

# 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

*"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*

Printed cards are for personal use only, and absolutely may not be 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*

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 3500 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

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

This basic rulebook, designed especially for beginners who are eager to start playing, explains the core rules of the Star Trek CCG (1E). For complete rules, and other resources, see the complete rulebook.

*Italics* are used when important terms are defined, and occasionally for emphasis. Terms in **bold** are explained in detail elsewhere in this rulebook (or in the complete rulebook).

Keep in mind a few things as you begin:

- Allow a few 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.
- If you and your gaming partners need to resolve a rules dispute quickly, 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.

## 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"

The following pages are a brief overview of the card types.

## MISSIONS



Every player begins the game with exactly 6 missions. Missions represent *locations* within the cosmos. Each mission has a *span*, representing how long it takes for a ship to pass through 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.

Most missions also define a goal. These missions usually have *affiliation icons*, which show which affiliations may attempt the mission; *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**.

### Tip: Homeworlds

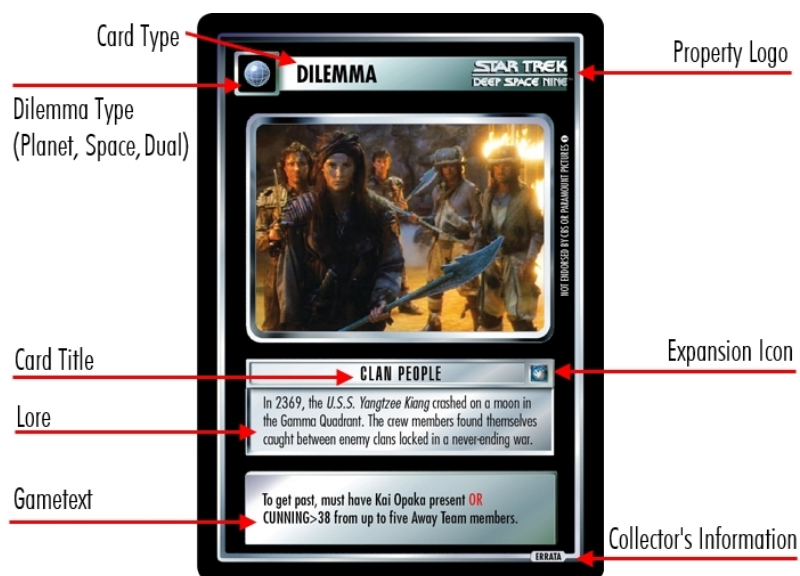
A few missions state in their lore that they are the *homeworld* for their affiliations. For example, the location of **Alter Records** is Bajor, which, as the lore states, is the Bajoran homeworld. Homeworlds are used by many cards, and including your affiliation's homeworld in your deck can be an excellent 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: Earth (**Espionage Mission**)
-  Klingon: Qo'nos (**Expose Covert Supply**)
-  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**)

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



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.

# EVENTS, INCIDENTS, & OBJECTIVES



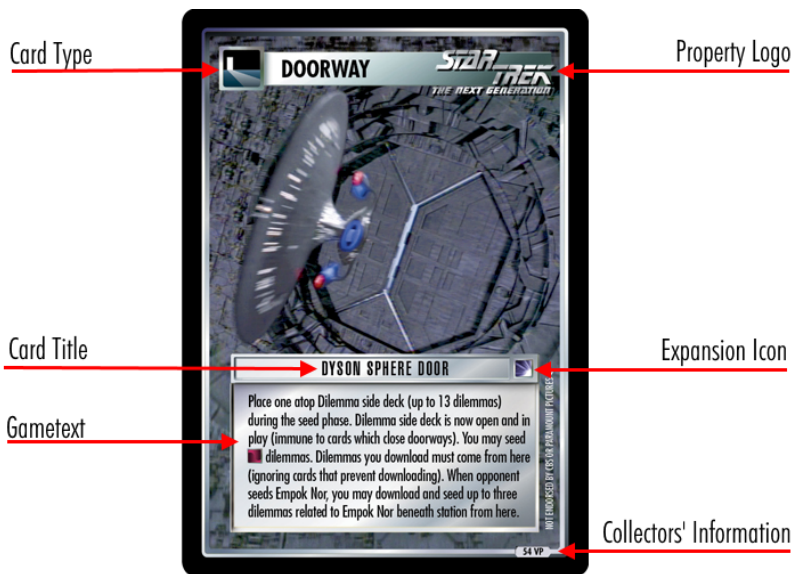
Events and Incidents represent events within the universe. Objectives represent tasks you may complete, usually for points or some other benefit. Although they have different names, they all function the same way. While most events, incidents, and objectives have lasting effects, a few say to discard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

## Tip: What's the Difference?

The difference between *Events* and *Incidents* is that incidents have more gametext, no lore, and are much harder to nullify. Likewise, the difference between *Incidents* and *Objectives* is their conceptual purpose; they are otherwise used in exactly the same manner.

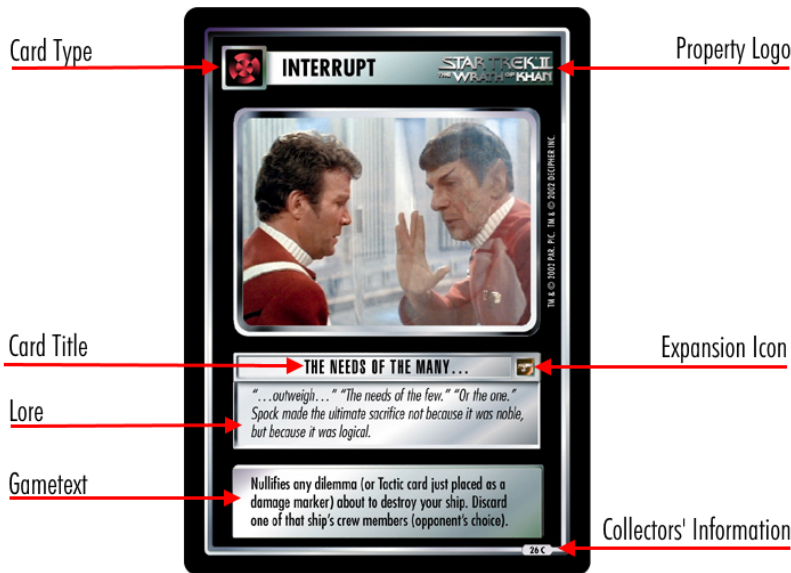
The reason there are three such similar card types is because Decipher launched the game with Events, but, over the years, discovered that the Events gametext box was not big enough for some of the cards they wanted to design. Incidents are also used in lieu of Events to avoid interacting with certain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

# DOORWAYS



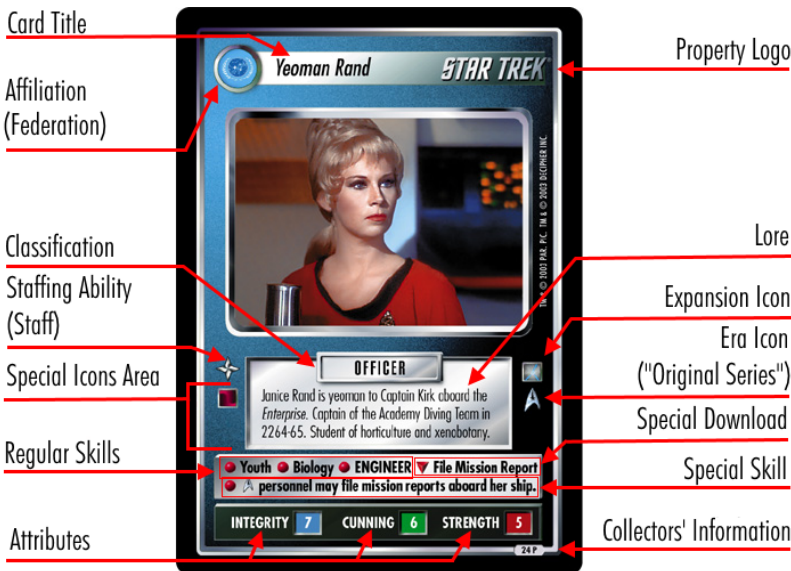
Doorways represent a physical door or a passage to another time or place. They, open up side decks, link different spacelines together, allow special cards to enter play, and more. Most doorways are **seeded** (played before the game begins), but many doorways *can* be played during your turn.

# INTERRUPTS



**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

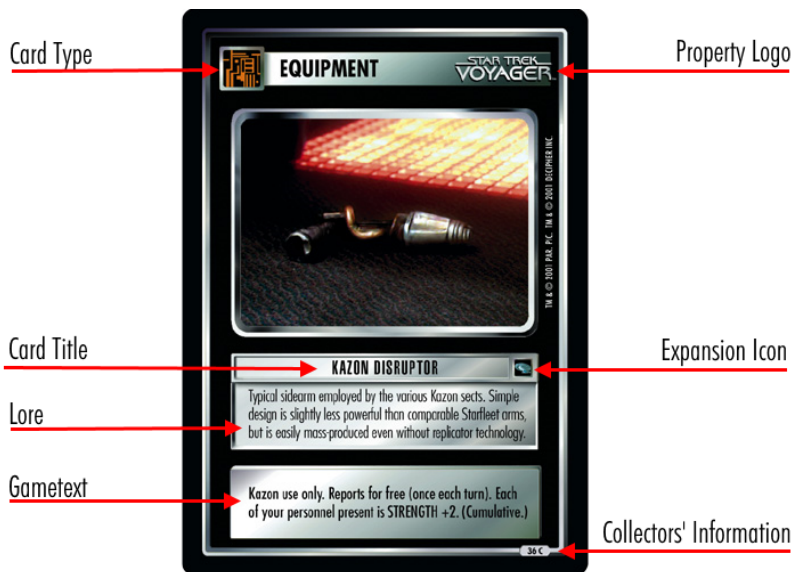


Personnel are your primary resource in the race to one hundred points. Personnel solve missions, face dilemmas, staff ships, and fight battles. All personnel have an *affiliation* (see the [list of affiliations](#)). Cards from different affiliations do not normally work together, so you will probably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

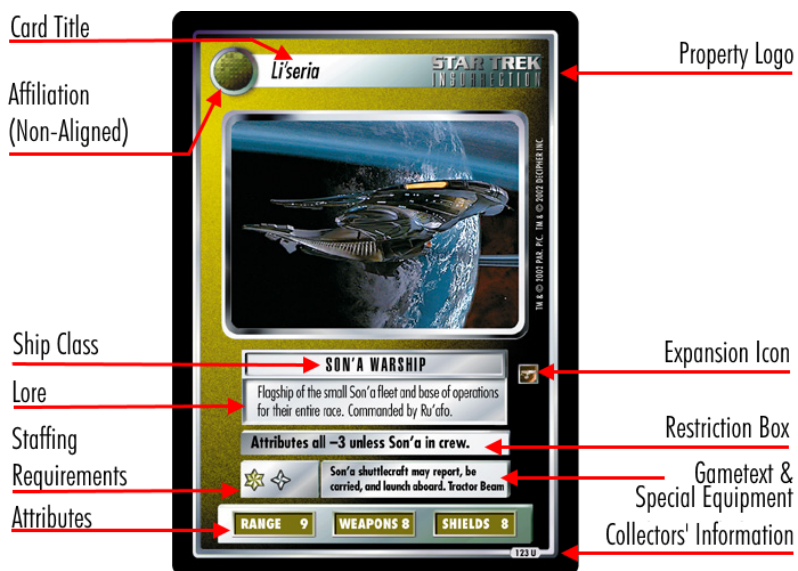
Many personnel also have **characteristics**, such as human, female, admiral, cook, bodyguard, and many more. For example, **Benjamin Sisko** is a human, a male, the commander of Deep Space 9, the Emissary of the Prophets, a cook, and a friend.

# EQUIPMENT



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



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.

## FACILITIES



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. Both players may use a Headquarters freely.
- *Stations* represent all other facilities. Both players may use Stations freely. Each Station card specifies where it plays and what it can do.

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

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## BANNED CARDS

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.

## BUILDING YOUR 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.

## SEED DECK

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*

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.

### *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.

### *Exception: ♠ Universal Missions*

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

## DRAW DECK

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*

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

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.).

### *Tip: Side Decks as Download Warehouses*

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 their contents into play.

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

## 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*


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 four -enabling cards as of this writing: [Alternate Universe Door](#), [Dyson Sphere Door](#), [Space-Time Portal](#), and [Temporal Micro-Wormhole](#). You may also use the mission [Seal Rift](#).

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). Ironically, cards from the most important actual alternate universe in *Star Trek*, the  Mirror Universe, do not generally have the  icon at all.

The seed phases "set the stage" for your adventure, and offer a great deal of strategic opportunity. 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](#), may be seeded during any seed 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 a card seeded face-down (that would defeat the purpose!), but your opponent may count them, or require you to announce how many face-down cards you have seeded, whenever he or she chooses.

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

***"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.

## MISSION PHASE

***"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. Turns continue until both players are finished.



- 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.

## FACILITY PHASE

***"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 take turns choosing one of their Facilities (or another card that seeds during this phase) and seeding it. 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*

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"*

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.

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. 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](#).

## STARTING THE GAME

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](#). Your table may look something like this:



The play phase now begins.

## THE PLAY PHASE

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

—Geordi LaForge

Both players shuffle their draw decks and place them face-down on the table, then draw seven concealed cards to form a starting *hand*. 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:

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

## PLAYING A CARD

### YOUR NORMAL CARD PLAY

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*

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

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

## ENTERING PLAY

*"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 is now in play. Any opponent may examine the card if he or she chooses. Any immediate effects in the gametext are played out and resolved. Cards remain in play until they are nullified, discarded, killed, destroyed, or otherwise forced to **leave play**.

**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 and Personnel are unique by default.

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**.)

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 only enter play 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.

## REPORTING FOR DUTY

**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. They must play at a *usable, compatible* **outpost** or **headquarters** in their *native quadrant*. Announce the title of the card you are reporting and where you are reporting it, then place it there.

### USABLE




A card is *usable* if you **control** it. In addition, **Headquarters** and **Stations** are usable by both players, regardless of control. Finally, 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.

## 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.

## 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.

## 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, so that your opponent can no longer see it. (See [Looking At Cards](#).)

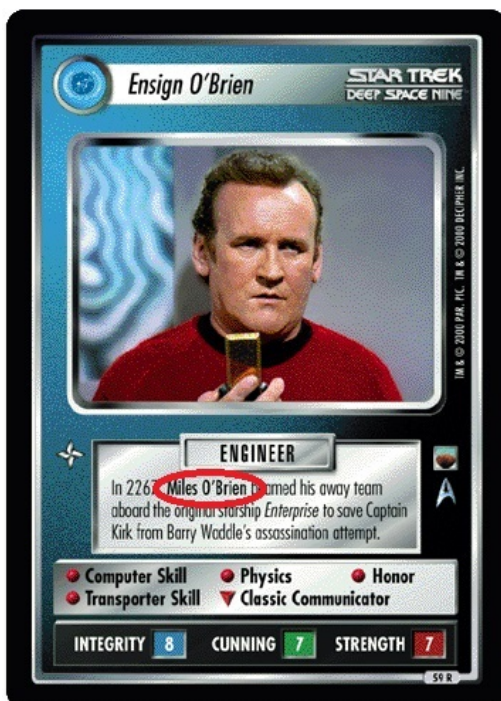
## DUPLICATION AND PERSONAS

Unlike other cards, Ship and Personnel cards are **unique** by default: you may normally have only one **copy** of each ship or personnel 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.

In addition, you may only have in play a single version of any given *persona*. A few personnel in the game (and even some ships!) have several *different* 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 have more than one of them in play at one time.

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](#))



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.

## LEAVING PLAY

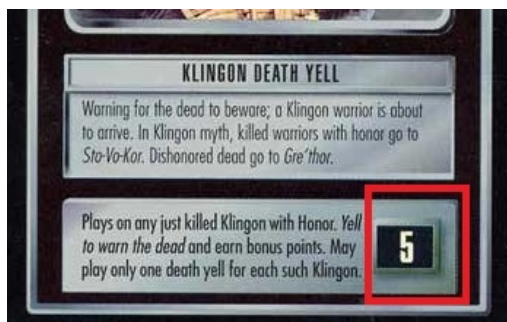
When a card leaves play (or is "discarded"), it is placed in its owner's *discard pile*, unless otherwise specified. Cards in the discard pile are stacked face-up, and their owner may examine them. If the discarded card was unique, its owner is now free to play another copy during his or her turn (if 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.

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).

If a card requires you to target another card, and the target leaves play or becomes an invalid target, the card requiring the target is immediately discarded. For example, if [Calloway](#) is killed while being targeted by [Rituals of the Hunt](#), Rituals discards.

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



When you have scored bonus points from a card, and that card is about to be discarded, place it in a bonus point area on your side of the table instead, as a reminder of those points. Cards in your point area are not in your discard pile and are neither in play nor out-of-play.

## OTHER WAYS TO PLAY A CARD

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

—Chakotay

### PLAYING "FOR FREE"

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*

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.

### PLAYING "AT ANY TIME"

 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.

### PLAYING A DOORWAY

 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.

## DOWNLOADING




Some cards allow you to *download* a card. When you download a *target card*, you play it to the table as normal, but 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. Downloading does *not* count as your normal card play (although it may replace it), but you must still follow all the normal rules for playing a downloaded card, including reporting restrictions. Then reshuffle any decks you looked through.

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 to the table.


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 unless specifically permitted by a card.


## SPECIAL DOWNLOAD

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*

 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.

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.


## 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*.

## USE SKILLS

***"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, Navigation, and Honor. Some are *special skills*, such as "May avoid selections that target males or females." Cards with skills can use them as a normal [action](#) where present. However, a few special skills are "always on," or specify other timings.

Regular skills are used to overcome dilemmas and solve missions.

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.

## MOVE

**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.

When your personnel move to a **usable** space facility or a ship that you **control**, stack them face-up underneath the ship or facility 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*

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.

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

***"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 from place to place. All ships and facilities have transporters unless the card indicates otherwise.

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!*

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

***"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").

## STAFF A SHIP

***"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:

- 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

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

—Kira Nerys

When a ship is reported to a **facility in space**, it reports *docked*. Facilities extend 50% of their SHIELDS to *all* ships docked there. Docked ships may not attempt missions or fire WEAPONS (not even to return fire when attacked), but can be **repaired** by a **compatible** facility. Ships docked at a facility are not destroyed if the facility is destroyed.

*Undocking* is a form of ship movement that uses no RANGE. To undock, a ship must be fully **staffed**. Since it uses no RANGE, there is no limit on the number of times a ship may undock in a turn.

*Docking* follows the same rules as undocking. A ship must be compatible with a facility to dock with it, and the facility must be **in space**. However, the crew does *not* have to be compatible with the facility. (Incompatible members of the crew must stay on the ship and not board the facility.)

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.

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

## FLY A STARSHIP

***"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.

**Intercept Sleeper Ship** (Span 5)  
 Leadership x2 + WEAPONS-8 OR Any K'Ehleyr + INTEGRITY-35  
 L.K.S. T'Pol may report here (with up to 3 personnel)

**Amnesty Talks** (Span 3)  
 Near Acamar system: Mediate an end to Gatherer raids in this area.  
 Anthropology + Diplomacy x2 + Law OR Leadership + SECURITY + Treachery x2 OR Marrok  
 Any crew may attempt mission.

**Advanced Combat Training** (Span 2)  
 Inhospitable planet: Participate in tactical training scenarios in harsh environment.  
 Computer Skill + SECURITY + Leadership + MEDICAL

**Locate Terrorist Leader** (Span 4)  
 Volo Region + Third moon of Volo I: Find Bajoran terrorist's resistance cell.  
 Anthropology + SECURITY + Computer Skill + (Honor OR Treachery OR Resistance)

**U.S.S. Danube** (Range 7, Weapons 4, Shields 5)  
 DANUBE CLASS  
 Class of runabout often named for Taran rivers. First commissioned in 2368. The following year, the U.S.S. Enterprise delivered three Danube-class vessels to DS9.  
 Reports for free to Docking Pods.

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**U.S.S. Enterprise-E** (Range 10, Weapons 7, Shields 8)  
 SOVEREIGN CLASS  
 The latest in the Enterprise line, it gets "all the easy assignments." Commanded by William T. Riker in the Biker Patch incident with the Son'a.  
 WEAPONS and SHIELDS +1 for each aboard. Holodeck, Tractor Beam

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 WEAPONS and SHIELDS +1 for each aboard. Holodeck, Tractor Beam

**3 + 2 = 5 RANGE used**  
**7 - 5 = 2 RANGE remaining**

**2 + 3 + 5 = 10 RANGE used**  
**10 - 10 = 0 RANGE remaining**



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).

## ATTEMPT A MISSION

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](#).

## MISSION ATTEMPTS: STREAMLINED

You attempt missions using the personnel, ships and equipment you have played. You attempt  space missions with your crew aboard a ship; you attempt  planet missions by beaming an Away Team down to the mission.

When you begin a mission attempt, start by revealing the bottom dilemma beneath the mission (the dilemma closest to the table). Read the dilemma's text and check to see if you have the dilemma's requirements. If you do, the dilemma is discarded and you continue with the next dilemma. If you do not, you will suffer the effects of the dilemma and follow its instructions. Usually this means that some of your personnel will be stopped (unavailable the rest of this turn) or killed (placed in your discard pile).

When there are no more dilemmas beneath the mission, check your crew or away team; if you still have the mission requirements, then you complete the mission! You score points equal to the value of the mission, and you can continue your turn.






## BATTLE

*"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

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, infiltrate your fleet, assimilate your facilities, 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.

## BATTLE: STREAMLINED

When your ships are at the same location as your opponent's ships, or your personnel are present with your opponent's personnel, you may battle them, as long as they belong to a different affiliation. There are a few exceptions to this rule:  may not attack anyone unless attacked first.  may never attack without a card allowing it. , , and  may attack *anyone*, including fellow Klingons and Kazon. To start a battle, you must have OFFICER or Leadership present.

### SHIP BATTLE

Add up the total WEAPONS on all your attacking ships. (Each ship must have OFFICER or Leader aboard and must be at the same location as the battle.) Pick one of your opponent's ships or facilities present. If your WEAPONS are greater than its SHIELDS, it is *damaged*. The target's cloaking device (if any) goes *off-line*, and its RANGE is reduced to 5. Your opponent may now return fire by totalling her WEAPONS at this location (her ships do not need OFFICER or Leadership to fire back), choosing one of your ships, and attempting to damage it in the same way.

If an attacker's total WEAPONS are more than double the defender's SHIELDS, the defender is destroyed at the end of the battle. If a damaged ship is damaged again, it is destroyed at the end of the battle.

### PERSONNEL BATTLE

Shuffle your attacking crew or Away Team and place them in a face-down pile on the table (like a card deck). Your opponent does the same with the defending crew or Away Team. You will now play a short game of "war": each of you must draw the top card of your respective "combat piles" and compare the STRENGTH of the personnel revealed. Whoever has less STRENGTH is *stunned*. If one card has greater than double the STRENGTH of the other, the weaker one is *mortally wounded*. Repeat until one player runs out of cards in the combat pile. Both players now total up the STRENGTH of their remaining unstunned, un-wounded personnel. Whoever has more STRENGTH remaining wins! The winner randomly selects one of the unstunned, un-wounded personnel from the losing side as a *casualty*. The casualty dies. Stunned personnel on both sides recover, and mortally wounded personnel die.

### AFTER THE BATTLE

After a battle, all ships and personnel involved in the fighting are **stopped**. On the next turn, your opponent (even ) may freely *counter-attack* any and all of your cards at that location, launching a new battle *without* needing OFFICER or Leadership. Affiliation attack restrictions do not apply during counter-attacks.

You can repair damage to your ships by docking at a friendly facility and remaining there for two full turns (not including the turn you docked).

## END OF TURN

When you are finished executing orders for the turn, announce that you are ending your turn. The very last thing you do on your turn is draw a card from your draw deck.

## 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 of the *win conditions* is fulfilled:

- *Full Win (traditional)*: One player has scored 100 points (no more than 50 of them from bonus points) and has completed at least one planet mission and at least one space mission. That player wins.
- *Full Win (non-traditional)*: One player has scored 140 points (no more than 70 of them from bonus points). That player wins.
- *Decked*: Both players have no cards in their draw decks. The game ends *immediately* when the last card is drawn, and the player with the most points wins.
- *Time Expired*: The game has lasted 75 minutes, and both players have taken the same number of turns. 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. (This time limit is intended for tournaments; few players put time limits on their casual games at home!)

In addition, either player may *concede* at any time, crediting his or her opponent with a full win and an official final score of 100-0.

## GETTING HURT

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

—Dr. Phlox

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

## STOPPED

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.

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

Stopped personnel may not be beamed, move, walk, cloak, phase, participate in an attack (they may battle defensively), staff a ship, 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 (unless otherwise specified).

## KILLED OR DESTROYED

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 present is destroyed.

*Examples: Armus - Skin of Evil, Vulcan Stone of Gol, V'Ger, Disruptor Overload*

## DISABLED

A disabled personnel is unconscious.

*Examples: Hypospray, getting captured, deactivated  holograms*

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 overcome 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.

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

## STASIS

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

*Examples: The Whale Probe, Vulcan "Death Grip"*

Cards in stasis may not take actions, use gametext, or characteristics, and are considered in play **for uniqueness only**. In this respect, they are just like **disabled** cards. However, unlike disabled cards, ships and personnel in stasis cannot be attacked in battle and cannot be targeted by other cards. 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

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. All separated teams automatically rejoin the main team at the end of the turn.

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 or triggering any dilemmas encountered during any mission attempt. 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.

## 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

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.

## URNS: "EACH", "EVERY", AND "FULL"

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.

A *"full turn"* is one complete turn of one player, from beginning to end. It does not include the current turn.

## CONTROL AND OWNERSHIP

You *control* each card you have played. You do not control cards which are in your deck, hand, or discard pile. You do not control dilemmas. It is possible (through commandeering, [Brainwash](#), [Alien Parasites](#), etc.) for an opponent to take control of your cards during a game.

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 words "opponent's" are 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, even if an opponent takes control of that card. At the end of the game, all cards are returned to their owners.

## TIES

When a card (such as a dilemma) specifies a superlative such as "strongest," "most CUNNING," or "highest total attributes," and there is a tie, the opponent of the player immediately affected by the card gets to choose (unless the card states otherwise).

To determine such things as "nearest planet" and "far end of spaceline," compare the number of cards in each direction; if there is a tie, then compare the total span in each direction. If still a tie, the opponent chooses.


## THE CUMULATIVE RULE

Multiple copies of the *same card* have the *same effect* on the *same target* at the *same time* only if they are *cumulative*. You may not play multiple copies of the *same card* on the *same host card* unless the card is cumulative.

In the Star Trek: CCG, most cards are *not cumulative*. For example, you may *not* play multiple copies of [Space Boomer](#) on [Travis Mayweather](#) at the same time. You *may* play one 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"?

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.

## ADD THEN MULTIPLY (A.T.M.)



When numerical values, such as attributes or point boxes, are simultaneously modified by a card that adds or subtracts and another card that doubles (or triples) that value, add or subtract first, then multiply. (This is sometimes called the "A.T.M. Rule".)

## WHAT HAPPENS WHEN I BREAK A RULE?

*"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*

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

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.

## ICON LEGEND

*Icons not part of the core game are omitted from this streamlined rulebook. See the complete rulebook for a full 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](#).

 - **Planet:** Refers to a planet, or a card that may only exist at a planet location.

 - **Space:** Refers to a space location, or a card that may exist only at a space location.

 - **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](#).

## Staffing

 - **Staff Ability:** These personnel can meet  staffing requirements on ships. [Staffing Requirements](#).

 - **Command Ability:** These personnel can meet  or  staffing requirements on ships. See [Staffing Requirements](#).

## 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](#).


 - **Mirror Quadrant:** This card is native to the Delta 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 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:** Powerful race dedicated to hunting down and killing challenging "prey". Native to  Delta Quadrant.

 - **Borg:** Terrifying cyborg race seeking perfection through assimilation of the galaxy. Native to  Delta Quadrant. *The Borg are an advanced affiliation, with many affiliation-specific rules not covered in this basic rulebook. See the complete rulebook.*

 - **Starfleet:** The earliest human space explorers, who predated the  Federation

 - **Neutral:** Neutral facilities and 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

 - **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?](#)

## 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

-  - **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.