verify that the target is not there, and the same download may not be attempted again until one of its downloading sources have been replenished (for example, the draw deck is replenished by [Regenerate](#)) or reopened (for example, by nullifying a [Revolving Door](#) played on your [Q's Tent](#)).

A download action can be rendered *illegal* by the activation of a  Hidden Agenda card that is a [valid response](#) (such as [Computer Crash](#)). Like an invalid download, an illegal download is cancelled and target cards are returned to their sources, which are shuffled. However, resources spent to initiate an illegal download do *not* remain spent and can be used later. If you initiated the download by playing a card and selecting a function that *requires* a download (for example, the second function of [Bajoran Civil War](#)), the card goes to your hand.

Clarifications: Downloading (6.5.3.0.1)

There is no limit on the number of times you may download in a turn, as long as you have the cards to trigger them. However, each download is a separate **action**, and you may not interrupt another action to start a download, except when it suspends play or is a **valid response**.

Ordinarily, you must download a  Hidden Agenda card face-down, and you may not immediately activate it (by flipping it face-up and putting it "in play") unless activating it would be a valid response to the current action. By contrast, if you  Special Download

a  Hidden Agenda card, you may *and must* immediately activate it.



As always, you must use your normal card play (and all free plays) before taking any other actions for the turn. Many cards, like [Study Protonebula](#), [Quark's Isolinear Rods](#), and [Assign Support Personnel](#) require you to take an action in order to trigger a download. These downloads can therefore only be used after you have played your cards for the turn and started "giving orders."


Your discard pile is not a "side deck," so you may not download cards from your discard pile.


If a card requires downloads (for example, [22nd-Century Japan](#)), but the required cards cannot be downloaded, the card cannot be played.

If a card allows you to download a personnel, ship, or equipment *and* is not a Facility or Site *and* provides a specific location for that download (for example, [Assign Missions Specialists](#) or [Starry Night](#)), then it is providing **special reporting**: The requirement to report the personnel to a facility in their native quadrant does not apply.

By contrast, if a card allows you to download a ship, personnel, or equipment but does *not* provide a specific location for the download (for example, [Wall of Ships](#) or [Activate Subcommands](#)), or if it *is* a Facility or Site (for example, [Son's Observatory](#) or [Cargo Bay](#)), these downloads are normal reports, and you must follow normal reporting rules.


When downloading a Facility into play, you must meet all requirements for building that Facility at the location where you are playing it. For example, you may not download [Primary Supply Depot](#) with [Establish Dominion Foothold](#), because that facility must be seeded, not built. You may instead download [Remote Supply Depot](#), but only if the location is a non-homeworld mission with a  affiliation icon where you have no other facilities *and* you have the required  ENGINEER present to build it. This is, of course, just a restatement of what was already said in the rules – you must follow the normal rules for playing a card when downloading, except when specifically overruled by gametext.

Your opponent is always allowed to see a downloaded card to confirm that it was a legal, valid download, even if downloading to hand or downloading a face-down  Hidden Agenda card. The only exception is when cards "download and seed" (as on [Shore Leave](#)): you do not need to immediately reveal those cards, but must do so after the game if asked. If you illegally download and seed a card, you lose the game.

 Tactic cards may not be downloaded as damage markers. They must be downloaded during the Tactics stage of ship battle, when they could normally be played.

When a download goes "to hand", as with [Quark's Isolinear Rods](#), the downloaded card is added to your hand instead of entering play. If the download works "in place of one card draw", like [Blood Oath](#), you may choose whether to play the card immediately or take it into your hand. Otherwise, you *must* play the downloaded card immediately.

A Facility card (or its attached Site card) may not provide downloads outside its native quadrant. (This is in addition to all normal reporting restrictions.)



You may not download artifacts or  Q-icon cards unless specifically permitted by a card.

General Quarters: The Personnel Download Limit


Personnel cannot be downloaded as easily as other cards. When you recruit specially-picked personnel (instead of reporting personnel who are already "available" in your hand), you must locate, enlist, and reassign them to your forces – all of which takes time and effort. For this reason, you may not download personnel into play more often than **once every turn**.

Open Format: No Download Limit (6.5.3.0.3)


In Open format, there are no rules limiting downloads. On the other hand, [Shape-Shift Inhibitor](#) is legal in Open format.

For example, suppose you use [Ferengi Conference](#) to download [Leeta](#) and [Lumba](#). Because you did this as a single action, you are allowed to download both personnel at once. Leeta may then immediately use her  Special Download to download [Dabo](#) – Dabo is not a personnel. However, because of the personnel download limit, you must wait until your opponent's turn to use Lumba's  Special Download of [Nilva](#) – Nilva is a personnel, and you have already hit the once-every-turn download limit for personnel this turn.



SPECIAL DOWNLOADING (6.5.4)


A card with a  Special Download icon allows you to **suspend play** at *any* point during the game (including during a seed phase or an opponent's turn), interrupting other actions as necessary, while you download the target card and immediately play it.






Tip: *Suspends Play* (6.5.4.0.2)




 Special downloading is by far the easiest and most common way to suspend play. Refer back to the section on [actions](#) for more on the significance of suspending play.


Clarifications: Ambiguities – Special Downloads (6.5.4.0.1)


A  special download may download *anywhere* at the target location (see "[here](#)"). One classic trick is to begin a mission attempt with [Starship Enterprise](#) in orbit, encounter the first dilemma, then use the ship's  to download a personnel who can solve that dilemma *directly to the planet*, where that personnel immediately joins the Away Team and the mission attempt.


Because  special downloads provide a specific location for the download ("here"), they provide **special reporting** to any ships, personnel, and equipment that are special-downloaded: normal reporting restrictions like native quadrant and compatible facility do not apply

When you use a  Special Download icon to download a  Hidden Agenda card, you must play that card, then immediately activate it and follow its gametext (targeting something at the location of the special download, if applicable). You may not use a  special download to play a  Hidden Agenda card face-down. This rule is the exact opposite of the rule for non-special downloads, which *require* you to download  Hidden Agenda cards face-down.

A  special download icon on a personnel card is a special skill, and can count for cards like [Rascals](#) which add, remove, or count skills. However, an  Special Download icon is not a  skill dot, so it does not count for cards like [Hero Worship](#).

If a  special download inserts a new card into the spaceline, the personnel downloading it must be adjacent to the location where it is inserted. For example, [The Emissary](#) must be in or adjacent to the Bajor Region in order to use his special download of [Bajoran Wormhole](#), and must insert the wormhole into the spaceline between his location and the location on his left or the one on his right.

If the target card is location-based, it must be downloaded to the location of the  icon. For example, [Arandis](#) may download [Jamaharon](#) to nullify a [Horga'hn](#), because that effect is not location-specific. Arandis may also download [Jamaharon](#) to relocate a male at her location to Risa. But she may not download [Jamaharon](#) to relocate a male at *another* location to Risa.

Each  icon on a particular card grants a Special Download only **once per game**, regardless of how many copies of that card you have in play. Thus, [Admiral Kirk \(Life From Lifelessness\)](#) may download both [The Genesis Effect](#) and [Khan!](#) during a game, but, if you later get another copy of Admiral Kirk into play (using [Aid Clone Colony](#)), he could not use those spent downloads.

7: EXECUTING ORDERS

Once you have played all the cards you intend to play at the start of your turn, signify this by announcing that you are now "giving orders". This is the part of your turn where you and your cards get stuff *done*.

MOVE (7.1)

QUARK: *'Come to Quark's, Quark's is fun, come right now – don't walk, run!' Oh, I love the part where my name rotates around.*

KIRA: *If all your little 'advertisements' aren't purged from our systems by the time I get back from the Gamma Quadrant, I will come to Quark's. And, believe me... I will have fun.*


—"The Quickening"

During the game, your personnel will move throughout the universe. They may visit facilities, board starships, beam down to planets, invade an opponent's ship, travel across the galaxy (or across time), or stop by the bar for a relaxing hand of Tongo.

Clarifications: *Crews, Away Teams, and Movement (7.0.1)*

A crew is not an Away Team, and an Away Team is not a crew. [Genetronic Replicator](#) may save your Away Teams facing [Armus - Skin of Evil](#), but it is useless for your crews trying to survive against [Ankari Spirits](#).

Your Away Teams are usually *associated* with the last ship or facility you control that they visited. This "association" rule is only occasionally relevant, for cards like [Memory Wipe](#) and [Alien Parasites](#). They only remain associated with the ship or facility while that ship or facility is at their spaceline location; if it leaves, then the Away Team becomes *unassociated*, and remains unassociated until they visit another ship or facility that you control. If your Away Team is made up of personnel from *multiple* ships or facilities, you must designate which *one* of those ships or facilities will be the one officially associated with the Away Team as soon as the merged Away Team is formed.

All your [compatible](#) personnel present automatically form one Away Team. If you have *incompatible* personnel present, they automatically form as many separate Away Teams as necessary so that nobody is incompatible with anybody else in an Away Team. Personnel who are compatible with multiple Away Teams present (such as ) may join any compatible Away Team at that location.

This only applies to Away Teams, however. On your ship or facility, all your personnel present, compatible or incompatible, form one crew. Incompatible personnel are simply placed under [house arrest](#).

You may not *ever* move any of your cards into space unless specifically allowed to do so by a card (such as [Airlock](#) or [Anti-Matter Pod](#)).

When your personnel move to a ship or space facility that you [control](#), stack them face-up underneath the ship or facility card. (If the facility has sites, stack the personnel face-down on top of the appropriate Site card.) These personnel, collectively, form the *crew* of that ship or space facility.

When your personnel are on a planet (or in a planet facility) stack them face-down on the planet (or on the planet facility). They now form a single *Away Team*. You may not divide your crews or Away Teams into separate groups, except when permitted or required to do so by a card or another rule.

Tip: Separate Crews and Away Teams (7.0.2)

Later, we'll discuss dilemmas and mission attempts. In practice, dilemmas will *frequently* cause your crews and Away Teams to become **separated**, by **stopping**, **disabling**, dividing, or **putting in stasis** your personnel. This is actually a good thing: personnel who are the victim of early dilemmas like **Blended** form a separate team for the rest of the mission attempt, which protects them when a team-wiping dilemma like **Barclay's Protomorphosis Syndrome** shows up. It won't save you from **V'Ger** or **Crytalline Entity**, but it helps!

When your personnel are on an *opponent's* ship or facility, they still form an Away Team, but they also become *intruders*. Intruders cannot attempt missions, but they can start personnel battles, and they are in a good position to **commandeer** their hosts. Intruders are not necessarily hostile; indeed, cards like **Open Diplomatic Relations** and **Ferengi Trading Post** positively invite friendly "intruders" to board opposing ships and facilities.

Borg Rule: Extraneous Factors are Irrelevant (7.0.3)

"You're nothing to him. He's not interested in your life form. He's just a scout, the first of many."

—Q

The Borg have a single-minded focus on their current objective. They are concerned only with outside elements if they interfere with that objective. Thus, **B** Borg personnel may not form Away Teams unless permitted by another card (for example, **Assimilate Starship** or **Near-Warp Transport**) or when counter-attacking.

Whenever your personnel move, whether by choice or by force, they may carry any number of Equipment cards with them. Equipment is not carried by any specific personnel, but is carried (and used by) the entire team as a whole. (There are a few exceptions, like **Mobile Holo-Emitter** and **Data's Head**, which are "worn" or "placed on" a single, specific personnel.)

BEAM (7.1.1)

"I signed aboard this ship to practice medicine, not to have my atoms scattered back and forth across space by this gadget!"

—Dr. McCoy

In the *Star Trek* universe, all modern facilities and vessels are equipped with *transporters*, which are devices that allow near-instant teleportation of personnel and equipment *en masse*. In the Star Trek CCG, using the transporters ("beaming") is the normal way to move your crews and Away Teams between ships, planets, and facilities. All Ships and Facilities have transporters unless the card indicates otherwise.


Clarifications: Transporter Arcana (7.1.1.0.1)

Transporters can't beam through SHIELDS, so operating transporters implies that your ship or facility's SHIELDS are dropped during the transport. This currently has few gameplay implications except for [Dropping In](#), which can be played in response to a beaming action. It also explains why you may beam over to an opponent's ship or facility if it is unshielded.

As always, you may not deliberately place any personnel in a [house arrest](#) situation, so you may not beam one of your personnel onto one of your own incompatible ships. If you are acting as an intruder on an opponent's ships or facilities, of course, incompatibility is not only permitted but expected.

Special beaming cards such as [Near-Warp Transport](#), [Emergency Transporter Armbands](#), or [Extradition](#) do not provide transporters and do not allow you to use your opponent's transporters. They do not overcome obstacles to beaming, such as [Atmospheric Ionization](#), [Barclay Transporter Phobia](#), [Katherine Pulaski's](#) beaming restriction, or being stopped. Special beaming cards simply allow you to use existing, functional transporters in unusual ways.

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

Any ship or facility that you [control](#), even if it has no personnel onboard, may use its transporters to beam your personnel to or from that ship or facility. You may beam to (or from) your other ships or facilities at the same location, to (or from) your opponent's *unshielded* ship or facility at the same location, or, if your transporters are at a  Planet location, to (or from) the planet's surface.

You may only use your opponent's transporters at a [usable](#) facility or ship.

Tip: Boarding? Have a Plan! (7.1.1.0.2)

Since you can't use most of your opponent's transporters, you should always have a plan for extraction before boarding an opponent's ship or facility. Otherwise you may find your Away Team trapped on a docked ship at an enemy outpost for the rest of the game!

WALK (7.1.2)

"I think it's time that we took a little stroll."



—Jean-Luc

Your personnel may also *walk* around at a location. Specifically, your personnel at a facility may walk on or off of your ships docked there ("embarking" and "disembarking"). On a planet, your personnel may walk in or out of your facilities or landed ships on that planet ("entering" and "exiting"). At a station with sites, personnel may walk from one site to another (they must pass through each site in between, but do not have to stop at each). There is no limit to the number of times personnel may walk during a turn.




STAFF A SHIP (7.1.3)

"I've had my share of piloting experience. Actually only two lessons, and they were in a shuttlecraft on the Holodeck, but I showed great intuition. Where's the helm?"

—The Doctor

In order to dock, undock, or move a ship, you must meet its *staffing requirements*. A ship's staffing requirements are listed on the card, usually as icons representing Command ability () or Staff ability (). A ship is staffed when:

Clarifications: Ship Staffing (7.1.3.0.1)

A **dual-personnel card** has only one affiliation icon (even if **multi-affiliation**, it has only one affiliation at a time) which may be used for staffing by *either* of the personnel, but not both. For example, **Third and Fourth** may contribute one  icon and one  icon toward staffing a **Borg Cube**, but not two  icons.

One personnel cannot supply more than one required staffing icon, even if the personnel has more than one of the required icons. For example, a **Borg Cube** normally requires seven personnel to staff it, even if the **Borg Queen** or **Locutus of Borg** is aboard.

A personnel may contribute only one staffing *icon* to staffing requirements, but may contribute any number of skills and characteristics, even if already contributing a staffing icon. (There are no cards to which this rule is applicable at this time.)

- There is at least one personnel of **matching affiliation** on board; and
- Each staffing requirement is met by a **compatible** personnel onboard.

For staffing purposes *only*, a personnel with  may substitute for a required .

Full staffing is required *only* for movement. Any ship which has at least one personnel of **matching affiliation** on board can attempt a mission, initiate battle, or fire weapons, even if the ship is not fully staffed. *Any* ship, including an empty one, may use its transporters.

DOCK & UNDOCK (7.1.4)

"Close exterior hatches, depressurise the airlock. Detach umbilicals, clear all moorings."

—Kira Nerys

Your outposts allow your ships to *dock* and *undock*. Your ship must be **compatible** with your outpost to dock, but its crew does not have to be.

Clarification: "Return To Outpost" and Docking (7.1.4.0.1)

Some cards, such as **REM Fatigue Hallucinations**, **Incoming Message - Romulan**, and **Spacedock**, require that a ship "return to", "stop at", or otherwise visit a compatible outpost (or other space facility). Ships must be docked to meet the conditions of this gametext; they may not simply be at the same location. (This is because, when those cards were released, all cards at the facility's location were considered "docked.")

Docking and undocking are forms of ship movement that use no RANGE. To dock or undock from your outpost, your ship must be **staffed**. Since it uses no RANGE, there is no limit on the number of times a ship may dock or undock in a turn. Place docked ships beneath the facility card.

While docked, your ship gains SHIELDS equal to 50% of the facility's SHIELDS. Docked ships may not attempt missions or fire WEAPONS (even to return fire when attacked). Docked ships are not destroyed if the facility is destroyed. Outposts **repair** only docked ships.

When a ship is played to a facility that allows docking, it must enter play docked.

FLY A STARSHIP (7.1.5)

"Number One, set a course for the Neutral Zone."

—Jean-Luc

A 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** of each location 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.

Clarifications: *Warp Speed Immunity; No Default Docking*

A ship "warping" past 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.

When moving a ship to the location of a usable space facility, your ship remains **undocked** unless you dock it by placing it beneath the facility (or on top of an appropriate Site).




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).

LAND & TAKE OFF (7.1.6)

"Harry, vent all plasma from the nacelles, transfer available power to atmospheric thrusters and stand by to commence landing sequence."

–Kathryn Janeway

Some ships are able to take off or land on  Planets. Landing and taking off is a movement action that uses no range (unless stated); thus, it requires full staffing.

Landed ships may not attack or be attacked by ships or Away Teams unless a card *specifically* allows it. Landed ships may not be targeted by any card or effect that targets a ship (such as [Loss of Orbital Stability](#)), unless the card *specifically* allows it to target a landed ship (such as [Hirogen Hunt](#)). However, cards may **report** and **beam** to (or from) a landed ship as normal.

CARRIED SHIPS (7.1.6.1)

Some cards, such as [Engage Shuttle Operations](#), permit ships to be carried aboard other ships. Like docking and undocking, *launching* and *recovering* a carried ship is a movement action that uses no RANGE, which requires the carried ship to be fully staffed.

Clarifications: Carried Ships (7.1.6.1.0.1)

Game text that allows you to launch carried ships also (implicitly) allows you to recover such ships.

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. Carried ships cannot be targeted in battle (they are not **present** with opponents' 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.

Carried ships are present with the carrying ship, and with the crews of both ships.

If a carried ship is destroyed (for example, by [Warp Core Breach](#)), the carrying ship is **damaged**.

MOVE BETWEEN QUADRANTS (7.1.7)

"Captain, if these sensors are working, we're over seventy thousand light years from where we were. We're on the other side of the galaxy."

—Harry Kim



It is not legal to move between quadrants unless permitted or required by a card.

Clarifications: Which Cards Count? (7.1.7.0.1)

Any gametext which allows or requires a card to move directly from one location to another may potentially move that card to a different quadrant. Examples of cards that could cause movement between quadrants include [Iconian Gateway](#), [Wormhole](#), [Where's Guinan?](#), and [Mysterious Orb](#).

However, cards whose gametexts refer to the "spaceline" or to a distance (such as the "most distant planet") can only cause movement within the current quadrant. Examples include [The Traveler](#), [Where No One Has Gone Before](#), [Female Love Interest](#), and [Magic Carpet Ride OCD](#).

Tip: Inter-Quadrant Strategies (7.1.7.0.1)

Typically, players use [Bajoran Wormhole](#) to move between the Alpha and Gamma Quadrants, and [Bajoran Wormhole: Mirror Universe](#) to move between the Alpha and Mirror Quadrants. Mirror players also use [Crossover](#) and [Multidimensional Transport Device](#). The [Caretaker's Array](#) is useful for non- Delta Quadrant travel, while [Transwarp Network Gateway](#) is typical for  players. Other cards that frequently appear in decks that need quadrant travel are [Barzan Wormhole](#) and the classic [Wormhole](#).


TIME TRAVEL (7.1.8)

"The Vulcan Science Directorate has determined that time travel is impossible."

–T'Pol

Time Travel is movement between a time location and a spaceline location, or between two time locations. It is not legal unless *expressly* permitted or required by a card.

Tip: Time Travel Strategies (7.1.8.0.2)

The five main cards used for time travel are (from most to least common): [Temporal Conduit](#), [Out of Time](#) (especially for  decks, thanks to [Daniels](#)), [Temporal Vortex](#), [The Guardian of Forever](#), and finally [Orb of Time](#) (which is the most flexible time travel device, but also the hardest to set up).

Clarifications: "Corresponding" Time Locations (7.1.8.0.1)

Some time travel-enabling cards, like [Out Of Time](#), specify that they only permit time travel between a time location and its *corresponding* spaceline location. The *corresponding* spaceline location is the card (usually a Mission card) whose location (stated in its title or lore) matches the location stated in the time location's lore. For example, playing [Out Of Time](#) allows you to move your temporal agent between [Khitomer Conference](#) (located on 2293 Khitomer) and [Khitomer Research](#) (the Mission card for present-day Khitomer), or between [Montana Missile Complex](#) (located on 2063 Earth) and [Espionage Mission](#) (the Mission card for present-day Earth), but it would *not* allow you to move between Montana Missile Complex and Khitomer Research (a time location and a non-corresponding spaceline location), or between Montana Missile Complex and Khitomer Conference (two time locations).

It is possible for multiple time locations to exist at the same spaceline location. For example, a player (if he or she were insane) might play [Espionage Mission](#) (Earth) with [Montana Missile Complex](#) (2063 Earth), [Cetacean Institute](#) (1986 Earth), and [22nd-Century San Francisco](#) (2154 Earth). If you want to travel *between* time locations at the same spaceline location *without* having to pass through the spaceline location (for example, you want to go straight from [Cetacean Institute](#) to [Montanan Missile Complex](#) without stopping at [Espionage Mission](#)), you will have to carefully read the gametext of the card that is making your time travel possible. For instance, [Orb of Time](#) supports this use, because it permits "time travel" without restriction. But [Out Of Time](#) only permits time travel "between a time location and the corresponding spaceline location," which means it cannot support direct time travel between two time locations.

Even if a time location's corresponding spaceline location is "destroyed", that Mission card remains the corresponding spaceline location. For example, if [Khitomer Research](#) (location: present-day Khitomer) is destroyed by a [Supernova](#), your [Ensign Jameson](#) can still use [Out Of Time](#) to travel between that location and [Camp Khitomer](#) (location: 2293 Khitomer).

ATTEMPT A MISSION (7.2)


The mission. Whether it's exploration or relief, diplomacy or combat, *the mission* is at the heart of every *Star Trek* episode – and the *Star Trek* CCG.

Of course, missions rarely go as planned. You'll beam down to do some [Changeling Research](#) with a research team, but you'd better bring weapons and Security officers to keep them safe, or they might fall prey to a [Berserk Changeling](#). It's even more important in space, where a mission to [Observe Stellar Rebirth](#) could end in catastrophe for an entire starship if they're not prepared for [everything they might find](#). But, if you survive the dilemmas your opponent has left for you and solve the mission, you're one step closer to [winning the game](#).

BEGINNING A MISSION ATTEMPT (7.2.1)



"Well... it seems we're truly sailing into the unknown."

—Jean-Luc Picard


You may attempt any mission with a point box that you seeded. You may attempt a mission an opponent seeded only if its point box shows 40 points or more, if it is a [shared mission](#), or (for  Universal missions) if there is more than one copy in play.





Open Format: Attempt Opponent's Missions (7.2.0.1)

In Open format, any player may attempt any mission as long as the attempting crew or Away Team meets the affiliation requirements.

At a  Planet mission, any single Away Team that is present on the planet's [surface](#) may begin a *mission attempt*. At a  Space mission, any single undocked ship may begin a mission attempt. (The ship must have at least one personnel of matching affiliation aboard.)

Clarification: Attempting a Dual-Icon Mission (7.2.0.2)

To attempt (or solve) a  Dual-Icon Mission like [Deliver Cargo](#), you must have *both* an Away Team on the planet *and* a crew in orbit, *both* of which must have at least one personnel who allows the attempt (for instance, by matching one of the affiliation icons on the Mission).


During a mission attempt at a Dual-Icon Mission,  Planet dilemmas are encountered by the Away Team only, and  Space dilemmas are encountered by the crew only. When  Dual dilemmas or  Q-icon cards are encountered, the attempting player may choose which team encounters it. When a card like [Kobayashi Maru Scenario](#) targets attempting personnel randomly, the attempting player chooses which team it targets. When a card like [All Available Personnel](#) checks or restricts how many personnel are attempting the mission, it includes *both* teams unless otherwise specified. (For example, [Villagers With Torches](#) uses the words "on planet," specifying the Away Team only.)

Once all dilemmas are cleared, the two teams may combine their skills to meet the mission requirements.

To attempt a mission, you must have at least one personnel present whose affiliation *matches* one of the icons (or meets alternate qualifications) given in the mission's affiliation box. All compatible personnel in the crew or Away Team may assist that personnel, and may contribute skills and other attributes to the mission requirements. You do *not* need to meet the mission's requirements in order to begin a mission attempt.

Some cards, like [Quantum Torpedo](#) or [Homefront](#), may add further restrictions on beginning a mission attempt. However, they do not affect a mission attempt while encountering seed cards.

Clarification: Attempting, Scouting, and Empok Nor Commandeering

The rules for mission attempts, mission scouting (by ), and [Empok Nor](#) commandeering are largely identical. For simplicity's sake, all further references in this section to a "mission attempt" include scouting and Empok Nor commandeering attempts, unless patently inapplicable.

Simply announce that you are beginning a mission attempt with your ship or Away Team. Mission attempts are a single **action**, so, once the attempt has started, you will not be able to do anything else (except as a **valid response** or by **suspending play**) until the entire mission attempt is completed.

If there are cards seeded under this mission, slide the *bottom* seed card out from under the mission, *reveal* it face-up, and begin working through the mission's challenges! If there are *no* seed cards, you may try to **solve** the mission.

ENCOUNTERING DILEMMAS (7.2.2)

Most cards seeded under a mission are probably Dilemmas, or are cards that function as Dilemmas. Either way, you're in trouble!

Clarifications: "Combo" Dilemmas (7.2.2.0.3)

There are a total of **six "combo dilemmas"** in the game. These rules apply only to them and may otherwise be ignored.



A combo dilemma is a two-dilemma combination in one Dilemma card. (Example: **Male's Love Interest & Plague Ship**) 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 (for example, Male's Love Interest), it is always conceptually discarded after it has its effect.


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 discarded by **Senior Staff Meeting** or nullified by **Kareen Brianon** you still encounter the Tarellian Plague Ship half of the card. Similarly, if, during an encounter with **Alien Parasites & REM Fatigue**, 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. Any **Mission Fatigue** in play "stops" a personnel before each 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 mis-seed. 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 once the second half has been resolved.



Likewise, you cannot legally seed more than two of any dilemma, including a combo dilemma that includes it. For example, if you seeded two copies of **Radiative Garbage Scow** and an additional copy of **Female's Love Interest & Garbage Scow**, that would count as three copies of Radioactive Garbage Scow, and your deck would be disqualified.

Borg Rule: Some Dilemmas are Irrelevant (7.2.2.0.2)

Gender is Irrelevant: Gender-related requirements or targets on dilemmas are ignored, unless the dilemma is specifically identified as "Borg-related." If there is an alternative which is not gender-related, a  Borg must use that. Otherwise, the dilemma is discarded (it is not considered **overcome**). For example,  must meet the first requirement on **Unexpected** to avoid its conditional effect, but **Matriarchal Society** and **Talosian Cage** are discarded without effect. The Borg Queen is female. All counterparts are male. Borg drones have no gender unless specifically identified.

Classification is Irrelevant: Any cards which specifically require or change a "classification", such as **Scottish Setter**, do not affect .

Bonus Points are Irrelevant: Because  cannot score bonus points, any dilemma which shows bonus points must be played out normally, but any bonus points scored are ignored. When overcome or cured, the dilemma is placed out-of-play as normal (instead of the bonus point area). If a dilemma presents a choice between scoring bonus points and some other option, a Borg player must select the option without bonus points.

Missions are Irrelevant: Because  *scout locations* instead of *attempting missions*, all game text referring to a mission attempt (such as **Edo Probe**'s "Abandon mission attempt" or **Dead End**'s "Mission may not be attempted") do not affect . Ignore such text, and discard the dilemma if it is wholly inapplicable. *However*, the phrase "Mission continues" is uniquely important in dilemma resolution (see **conditional effects**), and means "Scouting continues" for Borg.


Clarifications: Reading and Responding to Dilemmas (7.2.2.0.1)

Dilemmas are intended to be read by the encountering player. All references to "you", "your", and "your choice" refer to the encountering player. "Opponent" or "opponent's choice" refer to the encountering player's opponent.

On a dilemma card with more than one effect, each effect should be encountered and resolved in sequence. For example, **Menthar Booby Trap** first causes the effect of preventing the ship from moving, then causes the effect of killing a member of the crew.

If a dilemma is "doubled" (for example, by **Lore**), all features of the dilemma are doubled, including requirements, effects, and point values. However, some cards double only parts of a dilemma, like **Howard Heirloom Candle**, which doubles effects only, and **Shades of Gray: Brutality**, which doubles requirements only.


Each dilemma encounter is a **sub-action** of the mission attempt (which is a **group action**). Like the mission attempt itself, the encounter cannot be interrupted except by a valid response or a card which suspends play. Normally, you may not respond to a dilemma until all potential targets for the dilemma have been chosen and the crew or Away Team's ability to meet any requirements has been checked. (Only at this point is the dilemma considered "just encountered" for cards like **Hologram: Deadwood**.)


Playing a card that nullifies certain dilemmas, such as **Plexing**, is a valid response to encountering such a dilemma. Likewise, activating a  card that enhances certain dilemmas, such as **Shades of Gray: Anguish**, is a valid response to any player encountering one of those dilemmas.

After you flip a dilemma face-up during a mission attempt to reveal it, the crew or Away Team begin an *encounter* with that dilemma.





Each dilemma has one or more *effects*, such as, "kills one personnel with SCIENCE (random selection)", "when countdown expires, ship is destroyed", or "cannot get past". Effects may be *automatic* or may have *conditions*, which cancel the effect if met.

Clarification: *Triggered & Targeted Effects* (7.2.2.0.4)

Some effects are subject to *triggers*. If the trigger condition is not met, then the effect is nullified. For example, **Maman Picard** has the automatic effect of sending your ship to the end of the spaceline, but the trigger for this effect is "If this is a Federation ship...". If the attempting ship is not , this effect is nullified. Since there are no remaining effects on the dilemma, it is removed.

Some triggers have *alternative effects*. For example, **Cybernetic Homing Device** has an automatic effect ("opponent may move ship up to printed range") with the trigger ("If android or non- Borg aboard"). If the trigger condition is not met, that effect is nullified, but is replaced with a different effect (cannot get past without CUNNING > 36).

Likewise, if an effect requires you to choose a *target*, and there is no valid target in play, the effect is not carried out (or "fizzles"). For example, if you encounter **Conundrum** and cannot meet its conditions, but your opponent has no ships in play, it is removed. (You have still failed the mission attempt.) If you encounter **Hippocratic Oath** but there are no planets on the spaceline, it is removed. However, the absence of targets does not affect other elements of the dilemma encounter. If you don't meet the conditions of **Empathic Echo** (SECURITY and MEDICAL), the mission attempt fails and the dilemma is reseeded even if you have no Empathy (the target) in your Away Team.

If there are not enough targets for the effect of a dilemma, do as much as you can. (Dilemmas are an exception to the normal rule that gametext is all-or-nothing.) For example, **Armus: Roulette** specifies that four target personnel are to be selected, but, if only two personnel are present, it selects those two. Likewise, **Dejaren** targets one  personnel and one non-; if there are no  personnel present, select a non- personnel to die, then proceed to Dejaren's next effect.

A dilemma is *removed* from the mission's seed cards once all its effects have been resolved and all conditions have been met. Some removed dilemmas **enter play**, with long-term effects. However, most removed dilemmas are **discarded**.

Clarifications: *Cards with Alternate Removal Destinations* (7.2.2.0.5)

Some dilemmas, when removed, are not discarded, but instead are placed elsewhere, such as **atop the mission**, **on the attempting ship**, or **on table**...often as a consequence of **failing to meet the dilemma's conditions**.

If, for any reason, the dilemma is not placed on a valid target, all subsequent text on the dilemma is ignored. For example, if you encounter **"God"** and you prevent it from being placed on the mission (by having two personnel present with INTEGRITY > 7), the dilemma is discarded and the mission continues – even if you do not have a ship in orbit.

Reminder: *Put Discarded Dilemmas Out-of-Play*

Remember that discarded dilemmas are not sent to your discard pile like other cards. Discarded dilemmas are placed **out-of-play**.

AUTOMATIC EFFECTS (7.2.2.1)

"You may win this war, Commander, but I promise you, when it is over, you will have lost so many ships, so many lives, that your victory will taste as bitter as defeat."

– Founder Leader

Effects that have no requirements happen automatically. Examples include **Artillery Attack**, which automatically kills some number of personnel, **Murasaki Effect**, which penalizes **beaming** at this location, **Fractured Time**, which reduces your mission team to nine personnel, and the *first* effect of **Armus: Energy Field**, which stops (at least) one personnel. (The second effect of **Armus: Energy Field** is conditional.)

When your mission team encounters an automatic effect, simply follow its gametext. If *all* of the effects you face in a dilemma encounter are automatic effects, your mission team automatically removes it at the end of the encounter. (The dilemma is discarded unless otherwise specified.) Thus, **Chula: Crossroads** is removed and discarded as soon as the

personnel targeted by it have been stopped. [I'm Not Going To Fight You](#) is removed as soon as its download is complete and placed on the mission for a persistent effect. [Chula: The Lights](#) has both an automatic effect (returns a personnel to hand) and a conditional effect (cannot get past without a certain amount of Cunning); it is not removed and discarded until the condition is overcome.

CONDITIONAL EFFECTS (7.2.2.2)

"If we can't find a way to stop them, they'll tear the ship apart."

–B'Elanna Torres


Many effects can be prevented if you overcome certain *conditions*. If you meet the conditions for all such effects on a dilemma, the dilemma is removed and discarded. Examples include ["God"](#), which has a condition of two personnel who each have INTEGRITY > 7, [Ancient Computer](#), which has several skill requirements, and [Dead End](#), which has a condition of having at least 50 points. Conditions are often prefaced with the words "unless" or "to get past."

However, if you *fail* to meet the conditions of *any* of the active effects on a dilemma, the dilemma is *not* removed. Failing to overcome a conditional effect has all of the following consequences:

Tip: Condition Examples (7.2.2.2.0.1)

Basic Example: if you encounter [Astral Eddy](#), check your crew. If they have Navigation, Physics, and 2 ENGINEER, the dilemma is removed. Otherwise, they fail to overcome the dilemma. One crew member is killed, the mission attempt fails, the ship and crew are stopped, and the dilemma is replaced under the mission to be encountered again.

Advanced Example: if you encounter [Spatial Rift](#), first resolve the automatic effect ("Two personnel (random selection) are discarded unless their combined CUNNING > 14"). Then face the conditional effect ("To get past...") with its conditions ("...requires Astrophysics and 2 ENGINEER). If you still have those requirements after potentially losing your two personnel, the dilemma is removed; discard it and proceed with the mission. If not, you fail to overcome the dilemma. It takes effect (you can't get past), the mission attempt fails, and all your involved ships and personnel are stopped. Then the dilemma goes back under the mission to be encountered again (in full). Next time you attempt it, you will probably lose two *more* personnel to the automatic effect before you get the chance to meet the requirements and overcome it!

"Discard Dilemma": [Alice](#) has a condition of 2 Computer Skill and Biology. If that condition is not met, the personnel with most Navigation is captured, the mission attempt fails, and the mission team is stopped (along with their ship, if at a  mission)... but Alice itself is removed and discarded, instead of being put back under the mission to be encountered again.

"Mission Continues": [Hunter Probe](#) has the effect of (eventually) killing two personnel, which can be prevented by meeting the condition of having 2 SECURITY and 2 Anthropology present. Normally, failing to meet this condition would not only mark two personnel for death, but would *also* stop the mission attempt and mission team. However, because the card says, "Mission continues," the dilemma is removed, and the mission attempt goes on. (The two personnel then die at end of turn).

- The effect occurs.
- The mission attempt fails (see [mission failure](#) below).
- The ship, crew, and/or Away Team involved in the mission attempt are all **stopped**.
- The dilemma is reseeded as the bottom card under the mission, to be encountered again on the next attempt.

There are two main exceptions to these consequences for dilemma failure:

If a dilemma states, "Discard dilemma", then the dilemma is removed and discarded after it is encountered, *even if the mission team failed to overcome its conditions*. The mission attempt still fails, and the mission team is still stopped, but at least the dilemma will not be encountered again!

If a dilemma states, "Mission continues", then the dilemma is removed even if the mission team fails to pass it. The mission attempt continues and the mission team is not stopped.

CURES (7.2.2.3)

"By golly, Jim, I'm beginning to think I can cure a rainy day!"

–Dr. McCoy

Some dilemmas have an *ongoing* effect that can be *cured* by meeting a set of *cure requirements* – *after* the dilemma has taken 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 immediately, before the next dilemma is encountered. If not, then the dilemma remains in play until cured or otherwise discarded. The cure requirements on a dilemma apply to all its effects; once a dilemma's cure requirements are met, the entire dilemma is discarded. Curable requirements are always marked with the word "cure."

Tip: Cure Examples (7.2.2.3.0.1)

Basic Example: when encountered, [Horta](#) is removed from the mission's seed cards, placed atop the mission, and kills a member of your Away Team. This kill repeats each turn, establishing an ongoing effect. It can be cured with 2 Leadership, 2 Mindmeld, and 2 Exobiology – but only *after* the first person has been killed (hopefully it didn't get one of your Exobiologists!). If it can't be cured immediately, the mission continues, but the dilemma remains on the planet until its cure requirements are met.

Multiple-Effect Example: when encountered, [Menthar Booby Trap](#) is automatically removed from the mission's seed cards and placed on the attempting ship. Its first effect is that the ship cannot move, with a cure requirement of "2 ENGINEER aboard". This is followed by a second effect (killing a random crew member), unless the crew meets the condition of having MEDICAL present. The mission team may cure the first effect with 2 ENGINEER, but only *after* it has been placed on the ship and *after* any deaths that result from the dilemma's second effect.

Multiple-Condition Example: [Ankari "Spirits"](#) has a single effect – killing large numbers of your personnel – but two conditions. The first requirement ("3 Honor and INTEGRITY > 35") is a normal dilemma condition; if the crew does not meet this condition, they fail to overcome the dilemma. The dilemma is placed on the ship, two personnel are killed (and an ongoing effect begins), the mission attempt fails, and the ship and crew are stopped. Now the original condition goes away, and is replaced by a cure requirement ("Cure with 3 ENGINEER and Exobiology"). If it can be met now, the dilemma is cured and placed out-of-play (but the dead people remain dead, and the ship and crew are still stopped, because they failed to overcome its conditions). Otherwise, it remains on the ship until it is cured by 3 ENGINEER and Exobiology. Since 3 Honor and INTEGRITY > 35 is not a cure requirement, it is irrelevant after the initial encounter.

Nullification Example: [Framed For Murder](#) plays on a unique personnel present and prevents that personnel from using skills or staffing icons. It has a nullifier: "Nullify with any personnel who has CUNNING>9 and Biology OR Law." If you have a personnel who meets those conditions, the dilemma is immediately discarded, before your opponent has the chance to place it on one of your personnel. Otherwise, the dilemma is placed on one of your personnel and remains there until some personnel arrives who has CUNNING>9 and Biology or Law. Either way, the mission continues.

Another Nullification Example: [Do You Smell Something Burning?](#) has the effect "stops half your Away Team" with the nullifier "Nullify with a cook, ANIMAL, or Lure of the Nexus." If a cook or ANIMAL is present, the dilemma is immediately discarded, before any personnel are stopped. If the player encountering the dilemma has [Lure of the Nexus](#) available to play from hand or by download, he or she may do so, which also discards the dilemma before any personnel are stopped. If those conditions cannot be met, the effect occurs. The mission continues with the remaining unstopped Away Team members. (The "Mission continues" text at the end is redundant.)

Examples include [Komar Possession](#), which stops personnel every turn until cured with 3 SECURITY, [Emergent Life-Form](#), which takes control of a ship's movement until it is cured or expires, and [Nitrium Metal Parasites](#), which destroys the host ship in two turns. Cure requirements are often harder to meet than normal requirements, because the effect hits first. For example, [Data Has Some Issues](#) is cured with 3 ENGINEER, but first it stops a personnel present. If that personnel happens to be one of your engineers, and you don't have any extra, too bad! You can't cure the dilemma this turn, and people are going to start dying!

Failing to immediately meet a cure condition does *not* cause mission failure.

NULLIFIERS (7.2.2.4)

"This is the nanovirus Axum designed to prevent the Borg from detecting those with the genetic mutation. But I've modified it to nullify their cortical inhibitors instead."

–The Doctor

Some dilemmas state they can be *nullified*. Some form of the word "nullify" is always used. When a nullifier requirement is met, the dilemma is discarded. A nullifier 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).


For example, [Dial-Up](#) stops some personnel, but has the nullifier "Nullify with 3 Computer Skill and Anthropology." An Away Team facing this dilemma may check *immediately* for 3 Computer Skill and Anthropology, *before* stopping any personnel. If the requirements are not present, mission continues, but the dilemma can still be discarded later whenever 3 Computer Skill and Anthropology are present. The dilemma self-nullifies when its [countdown timer](#) reaches zero.

DILEMMA BONUS POINTS (7.2.2.5)

Some dilemmas, like [Microvirus](#), have a bonus point box on them, but do not specify how to earn the points. These points are scored by meeting the dilemma's requirements during the mission or curing the dilemma afterward. Instead of being discarded or placed out-of-play, dilemmas you score from should be placed in your [bonus point area](#).

You do not score the points if you fail the dilemma's requirements. For example, if you fail to meet the requirements of [Barclay's Protomorphosis Disease](#) and your mission team dies, the dilemma is still removed and discarded, because it says "Discard dilemma." But you don't score 10 bonus points from it, because you did not overcome it.

OTHER SEEDS (7.2.3)


Besides Dilemmas (and cards that function as Dilemmas), you may encounter other cards beneath a mission.  Artifacts may be seeded at any planet mission, and several other cards (such as [Search for Weapons](#) and [Cryosatellite](#)) will allow you to seed personnel or equipment beneath a mission. If you encounter one of these cards during a mission attempt, place it face-up beneath the mission and continue to the next seed card. The player who solves this mission will earn all these cards.





MIS-SEEDS (7.2.4)

Any card revealed at a mission that cannot be legally encountered at that mission is immediately placed out-of-play (it is not encountered).

Mis-seeds include (but are not limited to):

Clarifications: Becoming Mis-seeded (7.2.4.0.1)

In rare situations, it is possible for a card seeded legally to *become* a mis-seed during the course of play. For example, [Cryosatellite](#) allows you to seed three  personnel under a mission. If you discard your own seeded [Cryosatellite](#) during a mission attempt (for example, with a [Pla-Net](#)), those personnel become mis-seeds. These mis-seeds are placed out-of-play as normal when encountered, but they do *not* affect your ability to solve the mission.

- non-seed cards (such as Event cards) placed under a Mission as a bluff,
- multiple copies of the same card seeded under one Mission by a single player,
-  space Dilemmas revealed under  planet Missions (and vice versa),
- -icon cards without an -enabling card,

- multiple Artifacts seeded under one Mission by a single player (*all* that player's artifacts at that Mission become mis-seeds), and
- personnel with no game text allowing them to seed (such as [Mirasta Yale](#) under a mission other than [First Contact](#)).

If a player encounters his or her *own* mis-seeded card at a Mission, that player cannot solve that mission (or any Objective targeting that Mission) for the rest of the game. At [Empok Nor](#), encountering your own mis-seed permanently prevents you from taking initial control of the station (but you may commandeer later).

SOLVING THE MISSION (7.2.5)

Once all seed cards under a mission have been encountered, and there are no dilemmas remaining beneath the mission, check your remaining personnel **present**. If they still have a personnel whose affiliation matches one of the mission's, still meet additional conditions for attempting the mission (from [Homefront](#), for example), and meet the mission requirements, they solve the mission; slide it a half-card length toward you to mark it complete. The completed mission remains on the table as a spaceline location, but cannot be attempted again. (It can be **scouted**.)

Clarification: *Individual Requirements (7.2.5.0.3)*

Some cards, like [For The Cause](#) and [Cytoplasmic Life-form](#), manipulate individual mission requirements separately. Each required skill (including classifications), total attribute level, characteristic (or combined characteristic), or condition is considered a single requirement. For example:

- [Find Hidden Base](#) has 7 requirements: 3 requirements of SECURITY (which can be satisfied by skills or classifications or both), 2 requirements of Leadership, and 2 requirements of a hand weapon.
- [Patrol Neutral Zone](#) has 2 requirements: 1 Leadership and the condition that there be no opposing ships in the Neutral Zone Region.
- [Search For Rebels](#) has 5 requirements: 2 requirements of SECURITY, 1 requirement of CUNNING > 30, 1 requirement of Professor Sisko (a characteristic), and 2 requirements of "👤 leader." The latter is a combination of two characteristics; both characteristics must be on the same personnel. For example, [The Intendant](#) counts as one "👤 leader", but [Commander Leeta](#) and [Dorza](#) do not. The "OR" wording means that not all these requirements must actually be met to solve the mission.

If requirements overlap due to replacement, they are added. (If attribute requirements overlap, the larger is used.) For example, if [For The Cause](#) is used to replace the OFFICER requirement on [Intercept Maquis](#) (with Leadership + SECURITY + CUNNING > 30), the requirements change from OFFICER + SECURITY + CUNNING > 24 to Leadership + SECURITY x2 + CUNNING > 30.

Clarification: *Alternative Mission Requirements (from Objectives) (7.2.5.0.2)*


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, 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.

You must declare before the mission attempt begins which card's set of requirements you are attempting under. You may not solve the mission using the other set(s) of requirements during this attempt.

Clarification: Mission Points (7.2.5.0.1)

Solving a mission is not optional. If your personnel meet the requirements at the end of the mission attempt, they solve it.

You may choose which personnel to use to meet mission and dilemma requirements, and in which order. 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, and [Matthew Dougherty](#) will not score points from [Collect Metaphasic Particles](#) if his Treachery is not specified as contributing to the requirements.

Additional points provided by a Mission card's gametext (such as the additional points for discarding Youth personnel at [Conceal Unlikely Society](#)) or an Objective *explicitly* affecting that Mission's point value (such as [Launch the Phoenix](#)) are part of the points earned for solving the mission, not bonus points. Points provided by *any other card* card, such as [Assign Mission Specialists](#), are bonus points. This matters both for the official win conditions, which limit the number of points that can come from bonuses, and  players, who cannot score bonus points.

Once you have completed a mission, its points cannot normally be taken away from you. Even if a Mission is destroyed by a card like [Black Hole](#) or [Supernova](#), you retain the points scored from it. Only cards that explicitly modify the point value of completed missions, such as [I Tried To Warn You](#) and [Hero of the Empire](#), can do that.

Now, any gametext triggered by solving the mission is resolved. (For example, after solving [Host Metaphasic Shield Test](#), you may download [Metaphasic Shields](#) to any of your ships at that location.)

Then, artifacts are earned and other hidden seeds are resolved (the solver may decide the order in which they are earned and resolved). If you earn personnel from a mission attempt, any personnel *you* seeded join your crew or Away Team if [compatible](#), form a separate Away Team if not, or are placed under [house arrest](#) if aboard a ship. Personnel seeded by your opponent are [captured](#). Earning seed cards is neither a card play nor a reporting-for-duty action. (However, some Artifacts are played immediately when earned; these card plays *do* count as a free card play.)


Finally, you score the mission points, plus any bonus points you earned (for example, with [Assign Mission Specialists](#))... even if the personnel who earned those points have been moved away (for example, by [Magic Carpet Ride OCD](#)).

The mission attempt is now complete, and cards which respond to that (such as [Particle Fountain](#)) may be played.

MISSION FAILURE (7.2.6)

During a mission attempt, a lot can go wrong, but your hardy crews and Away Teams will try to venture on through great adversity. Only a few dire conditions can completely stop a mission attempt:

Clarification: Failing a  Dual-Icon Mission (7.2.6.0.3)

During a mission attempt at a  Dual-Icon Mission, if *either* the crew or the Away Team fails the mission for any reason, then *both* fail the attempt. Additionally, if *either* team is stopped (for example, by failing to overcome a dilemma), *both* are stopped.

Tip: Mission Failures Don't Stop the Team (7.2.6.0.2)

Failing a mission attempt does not automatically [stop](#) the ship, crew, or Away Team that is making the attempt. If your Away Team clears out all dilemmas under [Insurrection](#), but then doesn't have the STRENGTH to solve the mission, they fail the mission, but the unstopped personnel can still beam up and fly away, or even beam down reinforcements and attempt the mission again.

On the other hand, by far the most common cause of mission failure is failing to overcome a dilemma. Failing to overcome a dilemma with conditions *does* automatically stop the Away Team or ship and crew that encountered it.



Clarification: Reseed After Escapes (7.2.6.0.1)

If, just after encountering a dilemma, but before it has its effect, the entire crew or Away Team escapes the mission attempt, reseed the dilemma. For example, if you play [Emergency Transporter Armbands](#) in response to a [Firestorm](#), and you beam out your entire Away Team (instead of just part of it), reseed [Firestorm](#) to be faced by the next attempting Away Team.

- No one remains in the crew or Away Team. (This may be because they are dead, **stopped**, disabled, relocated elsewhere, or removed by some other means.)
- After a dilemma is encountered, it is reseeded under the mission to be encountered again.
- After resolving all dilemmas, the crew or Away Team cannot meet the mission requirements with its remaining personnel.








When a mission attempt fails, unstopped personnel (on an unstopped ship, if at a Space mission) may reattempt the mission. This is a new mission attempt, not a continuation of the previous attempt.

COMPLETE BORG OBJECTIVES (7.3)




Borg Rule:   *Borg-Only Objectives & Scouting*




"In their collective state, the Borg are utterly without mercy; driven by one will alone: the will to conquer. They are beyond redemption, beyond reason."






–Jean-Luc Picard

The  Borg affiliation does not attempt the petty missions of lesser, imperfect species. Instead,  players complete   Borg-Only Objectives, such as [Establish Gateway](#), [Assimilate Homeworld](#), or [Reassimilate Lost Drone](#).   Borg-Only Objectives, not missions, are how the Borg Collective climbs to 100 points. Points scored from  Objectives are regular points, not bonus points. (See [Borg Points](#).)



IN GENERAL (7.3.1)

  Borg-Only Objectives function like other  Objective cards. Follow the instructions on the card. All probing takes place at the end of your turn, unless the specific card says otherwise.

 Borg may never probe for a   Borg-Only Objective if they've battled at the target's location since the end of their last turn (even if the target has since moved). The single-minded Borg cannot adequately analyze an objective while also defending the hive.

Finally,  Borg may have only one face-up   Borg-Only Objective in play at a time, referred to as the *current objective*. ( Borg players may still have any number of non- Objectives in play.)


SCOUTING (7.3.2)


Many  Objectives state that, before the  Borg can bring the full might of the Borg Collective to bear and complete them, they must first *scout* a location. This means sending a single crew or Away Team to gather relevant data while neutralizing any resistance.

Once scouting is complete, it is permanent. Even if your opponent seeds an extra dilemma beneath a scouted mission using [Beware of Q](#) or kills the last Borg aboard his ship, you do not have to complete scouting again.

You may not probe for an objective on the same turn that you completed scouting for that objective. Objectives that require scouting are complex tasks, and the single-minded Borg cannot even begin those tasks until the area has been pacified. (However, cards like [Service the Collective](#) and [Relentless](#) can accelerate the Collective's processing power.)

Missions Are Irrelevant: Scouting Locations (7.3.2.1)

Instead of solving missions,  Borg use objectives like [Assimilate Planet](#) and [Consume: Technology](#) to scout locations. Scouting functions much like a mission attempt: a Borg crew or Away Team announces the start of a scouting attempt, then encounters seed cards, just like during a mission attempt.


While this is a kind of "attempt," it is not a "mission attempt," and it will not culminate in "solving the mission."  Borg ignore any card text that refers specifically to "mission" attempts or "solving" the mission, such as the first two sentences of [Radioactive Garbage Scow](#).


Exception: "Mission Continues"

The phrase "Mission continues" is uniquely important in dilemma resolution (see [conditional effects](#)), and means "Scouting continues" for Borg.

Scouting a location is completed at the end of your turn if:

1. The location is targeted by your Objective;
2. You have scouted it at least once for that Objective; and
3. No dilemmas remain to be encountered.


You do not need to have any surviving or unstopped  Borg at the location for scouting to be completed. You may begin probing for the objective on your next turn (assuming there have been no subsequent battles there).

When the probe is successful, the objective is complete. Borg cannot acquire artifacts or other seeded cards unless a Survey Drone or similar card allows it. If not, then the artifacts or other seeded cards are placed face-up on the planet, and can be acquired (or earned) at any time by a Survey Drone (or similar)... or by any non- personnel.

A dilemma that has remained in play, such as [Friendly Fire](#) or [Cytherians](#), no longer remains to be encountered, and so does not prevent scouting from being complete.

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 resolve all dilemmas, then switch to [Harness Particle 010](#) by downloading A Change of Plans in place of your normal card draw at the end of your turn, scouting is complete at the end of that turn for Establish Gateway, but not for Harness Particle 010. You must scout the mission again before scouting is complete for the new objective.

Planetary Assimilation (7.3.2.1.1)




If a planet is *assimilated* by the completion of an objective, the planet becomes part of the Borg collective. All opposing personnel, equipment, and landed ships on the planet are assimilated, becoming  Borg under your control. All opponent's facilities at the location are also assimilated, as are all opponent's cards aboard them. (You may report cards there, but still must follow native quadrant restrictions.)

An assimilated planet cannot be attempted, its affiliation attempt icons are considered irrelevant, and facilities requiring a matching icon can no longer be built there.

Scouting Ships (7.3.2.2)


Scouting a ship is complete at the end of your turn if you have any active, unstopped Borg aboard.






([Assimilate Starship](#) may allow you to beam one Borg drone aboard as a scout. If so, you must also have a way to beam through opponent's SHIELDS, such as [Transport Drone](#).)

If your opponent attacks your  Borg at that location, you may counter-attack during your next turn by beaming any number of  Borg aboard and initiating battle. Those  Borg are free to remain aboard.

Ship Assimilation (7.3.2.2.1)

When the Borg assimilate a starship, the following transformations occur as the Borg retrofit it:

- Its affiliation changes to .
- Any Borg staffing requirements (such as those on Assimilator) remain.

- Staffing requirements are converted to Borg subcommand icons, as follows:
 -  command stars become  communications subcommand requirements.
 -  staff stars become  navigations subcommand requirements.
 - All other staffing icons become  defense subcommand requirements.
 - Staffing requirements that do not have an icon (such as "Vulcan" on [Vulcan Lander](#)) are irrelevant. They are ignored.

Any ships carried aboard are assimilated. Personnel and equipment aboard are not. Any cards played on or placed on the ship prior to assimilation (such as a [Pride of the Fleet](#), [Cytherians](#), or a [Pulse Disruptor](#) damage marker) transfer to you.

BATTLE (7.4)

"To all ships, this is Captain Sisko! Assume attack formation Delta Two! There's an old saying: fortune favours the bold. Well... I guess we're about to find out."

— Benjamin Sisko

The final frontier is a dangerous place, and not everyone will want to be your friend. Your rivals may attack your vessels, your outposts, your personnel, and even your planets. Whether in hand-to-hand ground battles or space-based fleet actions, combat gives your enemies an opportunity not just to destroy you and your assets, but to capture your personnel, paralyze your fleet, disrupt your operations, and even score points from your suffering. You must always be prepared for it. You may even find it necessary to begin combat yourself in order to defend your interests — or your honor.

INITIATING A BATTLE (7.4.1)

Your ships, facilities, and Away Teams may initiate battle ("attack") as an **action** during your turn.

Borg Rule: Combat is Irrelevant (7.4.1.0.4)

 may never initiate battle unless permitted or required to by a card, usually an objective, (such as [Eliminate Starship](#) or [Conundrum](#)), or as a counter-attack (see [After the Battle](#)).

Clarification: Battle "Opponent" (7.4.1.0.3)

After a battle is initiated but before a winner is determined, the opposing force is considered the "opponent" of your cards in the battle, even if that card is **self-controlled** or under your control. In other words, cards like [Ablative Armor](#) do not stop working while fighting the [Planet Killer](#).


Clarification: Cancelled Battles (7.4.1.0.2)

If a properly initiated battle (or "attack") is cancelled, prevented, or nullified (for example, with [Magnetic North](#) or [I'm a Doctor, Not a Doorstop](#)), all cards involved have still participated in a battle and are stopped.



Reminder: Actions and Valid Responses (7.4.1.0.1)

A battle is a single **action** composed of many sub-actions. Thus, once a battle has been declared (or *initiated*), no player may take any other action until the battle has resolved... *unless* that action either *suspends play* or is a *valid response* to the battle (or one of the battle's sub-actions).

For example, valid responses to battle actions could include playing **Asteroid Sanctuary** to escape a just-initiated battle, **Weak Spot** to reduce a ship's SHIELDS during the battle's Open Fire or Return Fire stage, or activating **Federation Flagship: Recovered** (even if currently face-down) when your ship is destroyed during the battle's Resolution stage.

On the other hand, once your opponent has declared an attack, it is normally too late to use **Out Of Time** to escape by time travelling, even though the card states it may be used "at any time," because both the card play and the time travel are new, separate actions, not valid responses to the battle action, and therefore may not be made until the battle action is resolved. However, if you have **Daniels** in play anywhere at the location of the battle, you could use his  **special download** (if valid) to play **Out Of Time** from your deck or hand. Special downloading suspends play, so Out Of Time would immediately play to the table, allowing your crew to escape the already-initiated battle.

Your personnel may attack any opposing personnel (or Rogue Borg) **present** with them. This is referred to as "personnel battle" (sometimes "Away Team battle" or, if **Rogue Borg Mercenaries** are involved, "Rogue Borg battle"). Your ships and space facilities with WEAPONS and your personnel of **matching affiliation** aboard may attack your opponent's ships and facilities at the same location. This is referred to as "ship battle" or "space battle" (even if neither ships nor space are involved).












Each of your ships, facilities, or Away Teams that wishes to initiate an attack must have a **leader** present. (A *leader* is a personnel with OFFICER or Leadership.) Moreover, you may only initiate battle against cards you do not **control**. (For example, you may not normally order your  Klingon ship to attack your own  Romulan ship.)




Borg Rule: Leaders are Irrelevant (7.4.1.0.5)

 do not have leaders. Instead,  forces initiating an attack must have a  personnel present.


Finally, you must obey *affiliation attack restrictions*:















Clarifications: Affiliation Attack Restrictions (7.4.1.0.6)

A "mixed" force is subject to *all* the attack restrictions of its members. All cards in the force must be compatible. A  Romulan crew on a  Non-Aligned ship is a  Romulan force, may not be attacked by other  Romulans, and prevent their  Non-Aligned ship from joining forces with with another  Non-Aligned ship that includes  Ferengi crew. A  Federation/ Klingon Away Team (enabled by **Treaty: Federation/Klingon**) is a  Federation force, and may not initiate battle (except against  Borg). A **Nor** you control is "crewed" by all compatible personnel aboard and has all their battle restrictions.

If a card specifically 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**, who allows  present to attack , implicitly allows you to attack a mixed  force as well.

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 permanently or universally remove affiliation attack restrictions.

Most affiliations (, , , , , , , , and ) have *standard attack restrictions*: they may attack opponents' cards of any affiliation except their own. For example, your  Starfleet-affiliation ships may attack your opponent's  Ferengi or  Federation ships, but may not attack your opponent's  Starfleet ships (or ships with  Starfleet personnel aboard).

🔥, 🚫, 🌱, and 🌐 have *no attack restrictions*. For example, your 🔥 Klingon Away Teams may attack any opposing Away Team, including another 🔥 Klingon Away Team.

🌐 may initiate battle *only against* 🚫. Otherwise, 🌐 may battle only during counter-attack, or when permitted or required by a card.

PERSONNEL BATTLE (7.4.2)

Personnel battles are fought between two opposing crews or Away Teams (the *forces*) that are together on a planet, aboard a ship, on a station, or anywhere else they are **present** with each other. A force normally includes Personnel, who may be using Equipment (such as [[Klingon Disruptor]]). However, a few exotic cards, like [[Satan's Robot]] and [[Rogue Borg Mercenaries]], can also join (or form) a personnel battle force. Normally, you will battle cards you do not control, but some cards allow you to battle your own cards.

The battle proceeds in 6 *stages*:

1. *Initiation*: The attacking player announces an attack, chooses which single force is performing the attack, and which single opposing force present they are targeting in the attack. The battle has now been initiated.
2. *Responses*: Players that control a force in the battle may now play or use cards that apply at the initiation of battle, such as [[Antique Machine Gun]], [[Bodyguards]], [[D'k Tahg]], or [[I Do Not Take Orders From You!]].
3. *Form Up*: Set aside personnel who are **disabled**, **stunned**, **in stasis**, **mortally wounded**, or otherwise excluded from battle. Set aside other all other cards (like [[Tricorder]]s) unless they expressly participate in battle. The remaining cards (or *combatants*) in each force should be shuffled together and placed face-down on the table as a *combat pile*.
4. *Combat*: Simultaneously reveal the top combatant in each combat pile. These combatants are now *adversaries*. They fight. After applying relevant STRENGTH modifiers (such as **El-Aurian Phaser** and **Lower Decks**), compare their STRENGTH attributes:

Reminder: *Holographic Safety Protocols* (7.4.2.0.3)

If there are 🌐 personnel involved in the personnel battle, remember that their **Holographic Safety Protocols** limit their lethality in battle.

Clarifications: *Response Precedence in the Combat Stage* (7.4.2.0.2)

If both cards in a combat pairing have special abilities, or if both players wish to respond to a combat pairing, the player whose turn it is has the first opportunity to do so. For example, your **Data** has 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 on the '45 **Dom Perignon**. If it is your turn, you may play **Android Headlock** first (stunning **Fek'lhr**, which prevents him from using the '45 **Dom**). Otherwise, your opponent may use the '45 **Dom Perignon** first (stunning **Data** instead).

Clarification: *Dual-Personnel Cards in Combat* (7.4.2.0.1)

In a personnel battle, both personnel on a dual-personnel card engage the same adversary, combining their STRENGTH scores into one total *after* making any applicable adjustments to each personnel's STRENGTH. For example, **The Trois** may each make use of a **Starfleet Type II Phaser**, for a total STRENGTH of $(3+2) + (4+2) = 11$ versus their adversary.

- If one combatant's STRENGTH is greater than their adversary's STRENGTH, the player controlling that combatant may choose to *stun* the adversary. (You may rotate stunned cards 90 degrees to signal their condition.)
- If one combatant's STRENGTH is more than double the adversary's STRENGTH, the player controlling that combatant may choose to *stun* or *mortally wound* the adversary. (You may rotate mortally wounded cards 180 degrees to signal their condition.)

- If both combatants have equal strength, neither is stunned or mortally wounded.

Repeat this stage of the battle until either combat pile is empty.

5. *Determine Winner*: Add the total STRENGTH of each force's combatants who are neither stunned nor mortally wounded, including any combatants who remain in a combat pile. Apply modifiers as usual. The force with the higher total STRENGTH is the winner. The other force loses. (If the winning force's controller does not control any other forces in this battle, the player wins the battle as well, and his or her opponent loses.) Randomly select a combatant from the losing force who is not already mortally wounded. That combatant becomes mortally wounded.

If STRENGTH totals are equal, the battle has no winner.

6. *Resolution*: All mortally wounded cards **die**. Stunned cards become unstunned. All surviving cards in both forces are **stopped**. The battle is over.


SHIP BATTLE (7.4.3)

A ship battle is fought between two space *forces*, which are composed of ships, facilities, or other cards with WEAPONS and/or SHIELDS (such as the [[Planet Killer]] dilemma). Some of the rules of ship battle depend on whether each player is using a **Battle Bridge side deck** or not.

A ship battle proceeds in 8 *stages*:



1. *Initiation*: The attacking player announces an attack, chooses an attacking force (which can include any or all of that player's compatible cards at that location), and *one* opposing card to *target*. The targeted card forms the defending force. The player controlling the targeted card may add any or all compatible cards with WEAPONS at that location to the defending force, as long as they have at least one matching, compatible personnel aboard. The defending player must then decide whether to *return fire* during this battle. If so, he or she selects *one* card in the attacking force to target. The battle has now been initiated.

Clarifications: Multitargeting (7.4.3.0.1)

Normally, each force in a space battle may target only one ship in the opposing force. However, whenever a  self-controlling card, such as **Spaceborne Entity**, is the target of a player's attack, it returns fire against *all* attacking ships. Also, some cards, like **Multiplexor Drone**, allow a ship to target multiple opposing ships, which are all targeted during the initiation step.

If the multitargeting ship is in the attacking force, repeat the Open Fire step, with one *engagement* for each target. In each engagement, add together the WEAPONS of only the ships attacking that target, plus the ATTACK bonus from the current Tactic, then register a miss, a hit, or a direct hit on that target. Once *all* Open Fire engagements are done, the defending force may Return Fire.

If the multitargeting ship is in the defending force, repeat the Return Fire step instead.

If your multitargeting 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.

2. *Responses*: Players that control a force in the battle may now play or use cards that apply at the initiation of battle, such as **Awaken**, **34th Rule of Acquisition**, or **Attack Pattern Delta**.

Tip: Always Return Fire (7.4.3.0.2)


If attacked, you should declare your wish to return fire even if you intend to escape the battle using a card like **Asteroid Sanctuary**. Otherwise, you will not be able to return fire if your escape card is nullified (for example, by **Amanda Rogers**).


3. **Tactics:** Each player who has an open **Battle Bridge side deck** may draw up to two Tactic cards from that side deck. (Players may look at each drawn card before choosing whether to draw the next.) Then, each player may choose to play one drawn Tactic face-down on the table (the *current tactic*). Unused Tactics return face-up to the side deck. Once all current tactics are chosen, reveal them all simultaneously.

Clarifications: Applying Tactics (7.4.3.0.3)

Tactics are not part of your hand, and thus are not affected by cards like **Alien Probe** or **Energy Vortex**.

Facilities may use Tactics just like ships. However, a facility with no usable WEAPONS may not target an opponent's card and thus cannot use the ATTACK bonus.

A card that attacks multiple targets in a single battle, such as a multiplexed  ship, uses the same current tactic in each engagement throughout the battle.

 self-controlling cards do not use Tactics (except as **damage** markers).

Players without an open **Battle Bridge Door** or who have no remaining Tactic cards in their Battle Bridge side deck may not select a current tactic.

4. **Open Fire:** Compute the attacking force's ATTACK total by adding all WEAPONS (including applicable attribute enhancements, such as [[Tactical Console]], plus the ATTACK bonus from the force's current tactic (if any). Note that the tactic bonus applies only once, not once per ship.

Clarifications: Downloading Tactics (7.4.3.0.4)

Some cards, such as **Captain Picard** and **Expert Pilot**, allow **downloading** of a Tactic card. If you choose to use such a download, you must do so instead of drawing Tactics, and you must use the downloaded Tactic as your current tactic.

Compute the target's DEFENSE total by adding the SHIELDS of the single targeted card (including any applicable attribute enhancements, such as [[Nutational Shields]], plus 50% of the SHIELDS of the facility the target is docked at (if any), plus the DEFENSE bonus from the force's current tactic (if any).

If the ATTACK total is greater than the DEFENSE total, the target suffers a *hit*.









If the ATTACK total is more than double the DEFENSE total, the target instead suffers a *direct hit*.

Otherwise, the attack *misses* the target.

No damage is applied at this time.


5. **Return Fire:** If the defending force is returning fire, repeat *Stage 4: Open Fire* with the forces reversed: compute the defending force's ATTACK total against their target's DEFENSE total. The target will receive a hit, direct hit, or miss.

6. **Damage:** If any opposing cards took a hit or a direct hit, apply damage to them as follows:

- If you have a current tactic, the amount of damage is determined by the text of your current tactic. Place the appropriate damage markers on the damaged card. These are determined by the symbols on your current tactic:  means that you must use the current tactic as a damage marker.  means you must draw a new Tactic card from your side deck to place on the target as a damage marker.
- If you have a Battle Bridge side deck but do *not* have a current tactic, apply *default damage*: draw two cards from your Battle Bridge side deck for a hit () or four cards for a direct hit (.
- If you are *not* using a Battle Bridge side deck, apply **rotation damage**. On a hit, apply a **Rotation Damage Marker** (or, if none is available, rotate the damaged card 180 degrees). The ship's HULL is reduced 50%, its Cloaking Device goes **offline**, and its RANGE (if greater than 5) is reduced to 5. On a direct hit, apply two **Rotation Damage Markers**, reducing the HULL by 100%. (The ship will be destroyed at the end of the battle.)

7. **Determine Winner:** The force that sustained the least total HULL damage is the winner. The other force loses. (If the winning force's controller does not control any other forces in this combat, the player wins the battle as well, and his or her opponent loses the battle.) If both sides took equal HULL damage, there is no winner (or loser).

Clarifications: *Opponent Always Applies Damage To You* (7.4.3.0.5)

If the same player controls both forces in a battle, that player's *opponent* applies damage to both forces. Opponent ignores current tactics and applies default tactics damage or rotation damage, as appropriate. If your force battles a  **self-controlling** or uncontrolled force, you will apply damage to the opposing force normally, but your opponent will apply any damage dealt to *your* force.

Clarifications: *Retrieve Damage Markers After Battle* (7.4.3.0.4)

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.

Clarifications: *Empty Battle Bridge* (7.4.3.0.3)





If you have a Battle Bridge side deck, but it has run out of Tactic cards, you may not deal further damage to your opponent until some of your damage markers return to your side deck. You may *never* use rotation damage if you have a Battle Bridge side deck.

No card sustains more than 100% HULL damage. If more than 100% HULL damage is inflicted on a single card, the points beyond 100% do not count toward winning the battle.


8. **Resolution:** Discard your current tactic (if any). All ships or facilities with 100% or greater HULL damage are **destroyed**. (Players may now play cards that respond to the destruction of a card, such as **Escape Pod**.) Surviving cards in both forces are **stopped**. Cards that are damaged but not destroyed remain damaged until repaired. See **7.5: Damage and Repairs**.

AFTER THE BATTLE (7.4.4)

Once a battle has resolved, all cards involved in the battle are **stopped**.

If a player is attacked, then, during his or her next turn, that player has the option to *counter-attack* against any or all ships, Away Teams, facilities, crews, and other opposing cards controlled by the attacking player anywhere at the location of the original attack, regardless of which cards participated in the original attack or what form it took. A counter-attack is a new battle, not a "continuation" of the previous battle. During a counter-attack, affiliation attack restrictions do not apply and leaders are not required. For example, if your  **Keldon** attacks your opponent's  **Pagh** at **Avert Solar Implosion**, your opponent may respond next turn by attacking your completely separate  Away Team on the planet there by bringing a new  crew into the system, beaming them down to the planet, and attacking.

Borg Rule: *Borg Counter-Attacks* (7.4.4.0.1)

Borg players do not require an objective or a  personnel to launch a counter-attack.

A player attacked by a counter-attack may launch a counter-attack of his own on the following turn, and so on until either player chooses to refrain from counter-attack, or is rendered incapable of attacking at that location.

DAMAGE AND REPAIRS (7.5)

"You scratched the paint."

—Jonathan Archer

On a long space voyage, damage is inevitable. Whether sustained in glorious battle, while investigating a [solar flare](#), or by bad luck with the [Calamarain](#), ships left to fend for themselves for too long face degradation and perhaps even destruction. A prudent commander will ensure that his or her starfleet is given ample opportunities to repair at a friendly starbase.

DAMAGE (7.5.1)

The rules for damage depend heavily on whether your opponent is using a Battle Bridge side deck (opened with [Battle Bridge Door](#)). If your opponent *is* using a Battle Bridge side deck, any damage you sustain will take the form of Tactics cards. This is known as "tactics damage." Otherwise (if your opponent is *not* using a Battle Bridge side deck), you will follow simplified rules for damage called "rotation damage."

The two systems are described below:

TACTICS DAMAGE (7.5.1.1)

Whenever any of your ships, facilities, or other cards are damaged, for any reason, your opponent must place Tactics cards on them as *damage markers*. If the damage is the result of another Tactic (like during a ship battle), your opponent must place (↓) or draw (↻) damage markers as indicated by the Tactic. In any case where damage is not indicated by the card, your opponent deals *default damage*, which is two cards drawn from the side deck (or ↻↻).



Gametext






Damage Marker



Clarifications: Tactics Damage (7.5.1.1.0.1)

All damage markers are **cumulative**: multiple damage markers, and even multiple copies of the same damage card, inflict separate and cumulative penalties on the targeted ship or facility.

If, at any time, your opponent is supposed to draw a damage marker for you but cannot (because he or she doesn't have any more cards in his or her Battle Bridge side deck), then you do not suffer that damage marker. If your opponent is unable to place *any* damage markers after damaging you, then your ship or facility escapes completely undamaged, and cards targeting damaged ships (for example, [Children of Light](#) and [Your Place Is On The Bridge](#)) can't be used.

If you battle your own  self-controlling card, any damage you inflict on the  is drawn from your Battle Bridge side deck (or rotational damage markers, if necessary). Any damage inflicted by the  on your ships is drawn from your opponent's Battle Bridge (or rotational damage markers.)



Intruders are included in all applicable random selections for casualties inflicted by Tactics cards.

The bottom (black) area of a Tactics card is known as the *damage marker*, and it indicates the *results* of the damage. As soon as the marker is placed on the damaged ship, any immediate effects are played out, such as crew casualties, systems going off-line, or downloads (for example, [Engine Imbalance](#) may be downloaded when [Target Warp Field Coils](#) is drawn as a damage marker). Second, the ship or facility suffers any attribute damage indicated by the damage marker (for example, [Maximum Firepower](#)'s damage reduces the enemy vessel's SHIELDS by 2). Finally, HULL damage is added. When a ship or facility's HULL is reduced to 0%, it is destroyed.

ROTATION DAMAGE (7.5.1.2)

Whenever any of your ships, facilities, or other cards are damaged, you or your opponent must place a single [Rotation Damage Marker](#) on them. These markers function the same way as Tactics.

If, for any reason, a Rotation Damage Marker is not available, you must instead rotate your damaged ship or facility 180 degrees to indicate its damage. If it has a cloaking device, that cloaking device is now off-line. If its RANGE is greater than 5, its range is reduced to 5. HULL integrity is reduced by 50%. If a ship with rotation damage suffers any more rotation damage, HULL integrity will fall to 0% and the ship will be destroyed.

If your opponent is using rotation damage, you are immune to any effects that would allow your opponent to  or  your ships or facilities (such as [Federation Flagship: Relaunch](#), [HQ: Orbital Weapons Platform](#), or [Breen CRM-114](#)). No player may use both rotation damage and tactics damage during the same game under any circumstances.

SYSTEMS OFF-LINE (7.5.1.3)

PICARD: Computer. Stand by. Auto-destruct sequence omega. Recognise voice pattern Jean-Luc Picard. Authorisation alpha alpha three zero five.
COMPUTER: Auto-destruct is off-line.

–Star Trek: Nemesis

When a damage marker or other card indicates that a system is *off-line*, the affected item may not be used in any way as long as that damage marker is in play. When "attribute enhancements" go off-line, it affects all enhancements to the specified attribute (such as [Tactical Console](#) for WEAPONS). If a core attribute, such as RANGE, goes off-line, it is considered to be 0 RANGE and cannot be enhanced until repaired.

REPAIR (7.5.2)

At the end of each of your turns, you may remove one damage marker (random selection) from each ship that has been docked at an outpost (or other facility that performs repairs) for the full turn. As stated on the [Rotation Damage Marker](#), however, rotation damage is only repaired after *two* full turns docked at an outpost or other repair facility.

Damaged facilities may only be repaired by cards that specifically allow it (such as [Defense System Upgrade](#)).

Whenever a ship or facility is fully repaired (for example, by [Spacedock](#)), remove all damage markers immediately.

CLOAK (7.6)

"Commander, two ships decloaking fore and aft!"

–Worf

In *Star Trek*, some ships have the ability to render themselves invisible ("cloaked") or even immaterial ("phased").

In the *Star Trek Customizable Card Game*, some ships have the Cloaking Device special equipment. Once each turn, each card with cloaking equipment may cloak or decloak. Cloaking is represented by flipping the cloaked card face-down. Decloaking is represented by flipping the card face-up again. The following rules apply to cards that are cloaked:

Clarifications: *Cloaking and Phasing are Distinct* (7.6.0.1)

A card that specifically affects "cloaked" ships does not affect phased ships, and a card that specifically affects "phased" ships does not affect cloaked ships.

- Your opponent may not target your cloaked cards.
- A cloaked card may not initiate battle, nor attempt or scout missions, nor be attacked or boarded.
- Cloaked cards are not considered to be opposing, present, "here" or otherwise located at their current location for requirements or abilities.
- Cloaked cards are affected normally by cards that do not require specific targeting. For example, cloaked ships are affected normally by [Q-Net](#), [Stellar Flare](#), and [Navigate Plasma Storms](#).
- Cards aboard a cloaked card are not considered cloaked.
- Although cloaked ships are technically at locations (for movement) and may be on a spaceline or at a year (for cards like [Quantum Slipstream Drive](#) or [UFP: One Small Step](#)), they ignore requirements and abilities that would treat them as present, opposing, "here" or which otherwise acknowledge their current location. For example, if on a cloaked ship, [Captain Chakotay](#)'s attribute bonus applies to personnel on his ship but not on any others.
- Other cards may not embark or disembark from, beam on or off of, undock or dock with, or take off or land on, a cloaked card.
- When your personnel cloak, they may cloak their carried equipment.

Cards with the Phasing Cloak special equipment may phase or dephase, which is exactly the same as cloaking, except phasing includes these additional effects:

- *You* may not target your phased cards.
- 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 takes off or undocks.
- Cards aboard a phased card may not be attacked or targeted by cards that are not on or aboard the same card (or vice versa). For example, a [Tantalus Field](#) played on a phased ship can target personnel aboard the same ship, but not other ships.
- Phased cards are unaffected by most cards in play. For example, a phased ship is unaffected by [Q-Net](#), but also cannot use [Bajoran Wormhole](#). Only cards that affect all cards in play (such as [Anti-Time Anomaly](#)) can affect phased cards.

A card may not enter play cloaked or phased.

CAPTURE (7.7)

"In this room, you do not ask questions. I ask them, you answer. If I'm not satisfied with those answers, you will die."

– Gul Madred

Some cards allow you to capture your opponents' personnel. Captives are **disabled**.

Upon capture, captives immediately **relocate** to one of the capturing player's crews or Away Teams at the same location, if possible. That team immediately *assumes custody* and begins *escorting* the prisoner, who is considered *held*.



Borg Rule: Abduction (7.7.0.3)







The **B** Borg sometimes *abduct* personnel prior to assimilating them. This is considered different from capturing (so an abducted personnel can't be **Tortured**), but functions identically: the abductee is escorted, moved like equipment, and can be freed if left unattended.

Abduction may take place in the middle of a battle. If so, both the abductor and the abductee immediately cease participating in the battle, and the abductor may immediately beam away to any valid location. Both cards are then stopped.




An abducted personnel who is assimilated is no longer considered abducted.


Borg Rule: Personnel Assimilation (7.7.0.2)


The  Borg affiliation frequently practice *assimilation*, not capturing your personnel but actually transforming them into new Borg enslaved by the collective mind. When a card states that a personnel is assimilated, that personnel can no longer be rescued, becomes a new  drone under the Borg player's **control**, and undergoes the following transformations:

- His or her affiliation changes to .
- He or she loses gender. Drones have no gender.
- The drone's classification is treated as its first-listed skill.
- If it had any Borg subcommand icons, it retains them.
- Otherwise, it loses old staffing icons and gains Borg subcommand icons, as follows:
 - Printed  command stars become  communications subcommands.
 - Printed  staff stars become  navigation subcommands.
 - Personnel with neither icon gain  defense subcommands.

No personnel may have more than one copy of any given subcommand.

- The drone's attributes adapt to service the collective based on its subcommand icons, as follows:
 - Drones with  now have INTEGRITY = 7.
 - Drones with  now have CUNNING = 7.
 - Drones with  now have STRENGTH = 7.
 - All other attributes are now 5.
- The drone's other icons and restriction box become irrelevant.

The Borg cannot assimilate  Holograms. Such personnel are excluded from targeting and abducting for assimilation as well. All other personnel are valid targets for assimilation.

Some cards allow the  Borg to assimilate a personnel as a counterpart, instead of as a drone. Counterparts are key members of the collective, and you may have no more than one counterpart in play at a time. (For this reason, you may not target dual-personnel cards for counterpart assimilation, nor target anyone for counterpart assimilation, if you already have a counterpart in play.) The assimilated counterpart is better than a drone in many ways:

- The counterpart gains *all three* subcommand icons.
- The counterpart's INTEGRITY and CUNNING remain what they were before assimilation, and STRENGTH is +3.
- The counterpart's previous affiliation and gender remain relevant for Borg-related cards that require matching affiliations or specific gender, such as [Assimilate Homeworld](#). If he was multi-affiliation, all affiliation icons may be used. For non-Borg related cards (such as [Female Love Interest](#) and [Frame of Mind](#)), gender and affiliation remain irrelevant.
- Counterparts are very important to the Borg Collective, so any personnel targeted for assimilation as a counterpart may not simultaneously be targeted for assimilation as a drone.

Assimilated equipment simply falls under the Borg player's **control**.

Clarifications: Capture (7.7.0.1)

If a specific crew or Away Team performs a capture, such as with [Ilon Tandro](#), the captive is relocated to that specific team.

A trap card is only an indicator that the personnel underneath has been captured; the card itself is not considered **in play** and cannot be nullified. For example, your opponent may nullify [Mandarin Baliff](#) with [Q2](#) when he encounters it and even after the captive has been selected, but only before placing the Baliff on the personnel as a trap card.

Assuming custody is an action.

If you don't have any teams at the location, the card that caused the capture remains on the table as a *trap card*. Place the captured personnel under it; she is now *held*. Once your crew or Away Team arrives, they may assume custody by either being present with the prisoner or beaming her from the trap card to their ship. The trap card is now discarded.

An escorted prisoner may be moved like an Equipment card. Each crew or Away Team may escort any number of captives. You may not initiate battle against personnel you have captured. If the ship or facility has a brig, the captive may be placed there. (She is still held, but is no longer escorted, which affects a few cards like [Suicidal Attack](#).)

Captives that are held (or [Brainwashed](#)) can only be rescued by a card that specifically rescues or releases captives (like [Prisoner Exchange](#)). Captives that are left *unattended*, however, with neither a trap card nor an escort nor a Brig holding them, are conceptually "tied up and left behind" and thus may be rescued by their owner's other personnel present, without any special card. When a captive is rescued or released, all capture-related cards (like [Impersonate Captive](#)) played on her are discarded.


COMMANDEER (7.8)

"I am DaiMon Lurin, and I declare this ship to be a loss and open to claim according to the Ferengi Salvage Code. You will cooperate with our salvage operations, or we will begin executing your crew."


—Lurin

Some cards allow you to commandeer an opponent's ship (or facility). When you commandeer an opponent's card, **control** transfers to you and the card's affiliation changes to the affiliation of one of the personnel (your choice) in the commandeering crew or Away Team. It is yours to use for the remainder of the game as though it were your own card. Even if you leave it unattended and your opponent beams an Away Team aboard, they can only regain control if another card allows it.

Clarifications: Commandeering (7.8.0.1)

You may not commandeer cards that you already control. For example, your [Luther Sloan](#) may not change the affiliation of your own [Deep Space Nine](#) to  by commandeering it, although he may do so if your *opponent* controls the station.

If you commandeer a ship but have no personnel present (for example, using [A Fast Ship Would Be Nice](#)), the ship's affiliation does not change until your personnel arrive to take custody of the ship.

 Borg may not commandeer unless a card allows it. (No such card exists; see [ship assimilation](#) above.)


Because [Empok Nor](#) seeds uncontrolled, any player may commandeer it.

You do not automatically gain control over any of your opponents' personnel or equipment aboard a ship or facility that you have commandeered. Staffing requirements still apply to commandeered ships.

INFILTRATE (7.9)

"You're too late... we're everywhere..."




–Odo Founder

Your personnel who have a diamond-shaped  infiltration icon may *infiltrate* your opponent's cards if your opponent is playing that affiliation (or **faction**). Such cards may join the opponent's side by reporting to your opponent's usable, compatible outpost or headquarters as if your card were one of your opponent's cards of the affiliation in their infiltration diamond. (You may ignore quadrant restrictions while reporting this way.)

Tip: Opponent Must Play Affiliation (7.9.0.1)

Notice that, until your opponent plays or seeds face-up at least one card of the affiliation (or faction) in your personnel's infiltration diamond, they are not playing that affiliation, and you cannot infiltrate their cards with that personnel.

These personnel may also begin infiltrating by joining an opponent's compatible crew or Away Team where **present** (even during your opponent's turn).

Once an infiltrator has begun infiltrating, it becomes the affiliation or faction shown in its infiltration diamond, and it becomes an *infiltrator*. Thus, if you are using **Bashir Founder**, you could report him to your own  Dominion facilities or your opponent's  Federation facilities. If your opponent has **Treaty: Federation / Romulan** in play, you could also report to his or her  Romulan facilities.

Your 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 his hand weapons.

Your opponent may not treat your infiltrator as an **intruder** (for example, by attacking him). However, *you* may treat your infiltrator as an intruder for the purposes of cards such as **The Walls Have Ears**.

Whenever any of the opponent's personnel present take any action, your infiltrator may choose whether or not to participate (or contribute to ship staffing requirements). If he chooses to participate, he must participate fully; for example, an infiltrator joining a mission attempt must contribute skills and requirements to all dilemmas and to solving. He may move independently, moving and beaming like any normal personnel, but may not take any other actions unless permitted specifically by a card. Your infiltrator may not take your equipment with him while infiltrating.

EXPOSURE (7.9.1)

An infiltration mission can end in *exposure*, when your infiltrator's deception is "uncovered" by your opponent. You may choose to expose your own infiltrator as a normal action during either player's turn. An infiltrator can also be exposed by being **present** with any other version of the **persona** they are impersonating (including **mirror opposites**). Thus, if **Kira Founder** is ever present with **Kira**, **Colonel Kira**, or **The Intendant**, she is immediately exposed. Finally, your infiltrator can be exposed by returning to your own crew or Away Team.

Clarification: Infiltrators and House Arrest (7.9.1.0.1)

If an infiltrator is ever in a position where he or she would be placed in an incompatibility situation while infiltrating, that infiltrator's owner may freely choose exposure instead of **house arrest**.

Once exposed, the infiltrator reverts to its original affiliation. If aboard an opponent's ship or facility, the exposed infiltrator becomes an intruder. He may infiltrate again once he has spent any length of time not being present with any of that opponent's personnel.

REQUIRED ACTIONS (7.10)

Some cards *require* that you take a specific action. For example, **Samaritan Snare** requires Federation to attempt it if present. **Cytherians** and **Conundrum** require ships to move (and, in Conundrum's case, attack). When your cards are being compelled by a required action, they may not take any other actions until the required action is complete. A

Federation ship at Samaritan Snare may not play [Preparation](#) before attempting. A Klingon ship under the influence of [Incoming Message - Klingon](#) may not cloak, dock, or initiate battle, even to counter-attack. (However, it may return fire if attacked.) If a ship is compelled by a required action, so is its crew: they may not leave by any means nor initiate battle. Additional personnel and equipment may beam or report aboard by normal means, but, once aboard, they must follow the same restrictions as the rest of the crew.

Clarification: *Hazards and Shortcuts in Required Moves* (7.10.0.1)

For a *moving-required action*, ships must normally move at "normal speed" or "full speed," using all available RANGE on the targeted ships, including any modifiers (such as a [Plasmadyne Relay](#)). They must do this even if it leads them into a hazard, such as [Gaps in Normal Space](#).

They may make use of immediate shortcuts, such as [The Traveler's skills](#), [Where No One Has Gone Before](#), [Wormholes](#), or [Transwarp Network Gateways](#), but they may not take any less-direct shortcuts. For example, it is not legal for a ship influenced by [Cytherians](#) to use [Orb of Time](#) to time travel to [Sherman's Peak](#) with the intent of time travelling back to the final destination next turn (thus vastly shortening the distance traveled), because it is not a direct shortcut.

Other than the fact that they are required, required actions are just like any other actions. Valid responses are allowed (for example, playing [Magnetic North](#) when attacked). If a ship or personnel influenced by a required action is [captured](#), [assimilated](#), or [commandeered](#), the influence remains; the new controller must complete the action.

Meeting conditions to cure or nullify a card affecting a ship (such as [Engine Imbalance](#)) is not an action, so it is allowed, even during a required action.


8: END OF TURN

When you are finished executing orders for the turn, announce that you are ending your turn. This section describes several things that normally happen at the end of your turn. You may address them in any order, with the exception that your end-of-turn card draw must be the very last thing you do.

COUNTDOWNS (8.1)

"Six... Five... Four... Three..."

– Starship Enterprise

Some cards have a  Countdown Icon. When a Countdown Icon card that you **own** enters play, it has a conceptual counter placed on it. At the end of each of your turns (not your opponents'), the counter counts down one turn. When the counter reaches zero, it is immediately discarded.

Tip: *Tracking Ticks* (8.1.0.1)

Players commonly place a six-sided dice on countdown-icon cards to track how much longer it will remain in play. Players without dice may turn countdown cards clockwise 90 degrees for each "tick."




PROBING (8.2)

Occasionally, a card will instruct you to *probe*. This is a means for the game to generate semi-random outcomes. Probing takes place at the end of your turn (unless otherwise specified). Simply reveal the top card of your draw deck, called the *probe card*. (If your draw deck is empty, you may not probe.)

The card that allowed you to probe will have a list of various icons on it, along with gametext associated with each icon. This is called the *probe list*.

In order to determine the outcome, identify the first icon on the probe list. If this icon appears *anywhere* on the probe card (in gametext, as a staffing icon, etc.), replace the probe card atop your draw deck, then execute the appropriate outcome for that icon. If the icon does *not* appear, proceed to the second item on the probe list, then the third, then the fourth, and so on until you have identified an outcome. For example, if you probe with [Secret Compartment](#) and [Wall of Ships](#) is revealed as your probe card, your outcome is "Success." Replace Wall of Ships atop your draw deck, download two equipments or an artifact, and discard Secret Compartment.

Clarifications: *Multiple Outcomes* (8.2.0.1)

A probe cannot have more than one outcome. If multiple icons from the probe list appear on the probe card, the outcome is always the first match on the probe list. For example, if you are probing for [Visit Cochrane Memorial](#), and you reveal probe card [gold-bordered Chakotay](#), the outcome is "Oooh," not "I thought it'd be bigger", because (even though the  icon is listed first on the card)  is the first icon *on the probe list*, whereas  is the seventh.




Wall of Ships (Probe Card)

1. Are these icons
on Wall of Ships?
NO: Continue.

2. Are these icons
on Wall of Ships?
YES: Stop.

3. Follow this text.



If none of the icons in the probe list appear on the probe card, and there is no "otherwise" clause, simply replace the probe card atop your deck and continue with the game. (This is called *probing with no outcome*, and is common with  Objectives like [Assimilate Planet](#).)

If multiple cards allow you to probe at the end of your turn, you must announce which ones you are using before you probe. You then reveal only one probe card, using it to resolve all your probes, in any order.

If your draw deck is empty, you may not probe.

DRAW A CARD (8.3)

When you have finished all other end-of-turn actions, you must draw a card from your draw deck. If you are unable to draw a card from your draw deck (because a card requires you to "draw no cards this turn" or you have no cards in your draw deck), simply inform your opponent that your turn is over.

Clarifications: Card Draws (8.3.0.2)

All card draws must be from your draw deck. An action that is taken "in place of one card draw" may replace *any* legal card draw (including draws during your turn). Each card draw is a separate action.

A card that states "draw no cards this turn" forbids *all* card draws for the rest of the turn, including extra draws. However, if the first action you perform imposing a "draw no cards this turn" restriction triggers a "just" action or valid response of drawing a card, the card draw occurs before the restriction takes effect.

Tip: *You Need Extra Draws* (8.3.0.1)

Since you only get one card draw per turn, most successful decks rely on finding good ways to draw 1-3 extra cards on each turn. The easiest way to do this is with [New Arrivals](#), a popular card that is particularly valuable for new players.

9: WINNING THE GAME

"As of this moment, we are all dead. We go into battle to reclaim our lives. This we do gladly, for we are Jem'Hadar. Remember: victory is life!"

—First Omet'iklan

The game continues until one player wins the game by having at least 100 points. However:







Open Format: 100 Points, Period (9.0.1)

In Open format, the first player to 100 points wins the game, period. There are no rules about completing a certain number of planet and space missions in certain quadrants, and there are no limits on bonus points.

Organized Play: Time Limit (9.0.2)

At Continuing Committee tournaments, time is called 75 minutes after the seed phases begin. The current player may finish his or her turn, and the other player may take one final turn if that player did not go first. (This ensures each player gets an equal number of turns.) At this point, if neither player has won the game, the player with the most points is credited with a *modified win*, which, in tournament play, earns a lower power ranking than a normal, full win.

In addition, in tournament play, either player may *concede* at any time, crediting his or her opponent with a full win and an official final score of 100-0. Finally, in the event that a tournament game ends because both players ran out of cards, the player with the most points is automatically awarded a final score of 100-0, regardless of the actual score.

- Each player who has not completed (or placed a   Borg-Only Objective on) at least two missions, including one  Planet and one  Space mission, must score an additional 40 points to win.
- Each player who has not completed (or placed a   Borg-Only Objective on) at least one Alpha Quadrant mission must score an additional 40 points to win – unless neither player seeded any Alpha Quadrant missions, in which case this penalty is not applied.
- If, at any time, any player has more bonus points than non-bonus points, the excess bonus points do not count toward winning.
- If, at any time, both players' draw decks are empty, or if both players simultaneously achieve the victory conditions, the player with the most points is the winner.

10: LIFE IN SPACE

"Out there, there are no saints, just people! Angry, scared, determined people who are going to do whatever it takes to survive – whether it meets with Federation approval or not!"

– Benjamin Sisko

The facilities, ships, personnel, and equipment you bring with you on your voyage into the galaxy are more than tools – in many ways, they have a life of their own. This section explains how you can turn their quirks to your advantage – and how things can backfire.

USING SKILLS (10.1)

"Fix the replicators, Chief. My console's offline, Chief. I should've transferred to a cargo drone. No people, no complaints."

– Miles O'Brien

Skills appear on all **personnel** cards, usually preceded by a ● skill dot. Most skills are *regular skills*, such as ● Physics, ● Computer Skill, and ● Honor. (They are all one or two words long.) Regular skills are typically used in meeting conditions for another **action** where present, such as curing a dilemma. Regular skills are most often used to meet mission and dilemma requirements.

Clarifications: Undefined and Variable Attributes (10.1.0.7)

Some personnel have an *undefined attribute*. For example, **Mortal Q**'s CUNNING is Q. **Kivas Fajo** has NO INTEGRITY. **Spot** has an asterisk in place of STRENGTH. Undefined attributes are treated as zero. Undefined attributes cannot be modified. For example, **Kivas Fajo** will be killed by **Firestorm** (because his INTEGRITY is treated as 0), and cannot have his INTEGRITY raised by **Kukulaka**.

However, undefined attributes should not be confused with *variable attributes*. Some personnel, like **Quark**, 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 controller 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.

Clarifications: List of Regular Skills (10.1.0.6)

This is a complete list of regular skills:

ANIMAL, 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, and Youth

All other skills, including ▼ Special Downloads, are special skills.

Clarifications: Ships with Skills (10.1.0.5)

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 help solve [Salvage Wrecked Ship](#), or allow a [Small Cloaking Device](#) that is reporting aboard to report for free.

Clarifications: "First-Listed Skill" (10.1.0.4)

Some cards, like [Invasive Procedures](#), affect personnel's "first-listed skill".

A personnel's "first-listed skill" is the first skill printed in the skill box, whether a regular or special skill. When a first-listed skill is "lost" (for example, 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, [Julian Bashir](#) is a MEDICAL-classification personnel with skills MEDICAL x2, Exobiology, Biology, and a special download. His "first-listed skill" is:

- Normally: MEDICAL x2
- While aboard a ship affected by [Tsiolkovsky Infection](#): no skill
- If **assimilated**: MEDICAL x3
- When present with a [Science Kit](#): MEDICAL x3
- After changing MEDICAL to Biology with [Reflection Therapy](#): Biology
- If affected by [Rascals](#): Youth

If a personnel has no first-listed skill because it has been removed by a dilemma, he is not affected by subsequent cards affecting the first-listed skill, and no other personnel has "the same first-listed skill" for purposes of a dilemma such as [The Clown: Playing Doctor](#).

Most skills are preceded by a red ● skill 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 ▼ 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.

Clarifications: Skill Multipliers (10.1.0.3)

Some personnel are so good at their skills that they have them in multiple. For instance, [Mortimer Harren](#) has Astrophysics x2. [Sarek](#) has Diplomacy x3. [Luther Sloan](#) has SECURITY classification and SECURITY skill, which is effectively SECURITY x2.

A single ● skill with a multiplier is still considered one skill. If [Sarek](#) loses his first-listed skill, he loses all 3 of his Diplomacy, not just one of them. On the other hand, if Sarek uses [Vulcan Mindmeld](#) to gain [Riva's](#) diplomacy, Sarek now has Diplomacy x5.

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, so he also counts as a personnel with Diplomacy x2 and may pass [Inside Collaborators](#).

Normally, multiplied skills are regular skills. However, *negative* skills, such as [Valeris's](#) Diplomacy -3, are special skills.



"I heard all of you, your thoughts inside my head, as if they were my thoughts. And I could see myself through your eyes."

– Chakotay



Some cards, such as [Nine of Eleven](#) (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.

As long as the conditions for skill-sharing are met, all Borg at the same location (sometimes referred to as a "hive") share their skills. However, skills are only shared once, at their *highest level*.

For example, you have an Away Team on a planet consisting of two Borg:


Tachyon Drone		Astrophysics Navigation
Heuristics Drone		Computer Skill Honor MEDICAL

...as well as a Borg ship orbiting the planet with the following crew:

Gibson (Assimilated)		OFFICER Navigation x2
Interlink Drone		[no skills, but allows sharing]

...then all four personnel have the following skills:

OFFICER (Gibson)
MEDICAL (Heuristics)
Navigation x2 (Gibson)
Honor (Heuristics)
Astrophysics (Tachyon)
Computer Skill (Heuristics).

However, if the Heuristics Drone is killed, Tachyon Drone reverts to his printed skills only, because (according to the text on Interlink Drone) he cannot skill-share without a  Borg present. The Borg on the ship continue to skill-share, but no longer have any of the skills from Heuristics Drone (who is dead) or Tachyon Drone (who is cut off).

Sharing skills is not optional. A Borg does not have shared skills until after it reports for duty. Skill-sharing does not work between cloaked or phased ships. Special skills are not shared.

Clarifications: Classifications vs. Skills (10.1.0.1)

Classifications sometimes appear as skills, and they are usually equivalent. For example, **Overseer Odo** has classification OFFICER and the skill SECURITY. He may contribute his OFFICER classification to nullifying **Maglock**, and may use his SECURITY skill to help against **Kazon Bomb**.

However, a few cards, like **Crisis**, specify that a requirement can be fulfilled only by a member of the correct "classification". For those cards, only a card's classification counts. **Overseer Odo** can use a **Medical Kit**, because of his OFFICER classification, but cannot report to **Security Office** or activate **Body Armor**, because both these cards require SECURITY as a classification, not a skill.

All other skills are *special skills*, such as "● If on Cha'Joh, it is RANGE +2." Special skills that provide general modifiers like this are "always on." Other special skills, such as, "● Once per game, may capture one personnel present," may normally be used only as normal actions on your turn, although many special skills provide their own special timing.

Some cards allow you to select, add, or increase skills (for example: **Frame of Mind**, **Fitting In**, **Ishka**). You may only select or modify regular skills.

Attributes (INTEGRITY, CUNNING, and STRENGTH) also appear on all personnel cards, and can be used like regular skills.

LOADED SKILLS (10.1.1)

A few regular skills and classifications include additional built-in powers, beyond their regular uses in solving missions and overcoming dilemmas. They are:

OFFICER AND LEADERSHIP: "LEADER" (10.1.1.1)

Any personnel with ● Leadership or OFFICER (as a skill *or* classification) is a *leader*. Leaders are needed to initiate **battle**.

Clarifications: Leaders (10.1.1.1.0.1)

Cards that only identify themselves as leaders in lore, such as **Maques**, are *not* "leaders", and may *not* make use of **Data's Medals** or **Emblem of the Alliance**.

"Leader" is a **characteristic**; it is not the same as ● Leadership skill. **Damar** can help solve **Clash at Chin'toka**, but cannot be targeted by **Gorn Encounter**.

"ANY INTELLIGENCE" (10.1.1.2)

The terms "Intelligence" and "any Intelligence" (on cards like **Damaged Reputation**) refer to any of several skills: ● FCA, ● Intelligence, ● Klingon Intelligence, ● Memory Omega, ● Obsidian Order, ● Section 31, ● V'Shar, and ● Tal Shiar. If a card requires multiple Intelligence skills ("any 3 Intelligence") you may use any combination of Intelligence skills to meet the requirement.

GURAMBA (10.1.1.3)

"Guramba" is a Nausicaan word meaning "courage". Wherever your crew or Away Team has ● Guramba present, your opponent must have *two* **leaders** present in order to initiate **personnel battle**. (Guramba has no effect on ship battle.)

TRANSPORTER SKILL (10.1.1.4)

Personnel with ● Transporter Skill can beam **large Tribble cards**, even through SHIELDS, once per turn per skill level.

GETTING HURT (10.2)

"The plasma was super-heated. It thermalised his lungs. Initialise the hyperbaric sequencer!"

This section describes the many ways your personnel might be injured or otherwise prevented from carrying out their duties. Examples are provided.

STOPPED (10.2.1)

The most common "injury" in the game is getting "stopped." Stopped personnel are, conceptually, either completely engaged in what they're doing, completely exhausted, or injured enough to be "out of the action" for the rest of the turn while they recuperate.

Clarifications: *What Stopped Cards Can Do* (10.2.1.0.1)

Stopped personnel may do anything they're not specifically prohibited from doing. For example, a stopped personnel may contribute skills or traits to [Defiant Dedication Plaque](#), [Navigate Plasma Storms](#), or [Ketracel-White](#). They can even share skills where allowed (for example, with [Fitting In](#) or [Nine of Eleven](#)). Stopped cards are prohibited from participating in a mission attempt or dilemma encounter, but not entirely prevented from using their skills and characteristics in other ways.

Stopped cards may also be targeted by other cards, as long as the card does not require them to take a prohibited action. For example, you may relocate a "stopped" ship with [Magic Carpet Ride OCD](#), because the ship is merely being moved by the card, but you may not play [Emergency Transporter Armbands](#) on your stopped personnel, because that card requires them to actively beam *themselves*, which they cannot do.

A minor rules quirk: as stated in the rules, if an entire crew or Away Team is stopped, their Equipment is also stopped. However, if individual members of a crew or Away Team are stopped by a card that specifically stops only selected personnel (for example, [Lineup](#)), their Equipment is *not* stopped – even if the selected personnel are *the only ones* in the crew or Away Team.

Examples: [Devastating Communique](#), failing a conditional dilemma, [Oo-mox](#), finishing a battle

Stopped cards may not be beamed, move, walk, participate in an attack (they may battle defensively), staff an unstopped ship, cloak, phase, get stopped again, or participate in any mission, commandeering, or scouting attempt in *any* way. (They become [separated](#).)

If a ship is stopped (or unstopped), all cards aboard the ship are stopped (or unstopped). Using up a ship's RANGE does not stop it.

Equipment carried by a crew or Away Team are stopped if the entire crew or Away Team is stopped (whether by battle, failure to overcome a dilemma, or other means).

Stopped cards become unstopped automatically at the start of either player's next turn.

KILLED OR DESTROYED (10.2.2)

Cards that are *killed* or *destroyed* [leave play](#) normally, usually to the discard pile. All personnel aboard a ship or facility when it is destroyed are killed, and all equipment and ships aboard are destroyed.

Clarification: *Docked Ships Not Destroyed* (10.2.2.0.2)

Ships that are only docked at a facility are not landed aboard the facility (just inside its SHIELD bubble), so they are not destroyed if the facility is.

Clarification: *Death Terminates Disability* (10.2.2.0.1)

If a personnel who is disabled or in stasis is killed (or such a ship is destroyed), the disabled/stasis effect ends at the moment of death. Thus, if [Aamin Marritza](#) dies in stasis, he scores his bonus points.

Examples: [Armus - Skin of Evil](#), [Vulcan Stone of Gol](#), [V'Ger](#), [Disruptor Overload](#)

DISABLED (10.2.3)

A disabled personnel is unconscious.

Examples: [Hypospray](#), getting captured, deactivated 🚫 holograms

Clarification: "Disabled" Ship Systems (10.2.3.0.1)

Occasionally a card will state that a ship attribute or system is "disabled". This is a slight misnomer on some old cards (like [Vole Infestation](#)). Treat disabled systems and special equipment as **off-line** and disabled attributes as **undefined attributes**. The ship itself is not disabled.

Disabled personnel may not be used in any way. They may not take actions, use gametext or characteristics, or even enable gametext on other cards that depend on the disabled personnel being in play. For example, if [Lore](#) is disabled, you cannot use his skills to cure dilemmas, cannot use his Treachery for [Recruit Mercenaries](#), and cannot prevent a ship from being relocated at [Paxan "Wormhole"](#). However, disabled personnel may be moved and beamed like equipment cards, and may be targeted by effects that target their card types. For example, disabled personnel may be **battled** by opposing personnel, captured by [Ilon Tandro](#), or targeted by [Release This Pain](#).

Disabled personnel are **separated** during mission attempts.

STASIS (10.2.4)

Personnel or ships in stasis are in suspended animation, where they remain until released.

Examples: [The Whale Probe](#), [Vulcan "Death Grip"](#)

Clarification: Global Effects Affect Stasis Cards (10.2.4.0.3)

Cards or rules that have a global effect on *all* ships and/or personnel in play, such as [Anti-Time Anomaly](#) and [Stop First Contact](#)'s timeline disruption, affect cards in stasis normally.

Clarification: Ship in Stasis, Crew Not (10.2.4.0.2)

If personnel who are not in stasis are aboard a ship in stasis (for example, because a [Cyber Drone](#) was aboard when the ship entered stasis), they cannot move the ship, or beam off using that ship's transporters.

Tip: Disabled vs. In Stasis (10.2.4.0.1)

These two conditions are very similar. In both cases, affected cards can't do anything. However, disabled cards can have things done to them, like being attacked or relocated. Cards in stasis generally can't.

Cards in stasis may not take actions, use gametext, or characteristics, and may not be targeted or moved by any effect except the one placing them in stasis. Ships and personnel in stasis therefore cannot be attacked in battle. For example, no player may play [Diplomatic Contact](#) on [Kai Winn](#) if she is in stasis. Cards already targeting ships or personnel in stasis are suspended until stasis ends. For example, [Federation Flagship: Renewed](#) does not generate extra card draws while the [Enterprise](#) is in stasis, and [REM Fatigue Hallucinations](#) does not count down.

Personnel in stasis are **separated** during mission attempts.

SEPARATED (10.2.5)

During mission attempts, your personnel who are stopped, disabled, in stasis, or under house arrest are *separated*. Any personnel who are stopped, disabled, placed in stasis, or house arrested during a mission attempt automatically and immediately form a new "separated" crew or Away Team (or join it, if one already exists). Separated personnel

automatically rejoin the main team as soon as they are able (when unstopped, removed from stasis, etc.).

Because separated personnel are no longer part of the main mission team, this means they are no longer **present**: They can no longer be targeted by dilemmas from the mission attempt (unless *expressly* specified, like on [Crystalline Entity](#)). They are not considered to be "aboard" their ship, for the purposes of dilemmas. Furthermore, separated personnel cannot contribute characteristics or skills toward overcoming, curing, or triggering dilemmas encountered during mission attempts. They are completely sidelined.

All opposing personnel are considered "separated" from your mission attempts, as well. For example, if you encounter [Kazon Bomb](#) during a mission attempt at [Liberation](#), your opponent's Away Team will not suffer casualties, even if it is on the planet's surface with your Away Team.

RELOCATED (10.2.6)

Some cards can "relocate" ships and personnel in play. (Equivalent euphemisms are sometimes used, too, including "hurled", "transported", and "towed".) Relocation is a form of forced movement. As such, it does not require full ship staffing, and even stopped cards can be relocated.

QUARANTINED (10.2.7)

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. *Example: [Aphasia Device](#)*

Exception: *Dilemma-Forced Relocation* (10.2.7.0.1)

If a dilemma (or a card that plays like 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 may require you to move them out of a quarantine. This is legal. For example, [Male Love Interest](#), [Hippocratic Oath](#), [Make Us Go](#), [Tarellian Plague Ship](#), and [Abandon Ship!](#) all override quarantines. (This applies only to dilemma relocations. Relocations from other cards, such as [Mysterious Orb](#), do not override quarantines.)

IN PLAY 'FOR UNIQUENESS ONLY' (10.2.8)









When a card is in play "for uniqueness only", the card is considered "in play" only insofar as its owner may not report another copy of the same **persona**. For all other intents and purposes, they are considered not in play. For example, if [The Emissary](#) is trapped in a [Kobayashi Maru Scenario](#) or placed in your point area with [Duranja](#), Bajorans do not have their INTEGRITY enhanced by his ability, but you cannot report another [The Emissary](#) or [Benjamin Sisko](#).

NEMESIS DESTRUCTION (10.2.9)

"From hell's heart, I stab at thee. For hate's sake, I spit my last breath at thee!"

–Khan

Nemesis icons identify a destructive relationship between personnel and/or ships. Two cards that have a *nemesis relationship* will have icons of the same color but pointing in different directions.

For example, [Kor](#)  and [The Albino](#)  are nemeses. [Kang](#)  and [The Albino](#)  are also nemeses. But [Kor](#)  and [Kang](#)  are *allies*, because their nemesis icons point the same direction. [Kor](#)  and [I.K.C. Chang](#)  have no relationship, because their nemesis icons are different colors.

If two or more personnel or ships with opposing nemesis icons are **present** with each other at the end of *any* turn, the player whose turn it is must choose one of them to be immediately killed (personnel) or destroyed (ships). 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.)










HOUSE ARREST (10.2.10)

If your personnel who are mixing and cooperating become no longer [compatible](#), they are in a *house arrest situation*. (This typically happens because a card allowing different affiliations to cooperate, such as [Treaty: Cardassian/Bajoran](#), has been nullified, or when incompatible personnel are acquired from a [Cryosatellite](#).) When this occurs on a ship or facility, the personnel who are incompatible with the ship or facility they are aboard are placed under *house arrest*. If this is not applicable (because they are at a [Neutral Outpost](#), at a site on a [Nor](#), aboard an opponent's ship, etc.), the minority group is placed under house arrest. If on a planet, the incompatible personnel simply split into two separate Away Teams.

Tip: *Don't Worry About House Arrest* (10.2.10.0.1)

The House Arrest rule comes up extremely rarely. House Arrest is simply a worst-case rules fallback for when nothing else in the compatibility rules fit. The main thing to remember about House Arrest is that you cannot make it happen, so it almost never does. You are much better served by learning the compatibility rules really well, and looking up this rule on the rare occasion that it makes a difference.

While under house arrest, personnel are treated as [disabled](#). (During mission attempts, they are [separated](#).) However, they may freely walk and beam, and can thereby end the house arrest situation as soon as the opportunity presents itself.

You may never voluntarily place your personnel in a house arrest situation. You may not report a  Klingon to a  [Romulan Outpost](#) without a treaty, nor to a [Neutral Outpost](#) where you have  Romulans present, without a treaty in place. You may not beam your  Romulan personnel aboard a  Klingon ship, stop your  Klingons and  Romulans at the same site, or switch the [Sisters of Duras](#)'s affiliation to  while they are aboard a  ship.

CHARACTERISTICS (10.3)

You are The Sisko.

–Kira Prophet

Apart from regular gametext and icons, many cards have additional *characteristics*, such as "female", "cook", "Jem'Hadar attack ship", "maje", "disruptor", and "Vulcan". Characteristics have no built-in gameplay function, but characteristics are used by many cards, such as [Matriarchal Society](#), [Klingon Restaurant](#), [Engage Shuttle Operations: Dominion](#), [The Kazon Collective](#), [Phaser Burns](#), and [Fal-Tor-Pan](#).

A card has a characteristic if *that card says* it has that characteristic, whether in lore, title, affiliation, icons, or some other area of the card. For example:



Clarifications: *Named In Lore* (10.3.0.7)

A few cards and rules, like **Dramatis Personae** and **matching commanders**, check to see whether a card is "named in lore" of another. But this can raise questions: does **William Samuels** name **Bok** in lore, simply because he bombed the freighter **Bok'Nor**? (No.)

A card names another card in lore only if the named card's title exactly matches the name given in lore, including any capitalized modifiers (such as ranks, titles, and descriptors). Standard word form variations, such as declined or possessive nouns, do not "break" a match, and the capitalization of articles ("a", "the") may be disregarded. For example, **I.K.C. K'elric** names **Captain Kang** in lore (but not **Kang**), **Bareil's** lore names **The Intendant** and **Els Renora's** lore names **Jadzia Dax**.









Context matters for determining whether the lore is naming the subject. Incidental uses of a word, like "One" in **Kovat's** lore, do not count. Moreover, a card's lore may refer to its own subject by a different name. This can be used to identify the card's as (for example) a matching commander; the lore of **Jean-Luc Picard (Premiere)** identifies the card's subject, Jean-Luc Picard (Premiere), as a matching commander of **U.S.S. Enterprise**.


Automatic Characteristic: *Origin* (10.3.0.6)

The "origin" of a ship describes which affiliation built it. A ship's origin is presumed to match its affiliation. For example, virtually all  ships, like the **Kurdon**, originated in the Ferengi Alliance, even if they don't explicitly say so. However, **B'Rel** states in its lore that it is a "surplus Klingon bird-of-prey," which means its origin is .

Exceptions: *Ship Origin* (10.3.0.6.1)

The Rules Committee has seen fit to issue these explicit clarifications in the few cases where the above rules are inadequate, incorrect, or ambiguous:

-   **Cha'Joh** is of  Klingon origin.
-  **Naprem** is of  Klingon origin.
-   **Stolen Attack Ship** is of  Dominion origin.

Origin is important for cards like **Klingon Civil War** and **Ferengi Energy Weapon**, which specify that a "Klingon ship" or "Ferengi ship" must be involved. A ship is a Klingon ship if *either* its current affiliation *or* its origin is . Therefore, **B'Rel** could use gain the ATTACK bonus from Ferengi Energy Weapon as a Ferengi ship, then score points from Klingon Civil War as a Klingon ship.

Automatic Characteristic: *Class* (10.3.0.5)

Every ship has a class defined in its **class box**. The class box may suggest more than one characteristic. For example, **Cha'Joh's** class ("Class D-12 Scout Vessel") identifies it as a scout ship that can be used with **Scout Encounter**.

"Unknown Class" is *not* a distinct class. Ships like **Fesarius** and **Bothan Vessel**, which are "Unknown Class," are *always* considered to be different classes.

When a ship's class box states that it is an "advanced" or "modified" version of another class, then that ship is treated as a member of *both* classes. For example, **I.K.C. Kla'Diyus's** class ("Modified B'Rel Class") identifies it as a B'Rel-class ship for the purposes of **Duj Saq**.

Automatic Characteristic: Species (10.3.0.4)

Personnel are presumed to belong to the "usual species" that corresponds to their affiliation. 🗡️ cards are presumed to be Klingon species, 🌐 cards are presumed to be Cardassian species, 🌌, 🌍, and 🌎 cards are presumed to be Human species, 🧛 are presumed to be Changeling species, 🦋 are presumed to be Kazon species, and so on. Some cards explicitly state that the personnel represented on the card does *not* belong to the "usual species" for his or her affiliation. For example, 🗡️ **Jodmos**'s lore states his species is human. 🌌 **The Viceroy** states his species is Reman. This overrides the "usual species" presumption; the Viceroy's species is Reman and is *not* Romulan.

If lore states a native planet (for example, **The Traveler** is "from Tau Alpha C"), this indicates the species if no other species is given.

Mixed-race personnel are members of *all* their native species. **Deanna Troi** is both human and Betazoid. She could be targeted by **Hate Crime** as the only Betazoid member of an otherwise all-human Away Team, *or*, on a different mission attempt, she could be targeted as the only *human* member of an otherwise all-Betazoid Away Team.

Any personnel who is 🖱️ Borg affiliation or who has a Borg subcommand icon (🌌🌍🌎) is Borg species. Any personnel who has a 🗡️ Ketracel-White icon is Jem'Hadar species. If they have another identifiable species, they are mixed-race. For example, **Five of Eleven** (Cyber Drone) is both Borg and Klingon. **Marika** is both Borg and Bajoran.

Holographic 🌀 **personnel** *always* have the species "hologram". This overrides all other card features, including affiliation, appearance, subcommand icons, and lore. 🌀 Holograms can only be holograms; they cannot be mixed-race.

Exceptions: Species (10.3.0.4.1)

The Rules Committee has seen fit to issue these explicit clarifications in the few cases where the above rules are inadequate, incorrect, or ambiguous:

- 🗡️ **William T. Riker**, 🗡️ **Jean-Luc Picard**, 🌍 **Captain Picard**, 🌌 **Inge Eiger**, and **Hannah Bates** are all *Human*.
- 🌌 **Stefan deSeve** is *Human*.
- **Tora Ziyal**'s species are *Bajoran and Cardassian*.
- **Hanok** is *Karemma*.
- **Dathon** is *Tamarian*.
- **Arandis** is *Risian*.
- On **The Trois**, Lwaxana's species is *Betazoid*, while Deanna's are *Betazoid and Human*.
- **Commander Data**, **Exocomp**, and all **Cravic Units** and **Pralor Units** are species *Android* (but do not have the characteristic "Soong-type Androids").

In rare cases where a card image shows that a personnel is *obviously not* a member of the appropriate "usual" species (for example, **Sirna Koltrami** is clearly not Human), but the rules do not otherwise provide for its species, then players must treat the personnel as "humanoid".

Humanoid is not a distinct species, and cannot be targeted by a card which targets a particular species by name (such as **Assimilate Species**). Moreover, a humanoid is *always* the *only* member of its species. Therefore, a card like **Hate Crime** can target anyone in a party of humanoids, and a player could use **Seek Out New Life** to download multiple copies of **Vekor**.

Automatic Characteristic: Gender (10.3.0.3)

If a personnel's gender (or lack of gender) is indicated somewhere on the card, it has that gender. This indicator may be explicit ("male," "genderless") or implicit ("his," "Queen," "it"). Otherwise, if the personnel's gender is obvious from its image, it has that gender. If all else fails, treat the personnel as male.

Male and female are opposite genders. Other genders, like cogenitor, have no opposite.

Borg Rule: Gender is Irrelevant (10.3.0.3.1)

- ♻️ drones do not have gender, even if gender-specific pronouns are in their lore or gametext. An assimilated
- ♻️ drone becomes genderless. ♀️ queens and counterparts have gender, as do former Borg and any other non-
- ♻️-affiliation personnel who are members of the Borg species.

Clarifications: Characteristics (10.3.0.2)

A card that identifies its subject as *formerly* having a characteristic still has that characteristic for gameplay purposes. Thus, [Bok](#), the "former Ferengi DaiMon", is a DaiMon. Likewise, a card who has a characteristic as part of a disguise has that characteristic. [Vedek Dax](#) has the "vedek" characteristic; [Selok](#) is both Romulan species and Vulcan species.

Context matters when determining whether a card has a characteristic; the mere appearance of a particular *word* on a card does not necessarily confer a *characteristic* on the card. For example, the phrase "uses the same hull as the Cardassian shuttlecraft" in the lore of [Patrol Ship](#) does not give it the characteristic "shuttlecraft." Likewise, [Makbar](#) is not a human, even though her lore includes the word "human". The card must clearly state that the subject of the card *has* the characteristic.

Similarly, the presence in lore of a word or phrase that is the name of a skill does not confer that skill on a personnel. For example, [Antaak](#) (who "had a knack for diplomacy") does not have the skill Diplomacy, and therefore he cannot overcome dilemmas or solve missions that require Diplomacy.

Information from outside a card may not normally be used to determine that card's characteristics. For example, [Mendak](#) is not an admiral, because there is no indication on his card that he is an admiral, even though the lore on [Devoras](#) states that he is one. Similarly, characteristics are not shared across similar cards. [William T. Riker](#) (Premiere) is a cook, because his lore states that he is a cook. [Will Riker](#), [Riker Wil](#), and [William T. Riker \(First Contact\)](#) are different aspects of the same character (or *persona*). They do not state in their lore that they are "cooks", so therefore these cards are *not* cooks.

Finally, characteristics can not normally be inferred from the card image. [Eric Pressman](#) is not an admiral, even though he is wearing admirals' pips in his image. A card's image may only be used to infer the gender or species of a personnel, and only when they cannot be determined from other printed information on the card.

Tip: Characteristics Are Usually Obvious (10.3.0.1)

99% of characteristics are obvious and intuitive. For example, you don't need to know the rules to see, at a glance, that [Kurak](#) is a female, a Klingon, and a scientist; nor does it take any knowledge of *Star Trek* to realize that a [Mirror Dagger](#) counts as both a "blade weapon" and a "hand weapon".

For this reason, we reiterate our strong recommendation that you skip over the sidebars in this section (which are very long), unless you have some particular issue you need to clarify. Beginners can skip this section altogether.

- [Norah Satie](#)'s lore states that she is an admiral, as does [Admiral McCoy](#)'s card title, so they are both "admirals".
- The title, lore, and class of [Type 9 Shuttlecraft](#) state that it is a shuttlecraft, as does the class of [Quark's Treasure](#), so both are "shuttlecraft".
- In an unusual example, [Krax](#)'s special skill provides him with the characteristic of "nagus" only if certain conditions are met. He loses the characteristic if another nagus (such as [Grand Nagus Zek](#)) enters play.

A few characteristics are defined or fleshed out by rule. They are:

- *hand weapon*: in addition to cards which identify themselves as "hand weapon" in title or lore, Equipment that has the "phaser", "disruptor", "blade weapon", or "tommygun" characteristic also has the "hand weapon" characteristic.
- *changeling*: a species. All changelings also have the characteristic "shape-shifters." (But not all shape-shifters are changelings.)
- *romantic partner*: A personnel is the *romantic partner* of another personnel if the lore on either card both names the other (see [named in lore](#) sidebar) 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. The following terms (even if preceded by "ex-") are considered equivalent to the phrase "romantically involved": "husband", "wife", "mate", "married", "wedded", "bride", "imzadi", "beloved", "mistress", "widow", "divorced". A personnel and their romantic partner are collectively called a *couple*.

Clarifications: *Matching Commanders* (10.3.0.8)

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, the matching commander of a ship.

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](#).

To gain matching commander benefits, the matching commander must not be disabled or in stasis.

Unless specified, a ship (or facility) can only gain benefits from one matching commander at a time.

If a card provides matching commander benefits specifically on ships, the benefits do not apply for facilities (or vice versa). For example, [Ready Room Door](#) can download a matching commander to a ship, but not a facility.

Matching commanders for facilities are called "facility commanders".

- *matching commander*: A personnel is a *matching commander* for a ship if either card both names the other in lore and states that that personnel is (or was) the *commander* or *captain* of that ship. 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. Many cards provide benefits to a ship or facility with a matching commander aboard.

Exceptions: *Two Exceptional Commanders*

[Dathon](#) is a matching commander for [Tama](#). The phrase "Dathon, speaking first" in Tama's lore is Tamarian for "Commanded by Dathon."

[The Intendant](#) "commands Terok Nor in the Mirror Universe". This lore identifies her as facility commander of [Mirror Terok Nor](#), not the [Terok Nor](#) native to the Alpha Quadrant.

11: STRANGE ENCOUNTERS

"If you can't take a little bloody nose, maybe you ought to go back home and crawl under your bed. It's not safe out here. It's wondrous, with treasures to satiate desires both subtle and gross. But it's not for the timid."



–Q


There are some strange things in the galaxy. Most of it can be catalogued, documented, analyzed. But there are a few entities out there whose operation is unlike anything else in our seemingly simple universe. They require somewhat deeper explanation.



SELF-CONTROLLING CARDS (11.1)



"They say there's no devil, Jim, but there is. Right out of hell, I saw it... miles long, with a maw that could swallow a dozen starships."


–Commodore Decker






Cards with the  Self-Controlling icon move, operate, and attack *on their own*. After entering play, they are under the **control** of neither player. At the end of **every turn** (both players'), each  card in play acts according to its gametext.


Clarification:  *Battling Multiple Players* (11.1.0.1)

 attack all relevant targets at a location simultaneously. "Multiplexing" (multiple simultaneous targeting) is described in the section on **ship combat**. However, it is not possible to attack multiple ships controlled by different *players* at the same time. When a  card is attacking multiple players, it must be done as two separate battles. The player whose turn it is chooses which happens first.

When a  card moves, it moves its full available RANGE toward the **far end of the spaceline**. (Exact ties are settled by the owner.) A  card requires 1 RANGE to move off the spaceline and leave play.

When a  attacks, it attacks *all* eligible targets at that location at once. (For a detailed explanation, see **Multiplexing & Multiple Targets**.)





Any affiliation, including , may initiate battle against  cards. ( must obey their usual restrictions.)  cards automatically return fire against every ship and facility involved in the attack, but not bystanders.  cards do not use either player's Tactic cards in battle. However, if your ships take a hit and your opponent has a Battle Bridge side deck, he or she inflicts **default damage** on your damaged ships. Otherwise, you suffer **rotation damage**.

 cards are not considered ships for the purposes of cards that affect ships (such as **Q-Net**, **Plasma Fire**, **Isabella**, or **Wormhole**).

PLANETARY DESTRUCTION (11.2)

"I have confirmed the location of Praxis, sir, but... I cannot confirm the existence of Praxis."

–Dmitri Valtane

Cards such as [Unstable Matrix](#) and [Redirect Energy Ribbon](#) may cause a  mission to be "converted to space". When this occurs, the mission's icon becomes  Space. If any player has completed (or placed a   Borg-Only Objective on) that mission, that player has now completed a space mission for the purposes of cards like [The Big Picture](#) or the game's win conditions.

However, all cards on the planet or played on the planet are destroyed and discarded. This includes any personnel, landed ships, facilities, Events, or other cards there, including cards like [The Guardian of Forever](#) or [Hotel Royale](#) which specifically play on the planet. However, cards which merely play at the mission or the location generally (like [Venus Drug](#) and [Dal'rok](#)) remain.

TRIBBLES (11.3)

"They do nothing but consume food and breed. If you feed that thing more than the smallest morsel, in a few hours you'll have ten tribbles, then a hundred, then a thousand."

–Worf

"Oh, it's purring! Listen, it's purring!"

–Lt. Uhura

Tribbles are small, furry, adorable creatures, but their rapid reproduction can cripple a fleet.

Tip: *Tribbles CCG Cards* (11.3.0.2)


Cards from the [Tribbles CCG](#) have no *Trek*-related gametext. They are not legal in the Star Trek CCG for this reason. At this writing, the only legal Tribbles and Troubles cards are those found in booster packs from 2000's *The Trouble with Tribbles* expansion.


The "Go", "Poison", and "Discard" symbols in the upper-left corner of each legal Tribble card are for use in the Tribbles CCG and should be ignored.

Clarification: *Tribbles are Non-Cumulative* (11.3.0.1)

Tribbles and Troubles are non-**cumulative**; multiple copies of the same tribble card in the same place does not multiply their effect, and only one copy of any given Tribble card may have an effect on any given turn. For example, if you have seven copies of [10 Tribbles](#) present at a single location, Klingons present are INTEGRITY -1, not INTEGRITY -7.

Moreover, because the effect on [1 Tribble](#) is "once every turn", you may only use it once every turn, regardless of how many copies you have in play. For example, if you have one copy of [1 Tribble](#) in each of seven different locations, only *one* of them may stop *one* personnel at *one* of those locations.

 Tribble cards may be played only from a Tribble side deck (opened with [Storage Compartment Door](#)). Each card represents some number of tribbles. *Small tribble cards* ([1 Tribble](#) and [10 Tribbles](#)) cards may report anywhere. *Large tribble cards* ([100 Tribbles](#) and greater) may only be *bred* from your tribble cards already in play (not your opponent's), and may only report where their "parents" are present. Each of the different tribble cards inflict annoyances of increasing scope, described in their gametexts.



Worse still, the Storage Compartment Door may disgorge  Trouble cards, like [...On The Bridge](#), which compound the tribble troubles exponentially. Trouble cards may play on any tribble group at any time, but portions of its gametext will not "activate" until the listed "minimum" number of tribbles is present. Whenever tribbles within the group are moved, the Trouble card may move with them, at the owner's discretion. A Trouble is discarded if there are no tribbles present.


The main tribble mitigation strategy is to move them somewhere else. Small tribble cards may be carried (and beamed) by either player's personnel, like equipment. However, each personnel may carry only a single small tribble card, and, when they drop it, they are stopped. Large tribble cards may be beamed by any personnel with Transporter Skill. Each personnel may beam up to one large Tribble card for each multiple of Transporter Skill that they have, then are stopped. (Thus, [Burrows](#) could beam any one large tribble card, [Charles Tucker III](#) could beam two large tribble cards, and [Emory Erickson](#) could beam three. All would be stopped after.) You may beam tribbles anywhere that you would normally be allowed to beam a generic personnel, including an opponent's ship if their shields are down (or you can beam through them).

BOTANY BAY CARDS (11.4)

"...Botany Bay? Oh, no! We've got to get out of here—now!"

—Commander Chekov

Cards with the  Botany Bay icon represent an unpleasant surprise for players who try to uncover what is better left buried. If a player examines a dilemma with the  icon any time other than during a mission or scouting attempt (for example, by using [Ocular Implants](#) to peek at it), 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.

Clarification:  Botany Bay reseeds (11.4.0.1)


If multiple dilemmas are to be simultaneously re-seeded in this way, re-seed them so that they are encountered in the original order.


THE MIRROR UNIVERSE (11.5)




ARCHER: According to some theories, everything that exists in our universe should also exist there.


HOSHI: Another Terran Empire? Another Starfleet?

—"In A Mirror Darkly, Part I"

Cards from the  Mirror Quadrant are not just native to a different spaceline; they are from a *mirror universe*, similar to our own but far more savage.

Some locations in the  Mirror Quadrant, such as [Mirror Bajor](#), *correspond* to locations in the Alpha Quadrant (like [Bajor](#)): they have exactly the same location text, just in the *opposite universe*.

Cards from the  Mirror Quadrant are often written from the perspective of the mirror universe, so  Mirror Quadrant cards that refer to specific locations mean the  Mirror Quadrant versions of those locations. (All other references to locations refer *only* to the Alpha Quadrant version unless otherwise stated.)

For example, [Imperial Palace](#) may seed on [22nd-Century Japan](#) ( 2155 Earth), but may not seed on [22nd-Century San Francisco](#) (Alpha Quadrant 2155 Earth). Likewise, [The City of B'Hala](#) may seed under [Alpha Bajor](#), but not [Mirror Bajor](#). For the same reason, Homeworld-related effects do not apply to cards from the opposite universe. For example, [Commander Leeta](#)'s homeworld is Mirror Bajor; she is not protected by [Strategema](#) at Alpha Bajor.

12: MISCELLANEOUS RULES

"You are now subjects of the Klingon Empire. You'll find there are many rules and regulations. They will be posted. Violation of the smallest of them will be punished by death."

–Captain Kor

There are a few other rules you should know when you start playing.

RANDOM SELECTION (12.1)

When gametext 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 card, at random, from this group.

TURNS: "EACH", "EVERY" & "FULL" (12.2)

When a card states that something happens *"every" turn*, it means *every* turn of *any* player. However, when a card says that something happens *"each" turn* (or "per" turn), it means each turn of the card's *subject*, skipping opponents' turns. Thus, [Harvester Virus](#) kills *every* turn, but [Dal'Rok](#) kills only on the turns of the player who encountered it.

Clarification: *Who's the Subject?* (12.2.0.1)

The "subject" of a given card's gametext 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.

A *"full turn"* is one complete turn of one player, from beginning to end. It does not include the current turn.

CONTROL AND OWNERSHIP (12.3)

You *control* each card you seed or play, as well as any [Headquarters](#) of an affiliation you are playing. You do not control cards which are in your deck, hand, or discard pile, except while seeding or playing them.

Clarification: Start of Control (12.3.0.1)

A card comes under your control as soon as you declare that you are playing, seeding, or downloading it. (This is the first part of the initiation step of the **action**.)

For example, if **Rinnak Pire** is in your hand, he is not "yours," does not benefit from **Lower Decks**, and thus will not automatically win **Royale Casino: Craps**. However, if **D'jarras** is in play, and you later declare that you are playing Rinnak Pire, he immediately gains CIVILIAN, which allows him to then report for free using **First Minister Shakaar**.



The word "your" is often used as shorthand to refer to cards you control. For example: *Each of your Treachery personnel is CUNNING +2*. This gametext affects the CUNNING of each Treachery personnel you control.

Similarly, the word "opponent's" is used as shorthand for cards your opponent controls.

You are the *owner* of each card you begin the game with. You remain the owner of a card for the entire game.


During a game, your opponent may take control of some of your cards (through **commandeering**, **Brainwash**, **Alien Parasites**, etc.). Such a card is no longer "yours." (It becomes your opponent's.) However, you still own it, and therefore you still "have it in play." For example, if your opponent assimilates your **unique Jean-Luc Picard**, you may not play another Jean-Luc Picard, because you still have the first one in play. At the end of the game, all cards are returned to their owners.

"HERE" AND "PRESENT" (12.4)

Each member of a crew or Away Team is *present* with every member of that crew or Away Team, including themselves. Cards that are present together are also "with" each other. Your **separated** cards are not present, nor are your other cards in different crews or Away Teams (for example, if you have incompatible  and  Away Teams on the same planet).

Your *crews and Away Teams* are present with other cards (such as **Duck Blind** or opposing Away Teams) that are on the *same ship*, inside the *same facility* (at the *same site*, if any), or on the *same planet surface*. They are also present with that ship, site, facility, or planet. Away Teams are present with a planet only while on its surface; crews and Away Teams at a space location are always present with it. (During attempts, opposing crews and Away Teams become **separated**.)

Clarification: A  Planet's Surface (12.4.0.1)

An Away Team that is aboard a landed ship or in a planet facility, such as **Terraforming Station**, is *not* present on the planet's surface. The Away Team must first exit the ship or facility. An Away Team cannot attempt a  mission unless on the surface.

Ships and facilities are present with all other ships and facilities (both players') at the same location (except **carried ships**), with other cards at the location like **The Nexus**, and with any site at which they are docked. They are not present with one another's crews. Planet facilities and landed ships are present with the planet.

Clarification: "Present" with Seeded Cards (12.4.0.2)

A seeded card is not "present" with any other cards until encountered. For example, **Madam Guinan** may nullify **Frame of Mind** if she is in the mission team, or after the attempt if she is present with the affected personnel, but may not nullify it when examined by **Ocular Implants**.

An artifact just earned is not present 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.

"Here" means "anywhere at this location." Whether in open space, aboard a ship or facility, or (at planet locations) on the surface, *all* ships, personnel, facilities, equipment, events, and any other cards that are at the location are "here". For example, **Venus Drug** affects all females, in orbit or on the planet, including opponents' females.

Exception: *Sites and Facilities Mean Themselves* (12.4.0.3)

If a site or facility says "here", it means *present* with that site or facility. [Cargo Bay](#) can only download personnel to the Cargo Bay site, not anywhere else at the same spaceline location. Cards that play on sites and facilities follow the same restriction: [Process Ore](#) requires unopposed OFFICER or ENGINEER *at Ore Processing Unit*, not just at the spaceline location.

Similarly, "*there*" means "anywhere at that spaceline location." For example, your Greed personnel don't have to be on the surface to use [Bribery](#)'s first function at a planet mission.

TIES (12.5)


In general, the player who controls a card breaks ties for that card. For example, if you play [Arbiter of Succession](#) and there is a tie for strongest two Klingons, you determine who battles.

Since just-encountered dilemmas are not controlled by either player, the opponent of the player encountering the dilemma breaks the tie. Thus, if you encounter [Archer](#), and your crew has a tie for highest total attributes, your opponent chooses the victim.

FAR AND NEAR (12.6)

When a card like [Fire Sculptor](#) or [Gomtuu Shock Wave](#) requires you to find the "far end of spaceline" or "nearest ship," compare the number of *cards* in each direction. If there is a tie, compare the total span in each direction. If there is still a tie, resolve it using the [ties rule](#).

Clarification: "*Far end of spaceline*" (12.6.0.1)

When a card, such as [The Nexus](#) or a  card, is supposed to travel toward the spaceline's far end, that destination is not changed after it is initially determined. For example, if the far end is the left end, it remains the left end when the card traveling there passes the halfway point, or if the spaceline is rearranged.

COPIES AND "DIFFERENT" (12.7)

A card is a *copy* of another if it has the same card title and gametext. For example, [Dead End \(Homefront\)](#) is a copy of [Dead End](#).


A card is *different* from another card if:

1. they are not *copies*, and
2. they are not versions of the same [persona](#).

Cards that are not different are considered the *same*, even if they are not strict copies.

For example, if [U.S.S. Voyager](#) is destroyed, [Federation Flagship: Recovered](#) may download [U.S.S. Intrepid](#), because that is a different ship, but not [U.S.S. Voyager \(Virtual Promos\)](#), because it is a copy, nor [Voyager \(Engage\)](#), because it is a version of the same persona (thus "the same ship").

"ONCE PER GAME" AND SIMILAR LIMITS (12.8)

When a card has an effect that may be used "once per game", 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 an [Armus](#) dilemma only once per game with [All-Consuming Evil](#), even if you play a second copy of All-Consuming Evil. 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 peek at seed cards once per game for [Ajur](#) and once per game for [Boratus](#).

"Once each turn," "twice per game," "thrice a battle," and other similar phrases work similarly – you may use the card's effect only as often as the card allows, even if you have multiple copies in play.

THE CUMULATIVE RULE (12.9)

Multiple copies of the *same card* have the *same effect* on the *same target* at the *same time* only if they are *cumulative*.

Clarification: Targets (12.9.0.3)

The target of an effect includes *every card*, *every deck* (or hand), and *every player* that is *altered* by the effect.

A deck (or hand) is only targeted if the *entire* deck (or hand) is directly altered, not just individual cards within it. For example, [Regenerate](#) targets your draw deck or discard pile, but [Orb of Prophecy and Change](#) only targets the top card of your draw deck. [Alien Probe](#) targets both players' hands, but [Chula: The Lights](#) only targets the personnel returned to hand (not the hand itself).

A player is altered if he or she is permitted or required to take an action (or score points) that would not be permitted under normal rules. This is a continuous effect (as explained in the clarification on timing) and thus cannot be multiplied using extra copies of the same card.

Further examples:

- The target of [Science Kit](#) is "all of your OFFICER-classification personnel" present. (Result: multiple Science Kits do not cause OFFICERS to gain extra levels of SCIENCE skill.)
- The target of [Woteln](#)'s special ability is "opponent's span" at the mission he is at. (Result: multiple Wotelns at the same location do not increase opponent's span by +4, +6, etc.)
- The target of [Taar](#)'s special ability is copies of [Ferengi Attack](#) in the same quadrant. (Result: multiple copies of Taar in the same quadrant do not triple or quadruple Ferengi Attack there.)
- The target of [Canar](#) is both the female personnel it is played on and the male personnel it specifies.
- The target of the objective [Process Ore](#) is the player, who gains the ability to "process ore" each turn. (Result: multiple copies of Process Ore played on different Ore Processing Facilities do not grant the ability to process ore multiple times each turn.)
- [Fajo's Gallery](#) and [The Traveler: Transcendence](#) target the player. (Result: multiple copies do not generate extra card draws.)
- [Colony](#) targets the player who is scoring points. (Result: if you have multiple Colonies in play, you must choose one to score points from each turn.)
- [Telepathic Alien Kidnappers](#) targets both the player who is guessing and the card that he or she guesses. (Result: multiple copies do not allow multiple guesses.)
- The target of [Young Jem'Hadar](#)'s special ability is *both* the Young Jem'Hadar himself and the card he is being exchanged for. (Result: multiple Young Jem'Hadars may be exchanged in a turn.)

Clarification: Timing (12.9.0.2)

Effects only take place at the same time if they are continuous, or are part of the same action.

For example, [Transwarp Conduit](#) allows a ship to move double RANGE for a single turn. The effect lasts for the entire turn, so it is *continuous*. Since Transwarp Conduit is not cumulative, playing it twice on the same ship in the same turn will still only allow it to move double range (not triple or quadruple).

Suppose two of your ships both have [War Games](#) placed on them, and they are both at the same spaceline location. If your opponent's ship moves to that location, both dilemmas are discarded. Because they are discarded as *part of the same action* (the resolution of the move action), your opponent scores only 5 bonus points (instead of 10).

On the other hand, during a personnel battle, a player could play multiple copies of [Android Headlock](#) in rapid succession, killing one personnel after another, because each engagement is a separate action within the larger action of the battle. A player could even use multiple copies of [Antique Machine Gun](#) in response to the start of a personnel battle, because each use of each copy is a separate response to the start of the battle – and therefore a separate action.


Clarification: Effects (12.9.0.1)

An effect is any material change in the game. Examples include modifying skills, attributes, or mission or dilemma requirements; killing a personnel; damaging a ship; generating card draws (or forcing discards); and scoring points.

In the Star Trek: CCG, most cards are *not cumulative*. For example, you may play a copy of [Space Boomer](#) on Travis Mayweather and a second copy on [Daniel Leonard](#). However, because two copies of Space Boomer do not have the same effect on the same target at the same time, if you put them both aboard [Columbia](#), its RANGE would only be +3 (instead of +6).

Tip: Why Are Old Cards Marked "Not Cumulative"? (12.9.0.4)

Originally, all cards in the *Star Trek: CCG* were cumulative by default, so all cards that were not cumulative had to be marked. This rule changed in 1999, but the now-redundant "Not cumulative" gametext remains on many pre-1999 cards.

By contrast, some cards are marked *cumulative*. For example, if your  Away Team has three [Romulan Disruptors](#), every personnel in the Away Team is STRENGTH +6 (instead of +2), because it is marked cumulative.

All [damage markers](#) are cumulative *by default*. All other cards are *not cumulative* unless specifically marked.

THE COLON RULE (12.10)

Normally, when a card specifies another card by title, only a card with *that exact title* may be used. For example, only a [Scan](#) can be used to initiate battle at [Nebula](#), not a [Full-Planet Scan](#) or a [Tactical Scan](#).

The exception to this is the "colon rule": when a card references a particular card title, cards that have that *exact title followed by a colon, dash, or the numeral "II"* are equivalent to that card title.

For example, [Calamarain](#) is immune to both [Kevin Uxbridge](#) and [Kevin Uxbridge: Convergence](#). [Launch Portal](#) may download either [Engage Shuttle Operations](#) or [Engage Shuttle Operations: Dominion](#). [Subspace Interference](#) nullifies [Incoming Message: Attack Authorization](#), [Incoming Message - Federation](#), and any other card whose title begins with "Incoming Message" followed by a colon or a dash.

On the other hand, [Weyoun's Warship](#) can download only [Engage Shuttle Operations: Dominion](#), not [Engage Shuttle Operations](#) or [Engage Shuttle Operations: Starfleet](#), because the card making the reference (the Warship) specifies that specific card, not the *card group*.

SET, ADD, MULTIPLY (S.A.M.) (12.11)

A card or rule may set numerical values (such as attributes or point boxes) to a specific value (for example, [Frame of Mind](#) sets all attributes to 3). Other cards may add, subtract, multiply, or divide numerical values. When a single card is affected by more than one such effect, first apply any set values, then add or subtract, then multiply or divide. For example, if [Kromm](#) is affected by [Frame of Mind](#) while armed with a [Klingon Disruptor](#) and a [Varon-T Disruptor](#), his total STRENGTH is 10 $((3 + 2) * 2)$. (This is sometimes called the "S.A.M. Rule".)

LOOKING AT CARDS (12.12)

Any player may examine any face up card, whether or not it is **in play**.


However, you may see and inspect your opponent's Personnel and Equipment only when they are played, when permitted or required by a card (such as an "opponent's choice" dilemma), or when necessary to verify that your opponent is complying with the rules. Furthermore, you may not see or inspect Ships that are docked, cloaked, or phased (the same exceptions apply).

Clarification: Necessity and Card Inspection (10.12.0.1)

You have the right to verify the legality of any action your opponent takes. For example, if your opponent tries to move a ship, you may ask him or her to prove the crew meets staffing requirements. Or, if your opponent encounters a dilemma that randomly kills a personnel with Diplomacy, you may ask your opponent to prove that he or she has included all the Diplomacy personnel in his or her mission team in the selection.


Your opponent does not need to show the entirety of every card, but only the portion relevant to the action he or she is taking. For example, if proving staffing, your opponent needs only show the necessary staffing icons. If proving that all Diplomacy are in a selection, your opponent only needs to show skill boxes.

If you have a card in hand that may play on your opponent only under certain conditions, you may require your opponent to reveal to you whether he meets those conditions. (However, you must reveal the card.) For example, if you have [Dal'Rok](#) in hand, you may reveal it to your opponent, then require your opponent to reveal the location of his or her [Orb Fragment](#) (if any), then decide whether or not to play Dal'Rok.

If your opponent *fails* to do something required because he or she is unable to meet the requirement, you have the right to verify that. For example, if your opponent tries to use [The Trois](#)  of [Wolf](#), but then finds that Wolf isn't in his or her hand, deck, [Q's Tent](#), or [Zalkonian Storage Capsule](#), you may search through *all* those sources to verify it.

When a card grants you *opponent's choice* to choose one of your opponent's personnel, you may inspect *all* cards present in their entirety. For example, if your opponent falls victim to [Antedean Assassins](#), you may fully inspect all personnel (not just those with Anthropology and Empathy) in your opponent's crew or Away Team.

You have a right to know the *number* of cards in your opponent's hand.

You may see and inspect your own cards in play at all times (including  Hidden Agendas), and you may look through the cards in your discard pile (without rearranging them). You may *not* see face down cards in your draw deck or side decks.

Any player may count the number of seed cards remaining under a given mission at all times.

"RELATED" (12.12)

A card is "related" to a term if the card uses that term in its title, lore, icon, or gametext.

For example, [Q2](#) nullifies "Q-related" dilemmas. "Q-related" cards include [Q Gets the Point](#) (title), [Helpless](#) (lore), [Risky Business](#) (icon), and [I Tried To Warn You](#) (gametext). Likewise, [Hoshi Sato](#) nullifies any "female-related" dilemma. This includes [Female's Love Interest](#) (title), [No Mention of Crime](#) (lore), and [Talosian Cage](#) (gametext).

Exception: *Gender-related, Capturing-related, and Infiltration-related*

Gender-related: "Male-related" and "female-related" cards also count as "gender-related."

Infiltration-related: This term, used only on [Covert Agent](#) means only *non-personnel* cards that use "infiltration" (or similar) in *gametext*. [Dial Martok for Murder](#) is infiltration-related, but [Founder Secret](#) and [Valeris](#) are not.

Capturing-related: This term, used only on [Internment](#) and [Prepare the Prisoner](#), refers to any card that:

- **captures** personnel (for instance, [Thine Own Self](#));
- prevents, affects, or is triggered by capture or escort ([Fajo's Gallery](#)) ;
- specifically affects captives ([Torture](#)); or
- names a card that does one of those things ([Gul Madred](#))

EQUIVALENTS (12.13)

"Look in the mirror. See yourself."

–Shinzon

A few words and phrases have been ruled *equivalent*. Equivalent terms are interchangeable. (All other terms are *not* interchangeable.)

- "Outpost Phase" is an obsolete term for the "Facility Phase." They are equivalent.
- "DS9" is equivalent to "Deep Space 9". Thus, [Quark's Bar](#) may seed on [Deep Space 9](#).
- "I.K.C." is equivalent to "I.K.S." Thus, [Kargan](#) is matching commander of both the [I.K.C. Pagh](#) and [I.K.S. Pagh](#).
- "Alien" species is equivalent to "humanoid" species.
- "Terran" species is equivalent to "human" species.
- A "vice-admiral" is equivalent to an admiral, a "vice-chairman" is equivalent to a chairman, a "vice-president" is equivalent to a president, and so forth.
- Gendered characteristics are equivalent to their opposite-gendered counterparts. (For example, an "empress" is equivalent to an "emperor.")
- For facilities, "build" is equivalent to "play".
- "Gaining" a skill is equivalent to "adding" a skill.

A card that functions "like" or "as" another card type in a *particular context* is not equivalent to that card type. However, 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 is equivalent to *both* card types.

Clarification: "Like" or "As" Examples (12.13.0.1)

Cards used as another type generally (equivalent): an Artifact that "plays as an event," like [Stone of Gol](#), is both an Artifact and equivalent to an Event. It 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.

(Of course, Artifacts must still always be earned legally before use.)

Cards used as another type in a "particular context" (not equivalent): [Satan's Robot](#), an Equipment card that "participates in battle like a personnel," is an Equipment card and is not equivalent to a Personnel. It 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.

[Mobile Holo-Emitter](#) specifically states that it does not count as an Equipment card when worn, which overrides this general rule.

WHAT DOES THIS CARD MEAN? (12.14)

This rulebook has now conveyed all generally applicable rules of the Star Trek CCG. You should be able to play with every card in the game, interpreting them with the ordinary English language.

However, there are still some specific cards with particularly difficult gametext, and a few specific words that can be interpreted ambiguously. For help working through these issues, look up the card (or word) in the [Glossary](#). If you understand this rulebook, however, you should rarely (if ever) have to open the Glossary.

WHAT HAPPENS WHEN I BREAK A RULE? (12.15)

"You are out of order!"

—Q

The *Star Trek Customizable Card Game* is a complicated game. You will make mistakes. You will break rules. It will happen by accident. It happens in casual home games and it happens at the Worlds championship series.

For this reason, it is a good idea to pay attention to everything your opponent is doing to make sure that it is fully legal.

If a rules violation is discovered and an easy fix is available, take it. However, if a rules violation took place several actions, several turns, or even (at a tournament) several *games* ago, it is generally not possible to redress it. Play continues normally, without correction.

Tip: Common Quick Fixes (12.15.0.1)

If a stopped personnel (or a hologram without holo-projectors) is beamed down with an Away Team and helps attempt a mission, and it is discovered during the mission attempt, simply remove the card from the Away Team and put it back on the ship where it came from.

Any cards that cannot legally be in play are removed from play immediately upon discovery. For example, if you discover that you have both [Chakotay](#) and [Captain Chakotay](#) in play at the same time without an enabling card (which they can't be, because they are versions of the same unique persona), immediately discard one of the illegal Chakotays. In general, discard the last one played. However, any actions that Chakotay has taken previously (such as overcoming [Founder Secret](#) or helping solve [Investigate Disturbance](#)) cannot be undone; these remain.

If you forget to tick down a countdown or remove a damage marker at the end of your turn, simply tick it down to where it *should* be whenever you discover it.

This rule presumes the good faith of both players. If a player is seen to have deliberately or negligently violated the rules, sanctions may be imposed. At official events, all questions, fixes, and penalties are settled by the Tournament Director, pursuant to the [Organized Play Guide](#) and the [Code of Conduct](#).

Above all, keep having fun after an accidental rules violation. That's the spirit of *Star Trek*.

CLOSING (12.17)



















The *Star Trek CCG* was developed by Tom Braunlich, Rollie Tesh, and Warren Holland. As they wrote in the end of the original rulebook more than twenty years ago, and we say again today...

We hope you enjoy the endless possibilities in our universe.














See you on the spaceline.

13: ICON LEGEND



ICONS WITH BUILT-IN RULES

-  - **Alternate Universe:** Cards with this icon are from parallel realities, other time periods, illusions, or even dreams. They may not enter our universe unless  cards are specifically permitted by a card (or if they report to their native Time Location). See [Entering Play](#).
-  - **Hologram:** Cards with this icon are holograms. They are "deactivated" (disabled) unless present with a holodeck or holoprojectors. See [Holographic Personnel and Equipment](#).
-  - **Borg Use Only:** These cards may only be used in  Borg decks. See [Building A Deck](#).
-  - **Hidden Agenda:** These cards are played face-down, then flipped and activated during a turn. See [Entering Play](#) and [Playing "At Any Time"](#).
-  - **Self-Controlling Card:** These cards move, operate, and attack *on their own*. See [Self-Controlling Cards](#).
-  - **Botany Bay:** These dilemmas prevent you from attempting a mission if you peek at them too early. See [Botany Bay Cards](#).
-  - **Nemesis Arrows:** Cards with opposed Nemesis arrows of the same color must destroy each other if they encounter each other. See [Nemesis Destruction](#)
-  - **Infiltration Icons:** Permits cards to infiltrate an opponent's personnel of the correct affiliation. See [Infiltration](#).
-  - **Countdown Icon:** Cards with this icon "count down" at the end of each turn, and are discarded when the count reaches zero. See [Countdown Tickdown](#).
-  - **Planet:** Refers to a planet, or a dilemma that may seed only at a planet location.
-  - **Space:** Refers to a space location, or a dilemma that may seed only at a space location.
-  - **Dual:** Designates a dilemma that may seed at either a planet or space location. Also called "Space/Planet."
-  - **Skill Dot:** Indicates a regular or special skill. See [Using Skills](#).
-  - **Special Download:** Cards with this icon may suspend play to download the named card. See [Special Download](#).
-  - **Damage: Draw:** Instructs a player to draw a Tactic card from their Battle Bridge Side Deck (if any) and place it on a target as damage. See [DAMAGE](#).
-  - **Damage: Place:** Instructs a player to place this card on a target as damage. See [DAMAGE](#).

Staffing






















-  - **Staff Ability:** These personnel can meet  staffing requirements on ships. See [Staffing Requirements](#).
-  - **Command Ability:** These personnel can meet  or  staffing requirements on ships. See [Staffing Requirements](#).
-  - **Borg Subcommands:** These staffing icons represent  Communication,  Defense, and  Navigation for the  Borg affiliation. They are used in lieu of  and  Stars for  ships.


Quadrants



-  - **Delta Quadrant:** This card is native to the Delta Quadrant. Also appears on missions. See [Mission Phase](#) and [Reporting for Duty](#).
-  - **Gamma Quadrant:** This card is native to the Gamma Quadrant. Also appears on missions. See [Mission Phase](#) and [Reporting for Duty](#).



M - **Mirror Quadrant**: This card is native to the Mirror Quadrant. Also appears on missions. See [Mission Phase](#) and [Reporting for Duty](#).





Affiliations

-  - **Federation**: An interstellar alliance dedicated to peace and progress
-  - **Klingon**: An honor-driven warrior race
-  - **Romulan**: A cunning people known for their political intrigues
-  - **Ferengi**: A big-eared species whose culture is built on the doctrines of greed and grift
-  - **Cardassian**: A crumbling military dictatorship that eventually aligned itself with the  Dominion
-  - **Bajoran**: Ancient, religious people oppressed by  Cardassians for decades, then aided by the  Federation
-  - **Dominion**: Aggressive "anti-Federation" bent on order through conquest. Mostly native to the  Gamma Quadrant.
-  - **Kazon**: Primitive spacefaring race divided into gang-like "sects". Native to  Delta Quadrant.
-  - **Vidiiian**: Once-great race suffering from a terminal illness called [The Phage](#). Native to  Delta Quadrant.
-  - **Hirogen**: Hunter race dedicated to killing challenging "prey". Native to  Delta Quadrant.
-  - **Borg**: Cyborg race seeking perfection through assimilation of the galaxy. Native to  Delta Quadrant.
-  - **Starfleet**: The earliest human space explorers, who predated the  Federation.

Clarification: "Starfleet" on  Cards (13.1.3.0.1)

There is an 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](#).





The reason for this is that, historically, the  Federation grew directly out of the original  Starfleet, and the original Starfleet was folded into the Federation as its military and exploratory arm.


-  - **Vulcan**: Before they joined the  Federation, the Vulcan species explored the galaxy on its own
-  - **Neutral**: Neutral facilities and some ANIMAL personnel
-  - **Non-Aligned**: Everyone else

ICONS WITHOUT BUILT-IN RULES

These icons do not have any inherent impact on the game. However, they are referenced by other cards, which may confer some importance on them.

Eras & Series


-  - **22nd Century**: Cards with this icon are from the 22nd Century (the time frame of *Star Trek: Enterprise*).
-  - **Original Series**: Cards with this icon are from the time period of the original *Star Trek* series, approximately 2250-2270.
-  - **Classic Films**: Cards with this icon are from the time period of the classic *Star Trek* films, approximately 2270-2300.
-  - **The Next Generation**: Cards with this icon are from the time period and milieu of *Star Trek: The Next Generation*, approximately 2364-2371. No card in the game actually has this icon, but it can be added to hundreds of cards using [Continuing Mission](#), then exploited with cards like [Seek Out New Life](#) and [Attention All Hands](#).



 - **Deep Space Nine:** Cards with this icon are from the time period and milieu of *Star Trek: Deep Space Nine*, approximately 2370-2377. No card in the game actually has this icon, but it can be added to hundreds of cards using [Reshape the Quadrant](#), then exploited with cards like [New Frontiers](#) and [Gagh Tek Or?](#)

 - **Enterprise-E:** Indicates personnel with the special training necessary to staff the [U.S.S. Enterprise-E](#).

Factions


Factions are not affiliations, but some cards refer to them in a similar fashion.

 - **Maquis:** Indicates an association with the Maquis, a rebel group battling for independence in the disputed territory between Federation and Cardassian space.



 - **Alliance:** Indicates an association with the Klingon-Cardassian Alliance (KCA), the dominant power in the present-day  Mirror Universe.



 - **Terran Empire:** Indicates an association with the Terran Empire, the dominant power in the  23rd Century  Mirror Universe, and later the Terran Rebellion, the contemporary revolt against the  Alliance.



Other


 - **Referee:** Referee cards are designed to counter certain powerful cards or strategies. They are readily accessed with [Q the Referee](#) and [Tribunal of Q](#).

 - **Rule of Acquisition:** The Rules of Acquisition are Ferengi scriptures that ground their profit-oriented philosophy.

 - **Warp Core:** These cards are designed to "power" your deck, usually providing free plays or card draws at the price of following certain restrictions on your deck design. They are normally found in  decks.

 - **Reactor Core:** These cards are designed to "power" your deck, usually providing free plays or card draws at the price of following certain restrictions on your deck design. They are normally found in  decks.


 - **Ketracel-White:** Indicates a dependence on the drug Ketracel-White, common for  Jem'Hadar soldiers.


 - **Orb Experience:** Personnel with this icon have had an encounter with one of the Bajoran Tears of the Prophets (or "Orbs").

 - **Punishment:** These cards relate to punishments and torment, usually for [captives](#).

 - **Crime:** These cards relate to criminal activity.

 - **Pursuit:** These cards relate to pursuit.


 - **Barash's Illusion:** Indicates that the card was part of the illusion generated by [Barash](#), a lonely, abandoned alien boy who wanted [William T. Riker](#) to be his friend.

 - **Optical Compact Disc:** Indicates that this personnel can staff [Zefram Cochrane's](#) first warp-capable vessel, the [Phoenix](#).


Expansion Icons

This is collectors' information. It is extremely rare for expansion icons to have gameplay relevance.


Decipher Era (Physical Cards; 1994 - 2006)


















 - **Premiere:** The original set of 363 *Next Generation* cards, released 1994. Icon is errata not present on original cards.

 - **Alternate Universe:** 122 cards, first expansion set, released 1995. Icon is errata not present on original cards.

 - **Q-Continuum:** 121 cards, released 1996. Icon is errata not present on original cards.

 - **Introductory 2-Player Game:** 21 cards, released 1997. Icon is errata not present on original cards.

 - **First Anthology:** 6 cards, released 1997. Icon is errata not present on original cards.

-  - **Fajo Collection:** Special collection of especially novel 18 cards, released 1997.
-  - **First Contact:** 130 cards about the new movie *Star Trek: First Contact*, released 1997. Introduced  and many major rules changes, ending what is called the "PAQ" (Premiere/AU/Q-Continuum) period of the game.
-  - **Premium:** Premium cards that have released as promotions at various times throughout the game's history.
-  - **Deep Space 9:** 276 cards, released 1998
-  - **The Dominion:** 130 cards, released 1999
-  - **Blaze of Glory:** 130 cards, released 1999
-  - **Rules of Acquisition:** 130 cards, released 1999
-  - **The Trouble with Tribbles:** 141 cards, released 2000
-  - **Mirror, Mirror:** 131 cards, released 2000
-  - **Voyager:** 201 cards, released 2001
-  - **The Borg:** 131 cards, released 2001
-  - **Holodeck Adventures:** 141 cards, released 2001
-  - **The Motion Pictures:** 134 cards, released 2002
-  - **All Good Things:** 41 cards, released 2003
-  - **Enterprise Collection:** 18 cards, released 2006. Icon is errata not present on original cards. (Originals had )

Continuing Committee Era (Virtual Cards; 2008 - present)

-  - **Referee Reprints:** 31 cards, released 2008, reprinting all  cards from the Decipher Era.
-  - **Identity Crisis:** 25 cards, released 2009, providing alternate-color versions of all multi-affiliation cards that didn't receive this treatment during the Decipher Era
-  - **Virtual Premium:** Virtual premium cards that were released as promotions at various times during the CC era
-  - **Chain of Command:** 15 cards, released 2009
-  - **Life from Lifelessness:** 54 cards, released 2010, marking the first full Virtual expansion and the end of the game's Dark Age
-  - **Homefront I:** 36 cards, released 2010, featuring reprints of all homeworld and headquarters cards
-  - **Straight and Steady:** 57 cards, released 2010
-  - **BaH!:** 36 cards, released 2011, reprinting all Tactics cards
-  - **Shades of Gray:** 55 cards, released 2011
-  - **Homefront II:** 54 cards, released 2011
-  - **Resistance is Futile:** 18 cards, released 2011
-  - **The Next Generation:** 102 cards, released 2012, introducing the new Block Format
-  - **The Next Generation: Supplemental:** 45 cards, released 2012, consisting of reprints needed for the TNG Block
-  - **Homefront III:** 36 cards, released 2012
-  - **Engage:** 54 cards, released 2012
-  - **The Sky's The Limit:** 55 cards, released 2013
-  - **Homefront IV:** 27 cards, released 2013
-  - **Emissary:** 81 cards, released 2013, commencing Deep Space Nine block

-  - **Emissary: Supplemental:** 80 cards, released 2013, containing reprints for DS9 Block
-  - **Homefront V:** 18 cards, released 2013, containing Site reprints
-  - **Warp Pack: Emissary:** 6 cards, released 2014
-  - **The Maquis:** 54 cards, released 2014
-  - **Twentieth Anniversary Collection:** 18 cards, released 2014
-  - **The Gamma Quadrant:** 54 cards, released 2015
-  - **Homefront VI:** 48 cards, released 2015
-  - **Crossover:** 80 cards, released 2015, commencing Mirror Block
-  - **Crossover: Supplemental:** 80 cards, released 2015, containing reprints for Mirror Block
-  - **Through The Looking Glass:** 54 cards, released 2016
-  - **Star Trek 50:** 18 cards, released 2016, celebrating *Star Trek's* 50th anniversary
-  - **The Terran Empire:** 64 cards, released 2016
-  - **Broken Bow:** 90 cards, released 2017, commencing Enterprise Block
-  - **Live Long and Prosper:** 66 cards, released 2017, launching the new 🌐 Vulcan affiliation
-  - **Cold Front:** 54 cards, released 2018
-  - **Metamorphosis:** 65 cards, released 2018
-  - **Coming of Age:** 9 new cards, 18 reprints, released 2018
-  - **Enterprise Collection Remastered:** 18 reprints, released 2018
-  - **The Gift:** 9 cards, released 2018
-  - **Equilibrium:** 11 cards, released 2018
-  - **The Cage:** 63 cards, released 2019
-  - **Q Who?:** 16 cards and 2 reprints, released 2020
-  - **The Neutral Zone:** 55 cards, released 2020
-  - **A Private Little War:** 63 cards, released 2020
-  - **Dogs of War:** 54 cards, released 2021

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