

# Star Trek™ Customizable Card Game™

## Current Rulings

11/27/00

Current Rulings are periodic updates to the Rulebook and Glossary, including rules changes, clarifications, and situations not addressed in the Rulebook, Glossary, or rules supplements. Current Rulings are the official supplement to the Rulebook and should be used by tournament directors in making tournament rulings.

Answers given by official Decipher representatives are not official until included in a Current Rulings document. Such answers are highly recommended for use by tournament directors, but the TD always has the final authority on rulings.

This document contains all Current Rulings issued since the August 2000 Rulebook and Glossary version 1.7 (which includes all prior Current Rulings), including all rules from the Mirror, Mirror Rules Supplement. Entries that are new or changed since the last Current Rulings document (10/30/00) are marked with an asterisk (\*) before the topic. A complete set of Star Trek Customizable Card Game rules for standard play consists of the following documents:

Rulebook Version 1.7 (August 2000)  
Glossary Version 1.7 (August 2000)  
Current Rulings (11/27/00)

Rules for Warp Speed sealed-deck format are included in a separate document.

Cross-references that have no corresponding entries in the Current Rulings refer to entries in the Glossary. Entries are arranged alphabetically, ignoring apostrophes and quotation marks and treating hyphens, dashes, and colons as spaces. Entries for specific cards starting with "The" are sorted according to the second word of the card title (e.g., the entry for The Emissary is in the E's, not the T's). Borg drones are listed by their designations (e.g., Interlink Drone, not Nine of Eleven), except for Seven of Nine and Third of Five. Text in square brackets represents an icon. Refer to the Glossary for a complete icon legend.

### SIGNIFICANT RULINGS CHANGES AND CLARIFICATIONS

Several earlier formal and informal rulings have been changed or clarified. For details, see the following listings (entries marked with an asterisk have been added or revised since the previous Current Rulings):

\* **Admiral Riker:** The preview version has the correct game text.

**Alien Parasites:** Your opponent is not compelled to take control of your cards.

\* **"any":** Definition expanded to include mirror versions.

**capturing:** Captives must be relocated to the crew or Away team that made the capture, if applicable.

\* **Cha'Joh:** You may no longer simultaneously change the affiliations of this ship and the Sisters of Duras aboard.

**Classic Communicator:** The personnel from whom a skill is added must remain at the same location for the added skill to be retained.

**Classic Medical Tricorder, Classic Tricorder:** Use of these cards in combined Away Teams is clarified.

\* **Conundrum:** You must target a ship immediately when failing to overcome this dilemma. If there is no valid target available at that time, the dilemma is discarded, and the ship is not "stopped". The affected ship may not be assisted by other ships in its attack. A ship that is phased or in a Temporal Rift is not a valid target for this dilemma. (Correction to the Glossary)

**Council of Warriors:** Non-Klingons obtained by persona exchange, Cryosatellite, or switching affiliations do not count as "playing a non-Klingon".

**in play:** When a card leaves play, all effects on it are cancelled (cards played on it, "stopped" status, use of RANGE or "walking" allowance, etc.).

\* **Kira Nerys:** The [DS9] version has the correct game text and lore.

\* **Masaka Transformations:** Clarification of treatment of an artifact returned to deck with this event.

\* **mirror universe:** Clarification of mirror universe rules.

\* **mission attempt:** If all matching personnel are removed during a dilemma encounter, but non-matching personnel remain, the dilemma resolves normally before the mission attempt ends.

\* **Mission II:** Clarification of how to indicate cards aboard or docked at a built-in outpost.

**Panel Overload:** Only one copy may be used to kill a Computer Skill personnel following each Scan or Full Planet Scan.

**personnel – seeded:** What happens to a seeded personnel depends on whether it is earned by its owner or the opponent (not on who seeded it).

**Q-Type Android:** The personnel is seeded under Q's Planet by the opponent of the player encountering the dilemma.

**seed deck:** Site cards in the seed deck may not be mixed with "counted" seed cards, seeded under missions, or represented as counted seed cards as a bluff.

\* **Stop First Contact:** Cards with a [MQ] icon are protected from the effects of Borg timeline disruption.

\* **"stopped":** Equipment cards which are part of a crew or Away Team are "stopped" when the crew or Away Team is "stopped."

\* **tribble:** When you breed tribbles, the original tribbles do not leave play. You may not report or breed tribbles on your opponent's Delta Quadrant Borg Outpost.

In addition, the following entries in Glossary Version 1.7 contain changes and additions that did not appear in earlier Current Rulings documents. See the Glossary for details.

### 1 Tribble.

**affiliation and ship origin**

**cloaking and phasing**

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**dilemma resolution – summary**

**Edo Vessel**

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**FGC-47 Research.**

**infiltration icon**

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**Storage Compartment Door.**

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**The**

**Tribble Bomb**

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### RULINGS

\* **A Fast Ship Would Be Nice** – See **commandeering**.

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

When a ship is under the influence of a moving required action, it may not time travel to a time location, even with the intention of time-travelling to the end of the spaceline on the next turn (e.g., with Orb of Time). The ship must make visible progress toward its destination, generally by using available RANGE.

**Add Distinctiveness** – If you obtain Jean-Luc Picard from an expansion pack using this incident, you may play him even if you have Locutus of Borg in play, and may not perform a **persona** exchange with the two cards. Personnel cards are assimilated as drones and their names and lore are irrelevant to the Borg. See **assimilation**.

\* **Admiral Riker** – This personnel's special download requires him to be aboard your matching facility. The Reflections foil version is misprinted ("compatible facility") and should be treated as though it has the same text as the original non-foil preview version from The Dominion.

**affiliation and ship origin** – Some cards, such as tactics, affect "Klingon ships," "Romulan ships," etc. These cards apply to ships currently holding that affiliation as well as ships that "originated" with that affiliation. A ship's class or lore may indicate that its origin is different from its affiliation. For example, the *B'Rel* is a Ferengi-affiliation ship identified in its lore as a "Klingon Bird-of-Prey." It counts as a Klingon ship for Pulse Disruptor and as a Ferengi ship for Ferengi Energy Weapon. The *Cha'Joh* is a multi-affiliation [Rom][Klg] ship of Klingon origin ("Bird-of-Prey"); thus, it is a Klingon ship regardless of its current affiliation mode, but a Romulan ship only in Romulan affiliation mode. A Romulan ship commandeered by Klingons counts as both a Romulan ship and a Klingon ship.

The *Naprem* (K'Vort-class "Bird-of-Prey") is of Klingon origin; the *Stolen Attack Ship* ("Jem'Hadar attack ship") is of Dominion origin.

**Alien Parasites** – Your opponent is under no compulsion to take control of your Away Team, ship or facility, and crew when you fail to overcome this dilemma. You beam the Away Team back to their ship or facility (if they are associated with one), and the mission attempt ends. If your opponent then chooses not to take control, your turn immediately resumes (the Away Team is "stopped" and the dilemma returns under the mission).

If the ship you control with this dilemma has any "stopped" crew aboard, and you "unstop" the ship and crew with Distortion of Space/Time Continuum, the newly "unstopped" crew members join the rest of the crew under your control.

\* **"any"** – Replace the first paragraph of the Glossary entry with the following:

If a card refers to a specific Star Trek character using the word "any" (e.g., "any Miles"), it refers to any Personnel card representing the specified character (including [AU]-icon personnel, [MQ] personnel, and holograms). Impersonators are never considered true representations of the character they depict. Thus, both Chief O'Brien and Smiley are "any Miles;" both Montgomery Scott and Mr. Scott are "any Scotty;" but Odo Founder is not "any Odo".

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

\* **artifact** – When a card specifically downloads an artifact (e.g., James Tiberius Kirk has a special download icon for the Tantalus Field), that artifact is used as if earned.

**Assign Support Personnel** – Any special skill disqualifies a personnel from being a support personnel for this objective, including a special download. See **Major Rakal**.

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

**Assimilate Counterpart** – Participating in any battle at the location of the target prevents you from **probing** to complete this objective, even if the target is no longer

at the location of that battle.

**Bajoran Raider** – See **report with crew**.

**Bajoran Shrine** – “Using a disruptor at an adjacent site,” which can destroy this site, means that a personnel is present there with a disruptor which he can legally use (see **equipment**). For example, a Klingon could destroy the site if he is carrying a Klingon Disruptor, but not a Romulan Disruptor (which can be used only by Romulans and Non-Aligned personnel). The disruptor does not have to be used in battle, nor does destroying the Shrine count as a battle.

**battle – personnel** – Add to step 2: See **Emergency Transporter Armbands**.

\* **“between”** – When a card allows a ship or personnel to move “between” one location and another, it may move in either direction. For example, Bajoran Wormhole: Mirror Universe allows a ship to move “between here and a [DS9] Bajoran Wormhole.” The ship may move either to or from the [DS9] Bajoran Wormhole.

\* **Blood Screening** – See **pooling skills**.

**Borg – cooperation** – A Borg player may not include *any* non-Borg facilities in his deck, including a **Mission II** with a built-in non-Borg outpost, even if he does not use that function of the card.

**capturing** – Replace the first bullet of the Glossary entry with the following:

- When first captured, captives are immediately relocated to one of your crews or Away Teams at that location, if possible. If a specific crew or Away Team makes the capture (e.g., Ilon Tandro, or using Captured), the captive must be relocated to that crew or Away Team.

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

**card type** – Mission II and Combo Dilemma cards are not separate card types; they are Mission cards and Dilemma cards, respectively.

**Cargo Bay** – You may not complete a cargo run begun by your opponent (e.g., if you take control of the ship with Neural Servo Device).

\* **ChaJoh** – Delete the first sentence of this glossary entry. You may no longer simultaneously change the affiliations of a ship and the personnel aboard. See **multi-affiliation cards**.

\* **Classic Communicator** – The skill added by a personnel with this Equipment card is retained only while that personnel is present with the communicator and the personnel from whom the skill was added remains at the same location, or until you re-select the skill. See **re-selecting skills**.

Because this card is not **cumulative**, you may not use two copies to add two skills to the same personnel, but you may use two copies to add a skill (the same or different) to two different personnel (even in the same crew or Away Team).

**Classic Medical Tricorder** – This Equipment card works in all respects like the **Classic Tricorder**, but adding a skill to [OS] MEDICAL- and SCIENCE-classification personnel.

**Classic Tricorder** – When this Equipment card joins your crew or Away Team, select which skill the [OS] ENGINEER- and SCIENCE-classification personnel present add. They retain that skill until they are no longer present with the tricorder, or until you re-select the skill added by that tricorder (see **re-selecting skills**). If more personnel of appropriate classification join the crew or Away Team, they add the same skill already selected.

Because this card is not **cumulative**, you may not use two copies to add two skills to the same personnel. If you combine two personnel groups, each with a skill added from a Classic Tricorder, you must choose one tricorder to add its selected skill to all applicable personnel.

\* **Cloaking and phasing** – Any Glossary reference to cloaking applies to phasing as well, unless the cloaking and phasing Glossary entry specifically says otherwise. For example, the **actions – required** entry says that a ship affected by a required action may not cloak; it also may not phase.

**combo dilemma** – A combo dilemma is a two-dilemma combination in one Dilemma card. (See **card type**.) Encountering a combo dilemma is like encountering two separate dilemmas: if you get past 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 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 re-encounter that same exact card on another attempt, you skip the first half of the combo.

Cards that specifically affect the first half of a combo dilemma do not automatically affect the second half. For example, if Male’s Love Interest is replaced by Beware of Q, overridden by Jealous Amanda, or nullified by Kareen Brianon or Adapt: Negate Obstruction, you still encounter the Tarellian Plague Ship half of the card. Similarly, if you fail to overcome Alien Parasites and your opponent uses your personnel to re-attempt the mission, they will begin by facing REM Fatigue Hallucinations. However, Mission Fatigue “stops” a personnel before each subsequent dilemma, so one personnel will be “stopped” before each half of the combo.

You may not legally seed a combo dilemma at the same location as either of the original dilemma cards on which it is based; the second one encountered would be a **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 (instead of discarding it) once the second half has been resolved.

\* **commandeering** – Replace the second paragraph of the Glossary entry with the following:

When you commandeer a ship or facility, it comes under your control, and its

affiliation changes to match the affiliation of one of the non-ANIMAL commandeering personnel (your choice) in the Away Team (e.g., Ops or Commandeer Ship) or crew(s) (e.g., Outgunned). If you have no personnel at the location (e.g., A Fast Ship Would Be Nice), the ship’s affiliation does not change until your personnel arrive to take custody of the ship.

\* **Conundrum** – Replace the entire Glossary entry as follows (this also corrects the incorrect interpretation in the 7/00 Dilemma Resolution Guide):

When you fail to overcome this dilemma, your ship and crew are “stopped” and you must immediately target one of your opponent’s ships (however, if there is no valid target, the dilemma is immediately discarded without effect and your cards are not “stopped”). Once “unstopped,” the ship and crew must chase and attack that target. This is a *required action* (see **actions – required**), and must be carried out alone; your other ships at the location may not join the battle.

You may not target a cloaked, phased, or landed ship, a ship in a Temporal Rift or Time Travel Pod, or a Borg ship at its Delta Quadrant outpost (they are invalid targets). You may change targets at any time. If the selected target at any time becomes invalid or leaves play, you must target a different ship. If at any time there are no valid targets in play, the dilemma is discarded. Moving to a different spaceline or to a time location does not invalidate the target (the Delta Quadrant Borg Outpost is not a spaceline location). Once you have attacked a target ship, the dilemma is “cured” and discarded.

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

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

**cumulative** – Add the following example to the bulleted list:

- Universal personnel: Multiple copies of the same universal personnel may not score points for Colony, Ressian Flute, or Assign Mission Specialists at the same time. (But they may be used to meet mission or dilemma requirements.)

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

You may not download cards with this objective when your opponent attacks your Non-Aligned ship at your homeworld, even if there are crew members aboard matching the homeworld’s affiliation. The specific card that is attacked (the ship) must match the homeworld.

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

**dilemma resolution** – Add the following to the Targets section:

A specified number of personnel is not a “specific characteristic.”

See **combo dilemma**.

\* **docking** – When compatibility with a facility is required to dock a ship, only the ship itself must be compatible with the facility; incompatible crew members aboard do not prevent docking. Such personnel cannot board an outpost from the ship, but they may board a Nor.

\* **doorway** – A card that closes a Doorway card (such as Door-Net or Revolving Door) may be played on a doorway that is already closed. If a Doorway card with a countdown icon is closed, the countdown stops. It resumes if the doorway is reopened.

**Doppelganger** – Altered images or copyright dates do not affect whether a card is a “duplicate” for this event. For example, a copy of Alyssa Ogawa (with a tribble on her shoulder) from the Trouble With Tribbles starter deck is considered a duplicate of the original Alyssa Ogawa card (without the tribble) from First Contact.

\* **downloading** – See **artifact**.

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

**dual-personnel cards** – If one of the personnel on a dual-personnel card can be downloaded (e.g., a SECURITY personnel with Defend Homeworld), or reported for free (e.g., an android with Cybernetics present), the entire card may be downloaded or reported for free. Cards that affect the affiliation of one of the personnel on the card affect the affiliation of both personnel. Thus, Data and Picard both become Non-Aligned if Lore’s Fingernail is in play. See **Q-Type Android**.

When a card targets a personnel of a specific gender, you must include a male/female dual-personnel card in the selection regardless of gender. For example, if Beverly and Will are in the Away Team encountering Parallel Romance, you must include the card in the selections of both the male *and* the female. Normal group limit rules apply.

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

**Emergency Transporter Armbands** – If you remove all your personnel from a personnel battle with this interrupt before any personal combat takes place, the

battle is cancelled and there is no winner or loser, but all participants are “stopped.”

**Empok Nor** – The game text on all Site cards on Empok Nor is inactive until it is commandeered, other than the Ops text allowing commandeering, docking site text allowing docking and undocking, and any text related to the placement of the sites (including the module locations and the Commander’s Office placement restriction). (However, a card that plays on a site, such as Weapons Locker, may be played on an uncommandeered Empok Nor site.) Because the station is Neutral before it is commandeered, all non-Borg affiliations are **compatible** with the station.

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

\* **equipment** – Equipment cards are “**stopped**” by the same circumstances that “stop” personnel cards.

\* ♦ **Federation Outpost** – See **outpost**.

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

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

**Going to the Top** – The personnel downloaded with this interrupt must be compatible with the two [Cmd] personnel.

\* **Hero of the Empire** – All Alpha Quadrant missions are affected by this objective, even if completed by [MQ] personnel.

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

A SECURITY personnel downloaded with this incident may not report for free using the text of a headquarters or other card. Your normal card play is an explicit cost of the download.

**Hunter Gangs** – See **zero, dilemma resolution – targets**.

**in play** – If a card in play is seeded (e.g., with Q-Type Android), it is no longer “in play.”

When a personnel or ship leaves play by discarding or returning to hand (except as an exchange), draw deck, or a side deck, all previous effects on that card are cancelled (except use of a **once per game** function). If the same card is reported again, treat it as if it were a new copy of the card being reported. For example, replayed cards are “unstopped;” a ship is undamaged and any RANGE used this turn is restored, a personnel is no longer affected by Frame of Mind, and one who has already “walked” this turn can walk again.

**Incoming Message: Attack Authorization** – If you use this interrupt to attack your own ship when using a Battle Bridge side deck, you may draw and use a current tactic. The single current tactic applies to both the attacking and defending ships. However, if either of your ships is damaged, damage is applied as usual from your *opponent’s* Battle Bridge side deck (or rotation damage if he has no side deck).

**infiltration icon** –

- Whenever any of the opponent’s personnel present beam, walk, relocate, attempt a mission, participate in personnel battle, etc., your infiltrator may choose whether or not to participate.
- Your infiltrator may also move independently during your opponent’s turn (or your own turn) by beaming, walking, etc. He may control the opponent’s transporters and SHIELDS long enough to move or beam himself to, from or between your opponent’s ships, outposts, etc.

\* **Kira Nerys** – This personnel’s fourth skill is Navigation x2 and she is a former member of the Shakaar resistance cell. The Reflections foil version is misprinted (“Navigation” and “Skakaar”) and should be treated as though it has the same text as the original non-foil Deep Space Nine version.

\* **Klingon/Cardassian Alliance icon [KCA]** – This icon indicates members of the dominant mirror universe power in the 24th century. It is a special staffing icon, and also has other uses defined by cards in the Mirror, Mirror expansion set.

\* ♦ **Klingon Outpost** – See **outpost**.

\* **infiltration icon** – Mirror versions of personnel are not impersonators. See **persona – Mirror versions**.

**leaving play** – See **in play**.

**Live Long and Prosper** – If this interrupt returns to your hand a personnel who scores points upon dying (e.g., Amin Marriza), you do not score the points.

**Major Rakal** – This personnel’s attribute adjustments in Federation mode are a special skill. See **Assign Support Personnel**.

\* **Masaka Transformations** – Replace the Glossary entry with the following:

If you have earned an artifact that is placed on the bottom of your draw deck due to this event, you may still play that artifact if you later draw it back into your hand. However, if you have additional copies of that artifact in your draw deck, you must notify your opponent of that fact at the time you place the artifact under your draw deck, and you must be able to verify that the copy you draw is the same copy that you placed under your deck. (For example, you might mark the face side of the artifact with a slip of paper in its sleeve.) Your opponent may request that the tournament director look through your deck to verify whether you have additional

copies and if so, that the earned one is distinguishable from the others.

**Mining Survey** – If you add an affiliation icon to this mission (e.g., a [Fer] icon with Bribery), you may attempt it with that affiliation without controlling a Nor with Ore Processing Unit there.

\* **Mirror Quadrant icon [MQ]** – Personnel, ships, and facilities with this icon are native to the Mirror Quadrant. See native quadrant. Missions with an “M” symbol in their point boxes may be seeded only on the Mirror Quadrant spaceline.

\* **mirror universe** – The mirror universe is represented by the Mirror Quadrant. (The normal universe is represented by the Alpha, Gamma, and Delta Quadrants.) In general, the Mirror Quadrant functions exactly like other quadrants (for example, to report a card to a facility, both the card and the facility must be native to the quadrant; cards that allow travel between “normal” quadrants also allow travel to and from the Mirror Quadrant). Cards that are physically in one universe (on a spaceline) do not normally affect cards in the opposite universe. For example, closing Bajoran Wormhole: Mirror Universe does not affect movement through the Bajoran Wormhole between the Alpha and Gamma Quadrants.

However, when game text refers to cards matching the affiliation of a homeworld (or vice versa), it applies only to cards that are also native to the universe of the homeworld. For example, HQ: War Room on the mirror-universe Bajor will enhance the attributes of your [MQ] Bajorans, but not your Alpha Quadrant Bajorans (regardless of which quadrant the personnel are located in): Homefront on mirror-universe Bajor will allow you to download only [MQ][Baj] SECURITY personnel; downloading cards with Defend Homeworld depends on your [MQ][Baj] card being attacked at mirror-universe Bajor; and Assimilate Homeworld requires a counterpart matching the homeworld’s universe and affiliation.

Also, if an Assimilate Homeworld objective is completed on Bajor in the mirror universe, mirror-universe Bajorans may not report to any outpost for the rest of the game, but normal-universe Bajorans are not affected and may still report to outposts in the normal universe. If completed on Cardassia Prime, normal-universe Cardassians may not report to any outposts for the rest of the game, but mirror-universe Cardassians are not affected and may still report to outposts in the mirror universe.

Borg timeline disruption does not affect cards native to the mirror universe. See **Stop First Contact, Hero of the Empire**.

Some cards refer to “opposite quadrant;” the Alpha Quadrant is the opposite of the Mirror Quadrant, and vice versa.

\* **mission attempt** – To begin or continue a mission attempt, or to complete the mission, at least one crew or Away Team member must match one of the mission’s affiliation icons (if any); other (non-matching) personnel in the crew or Away Team can assist in the attempt. (Also, to attempt a space mission, at least one crew member must match the ship’s affiliation. The ship does not have to be staffed for movement or match the mission’s affiliation.) If you lose all matching personnel during the mission attempt, the mission attempt ends. (However, if you remove all matching personnel during a dilemma encounter with a card that suspends play, such as Flight of the Intruder, but other non-matching personnel remain, the dilemma resolves normally with the remaining personnel before the attempt ends.)

A mission attempt may not be voluntarily aborted, either between dilemmas or before solving. If you resolve all dilemmas and Q-Flashes and the remaining crew or Away Team meets the mission requirements, they must solve the mission (for example, they may not wait until a mission specialist joins the Away Team or crew for bonus points).

**Mission Fatigue** – See **combo dilemma**.

\* **Mission II** – (The following rules apply to standard constructed-deck play. Some special rules, described in the Warp Speed rules supplement, apply to Warp Speed sealed-deck format play.)

Each of these double-sided Mission cards has a built-in wormhole or outpost. (See **card type**.) They seed normally, and you may choose which side to have face-up initially. However, when you are using one or more double-sided missions, you must notify your opponent, and after you shuffle your mission stack he or she is allowed to see whether a double-sided card is on top and choose whether or not to cut the stack. See **Borg – cooperation**.

Each Mission II represents the same location as the corresponding original mission. For example, Secret Salvage and Secret Salvage II both occur at Wolf 359. Thus, you may not include both versions in your mission selection and if one player seeds Secret Salvage and the other seeds Secret Salvage II, they must overlap each other because they are duplicates of Wolf 359. If you solve such a mission, you score the points on your Mission card. Cards that specifically work with the original mission work with the corresponding Mission II; for example, Timicin scores 10 points if he helps solve either Test Mission or Test Mission II. (“Typhon Expanse” and “Beta Stromgren” are corrections of misspellings on the original missions, and are the same locations as “Typhon Expanse” and “Beta Stromgen.”)

**Built-in Outpost:** Mission II outposts do not prevent you from seeding other outposts of the same affiliation. For example, you could seed one Secret Salvage II, one Explore Black Cluster II, and one Klingon Outpost card. However, you may not establish a regular outpost at a location where you have a face-up built-in outpost or vice-versa.

Cards that work with regular outposts, such as Spacedoor, work normally with built-in Mission II outposts. If the outpost is destroyed, any cards in play on the outpost are discarded when the mission is flipped over.

If a built-in outpost must be placed out-of-play (e.g., a Federation outpost when the Borg disrupt the timeline), the mission should be flipped to the back side, placing the outpost conceptually out-of-play (it may not be rebuilt for the remainder of the game).

To show that a ship is docked or that personnel are aboard a built-in outpost, place those cards so that the mission partially overlaps both the seed cards and your cards aboard or docked at the outpost.

**Built-in Wormhole:** You may move in either direction between your [Wmh] mission and a non-[Wmh] mission where you play a Wormhole interrupt. You may not move between your opponent's [Wmh] mission and a non-[Wmh] mission. If your opponent nullifies your Wormhole interrupt, your ship does not move through the wormhole and you do not flip the [Wmh] mission. You may not discard a Space-Time Portal as the Wormhole interrupt (it may be discarded only as the second Wormhole interrupt of a pair).

If you move between two of your own [Wmh] missions, flip only one of them (your choice). If you move between your [Wmh] mission and your opponent's [Wmh] mission, flip only your own mission.

\* **movement** – A ship flying by a location cannot affect, and is not affected by, cards at that location, 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.

\* **multi-affiliation cards** – When a multi-affiliation personnel is aboard your ship or facility, you may not change the affiliation of either the Personnel card or the ship/facility if it would cause that personnel to be placed under house arrest. You must remove the personnel from the ship/facility before changing its affiliation. You may not simultaneously change the affiliations of one or more Personnel cards, ships, and/or facilities; each change is a separate game action. Thus, if the Sisters of Duras are aboard the Cha'Joh, both in Romulan mode, you may not change either the Sisters of Duras or the Cha'Joh to Klingon mode without removing the Sisters first.

\* **Multidimensional Transport Device** – This equipment may be beamed along with the personnel it is affecting, or left behind.

\* **Navigate Plasma Storms** – This objective's probe result applies to each Badlands Region where there is a ship. Thus, for example, any facility in the mirror Badlands Region is not affected by a flare-up or maelstrom unless there is a ship there.

\* ♦ **Nebula** – See **movement**.

"not repeatable" – See **combo dilemma**.

**Obelisk of Masaka** – You may use this incident to download Masaka Transformations only during your own **turn** ("once each turn").

\* ♦ **opposite** – See **persona**, **mirror universe**.

\* **outpost** – The card titles of the Bajoran, Borg, Cardassian, Federation, Ferengi, Husnock, Klaestron, Klingon, Neutral, and Romulan outposts have been revised to explicitly include the word "Outpost." In addition, *all* outposts have an implied ♦ symbol in the card title. These revisions will be incorporated into any reprint of these cards. Thus, the card titled "♦ Klingon Outpost" from the Trouble With Tribbles preconstructed deck is the same card as the Premiere outpost titled "Klingon," and you may seed only one of the two.

**outpost – built-in** – See **Mission II**.

**Panel Overload** – You may use only one copy of this incident to kill a Computer Skill personnel each time your opponent plays a Scan or Full Planet Scan. See **cumulative**.

\* **persona** – Add the following to the Glossary entry:

*Mirror versions* – A personnel who has a **bold italic** persona name in its lore, and a mirror quadrant icon, is a *mirror version*, not a true version, of that persona. You may have both in play at the same time. Regular version(s) of a persona are called the *opposites* of the mirror version, and vice versa. For example, the mirror universe personnel Mr. Quark is the opposite version of both Quark and Quark Son of Keldar, and he does not qualify as a Quark unless the reference is to "any Quark." (Opposite versions may not replace each other using the persona replacement rule.)

**persona – persona replacement** – See **Add Distinctiveness**.

**personnel – seeded** – Replace the Glossary entry with the following:

Some game text allows you to seed Personnel cards under a mission (e.g., Cryosatellite, Rescue Prisoners, Tora Ziyal, Q-Type Android). Such cards are seeded face-down, like artifacts, and are earned when the mission is solved or a Borg objective targeting the mission is completed. (**Mirasta Yale** is an exception, because her text states she seeds like a dilemma; she is earned when encountered.) Seeded personnel that you own join your crew or Away Team, if compatible; otherwise they are placed under **house arrest** (on a ship) or form a separate Away Team (on a planet). Seeded personnel owned by your opponent become your captives. See **capturing**, **mis-seeds**.

**Phased Matter** – See **Thine Own Self**.

\* **pooling skills** – This phrase (e.g., on Blood Screening) refers to two or more personnel combining their skills together for a dilemma, mission, etc.

**Prepare Assault Teams** – Activating this objective is a valid response to the initiation of personnel battle, activating all its text. You may download a weapon or use SECURITY as a leader even if you do not split your Away Team.

**probing** – Add the following to the next to last paragraph in the Glossary entry:

Also, you may not probe to complete any Borg objective (except one that says "immediately probe") if your Borg participated in any battles at the location of the objective's target during your current turn or during your opponent's previous turn.

**Q the Referee** – Activating this incident does not suspend play and is not a valid response to any action. You may activate it only between other actions. The incident must already be face up before you may suspend play to download another [Ref] card.

**Q-Type Android** – If a dual-personnel card containing an android and a non-android is selected for the first function of this Q-dilemma, the species of both personnel are altered. The android becomes human and the non-android becomes an android.

When your Personnel card is seeded by your opponent under Q's Planet with the

second function, it is no longer **in play** until earned when the mission is solved. See **personnel – seeded**. If two copies of the same personnel are seeded there, the second one encountered will be a **mis-seed** and placed out-of-play (if revealed by your opponent, he cannot solve the mission).

\* **Radioactive Garbage Scow** – When this dilemma is encountered and placed on the spaceline, the mission attempt ends immediately. The ship and crew (or Away Team, when encountered on a planet in the Female's Love Interest & Garbage Scow combo dilemma) are not "stopped," because the dilemma has no conditions.

**Reactor Overload** – There are no conditions for placing this incident on a ship or facility for the second function. The incident is "used" and returns to hand even if there are no androids, [Holo] personnel, etc. aboard to affect.

\* **Regent Worf** – When this personnel assigns a new matching commander to a ship, this supersedes the ship's previous matching commander, if it had one. (The assigned personnel must match the ship's affiliation.)

**report with crew** – When a ship's text allows it to report with crew, you may not use that text in combination with game text allowing the ship to report in some other way. For example, if you download Bajoran Raider with Hidden Fighter, it may not report with crew.

**re-selecting skills** – You may re-select the added skill for only one Classic Tricorder, one Classic Medical Tricorder, and one Classic Communicator each turn, regardless of how many copies of each you have in play. See **once per turn**. Re-selecting is executing orders and may not interrupt another action (e.g., you may not re-select during a mission attempt).

**return to hand** – See **in play**.

\* **seed deck** – Your seed deck has two parts: up to 30 "counted" seed cards (dilemmas, artifacts, and any other card allowed or required by game text to seed), which do *not* seed for free, and missions and sites, which seed for free and should be kept separate from the 30 "counted" seed cards throughout the seed phases. Site cards included in the "seed for free" portion of your seed deck may not be used as bluffs, either by mis-seeding under a mission or by representing them as possible seeds during the dilemma phase. They may *only* be seeded on a Nor or placed out-of-play at the end of the seed phases. If you choose to include sites in your 30 "counted" seed cards, they may *only* be mis-seeded as a bluff or placed out-of-play. Site cards may not be moved between the "seed for free" and "counted" portions of your seed deck; this constitutes an illegal change to your deck.

\* **seed phases – mission phase** – There may now be up to three spacelines, representing the Alpha, Gamma, and Mirror Quadrants. The Mirror Quadrant is seeded in the same way as the other quadrants.

\* **ship staffing** – Add [KCA] (Klingon/Cardassian Alliance) and [TE] (Terran Empire) to the list of special staffing icons.

\* **species** – "Terran" personnel are human.

**Stefan de Seve** – See **Assign Support Personnel**.

\* **Stop First Contact** – Add to the list of cards which are protected from the effects of timeline disruption:

• Cards with a [MQ] icon.

Humans and Federation cards which are not protected by [AU] or [MQ] icons are not protected by being in the Gamma, Delta, or Mirror Quadrant when the timeline is disrupted.

\* **"stopped"** – When an entire Away Team or crew is "stopped" by failing to overcome a dilemma with conditions (e.g., Chula: The Dice), by a dilemma that does not have conditions, but specifically says it "stops" an entire Away Team or crew (e.g., Sarjenka), or by participating in battle, any Equipment cards in that Away Team or crew are also "stopped." When specific members of a crew or Away Team are "stopped" by a dilemma or other card that specifically "stops" only selected personnel (e.g., Lineup), any Equipment cards are not "stopped" (even if the selected personnel are the only ones in the Away Team or crew).

**Storage Compartment Door** – Drawing the three cards allowed by this doorway is executing orders and must take place after the card play segment of your turn. The cards drawn are not part of your hand and must be either played or discarded (face up under your Tribble side deck) immediately. See **card draw**, **card play**, **tribble**.

**Subspace Transporter** – If the personnel beamed aboard an opponent's ship using this event takes a captive (e.g., Ilon Tandro, or using Captured), you may not beam the captive back. Only your Treachery personnel (and any equipment he is carrying) may be beamed. See **capturing**.

**Supernova** – If a mission that corresponds to a time location in play is destroyed by this event, the time location is unaffected. See **Temporal Vortex**.

**support personnel** – See **Assign Support Personnel**.

**Tekeny Ghemor** – For purposes of this personnel's special skill, a "Cardassian player" is one who has seeded or played any Cardassian-affiliation cards (or attempted to do so). Cards seeded face down by your opponent must be earned or acquired before they count. Multi-affiliation cards count only if your opponent has used the card in Cardassian mode. A card that you seeded or played, even if subsequently controlled by your opponent, does not count.

For example, you may use this skill to look at your opponent's hidden agendas if he seeded a Cardassian Outpost or Nor; attempted to seed Terok Nor (but you seeded Deep Space 9 or Terok Nor first); played any Cardassian-affiliation ships or personnel (even if they are no longer in play); or earned Garak from a Cryosatellite and selected (or later switched him to) Cardassian affiliation. However, if you report a Cardassian to his Away Team with The Naked Truth, that does not make him a "Cardassian player."

\* **Temporal Vortex** – If a mission that corresponds to a time location in play is destroyed by a Supernova, the location remains the "corresponding spaceline location" for time travel using this doorway. The Borg Ship dilemma does not attack

when reappearing from this doorway, whether the countdown expired or the doorway was “closed.”

\* **Terran** – See **species**.

\* **Terran Empire icon [TE]** – This icon indicates Terrans (and their allies) from the mirror universe. It includes 23rd-century personnel as well as the 24th-century “remnants” of the Terran Empire known as the Terran Rebellion. It is a special staffing icon, and also has other uses defined by cards in the Mirror, Mirror expansion set.

\* **Terran Rebellion HQ** – When this facility is in play at the Search for Rebels mission location, that location becomes a homeworld for all Federation cards with a [TE] Terran Empire icon, and thus may be targeted by cards such as Assimilate Homeworld and Gold-Pressed Latinum.

\* **The Art of Diplomacy** – This incident allows your personnel to use 2 Treachery as if it were 1 Diplomacy, and two personnel with 1 Treachery each may work together to do so. For example, two personnel who have Treachery and another who has Treachery x2 can work together to provide 2 Diplomacy (and if any of those personnel are mission specialists, this counts as using their skill to meet a mission requirement for the Assign Mission Specialists objective). However, a personnel may not use their skill as Treachery and Diplomacy at the same time.

**Thine Own Self** – The personnel “lost” to this interrupt are still an Away Team and are vulnerable to Anti-Time Anomaly, Risky Business, Da’Rok, etc. They are placed under the mission only as a marker of their “lost” status and are not considered seed cards that can be discarded with Ajur or Boratus.

You may play this interrupt on personnel phased by the Phased Matter dilemma. You may not play it on an Away Team at a time location, because it requires you to place them under a mission.

\* **tribble** – You may play only one Tribble card to each of your tribble groups each turn, whether the cards were drawn from your side deck or downloaded by playing a Storage Compartment Door.

When a personnel carries a small Tribble card, he is not required to put it down (and be “stopped”) while he performs other actions, such as attempting a mission.

Tribble cards from the Tribbles Customizable Card Game may not be used in the Star Trek Customizable Card Game, because they have no game text allowing them to play.

When you “breed” a large tribble card, the tribbles required to breed that card remain in play. For example, you breed 100 Tribbles where you have a 10 Tribbles card; the 10 Tribbles card does not leave play.

You may not report or breed tribbles at your opponent’s Delta Quadrant Borg outpost (or aboard any ship there). However, if your opponent moves his ship to the Delta Quadrant with your tribbles aboard, you may continue to use the game text of those tribble cards to “stop” personnel, etc.

**Tribble Bomb** – Your Barry Waddle must be at the same location as your tribble group to allow you to play this incident (not just to play it for free).

This incident cannot be moved except as allowed by Trouble... in the Transporters, even when Tribble cards from the tribble group where it is played are carried or beamed.

**Trust Me** – A Borg player may use this Q-event to place non-Borg personnel or ships in his discard pile and may use them normally if retrieved to hand.

**Ultimatum** – To score points with this objective, at least one of your ships firing WEAPONS in the battle that destroys the ship must be a Dominion ship. See **affiliation and ship origin**.

**We Look For Things** – When you discard this incident to “acquire” a card enhancing the attributes of an opposing ship, you must immediately place the card in play. An Equipment card is relocated to your Pakled ship; an Event card is played on your side of the table or on one of your suitable ships at the location, as appropriate.

**Wormhole** – This interrupt is a valid response to a normal ship **movement** using time travel, e.g., with the first function of Temporal Vortex.

**Wormhole – built-in** – See **Mission II**.

**Writ of Accountability** – Activating this incident to place it on a [Fer] FCA personnel already in play is a valid response to any of the actions that cause your opponent to lose the game. Activating it to download an FCA personnel is not a valid response to those actions and thus may be done only after your opponent’s action is complete, and only if your opponent did not already win the game by completing his action.

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