

ST:CCG RULES FAQ v1
OFFICIAL ANSWERS TO COMMON RULE QUESTIONS
For the STAR TREK: TNG: Customizable Card Game
by DAnswerMan@aol.com Date: 11/25/94
(available by www, ftp)

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11/18/94

ST:CCG FAQ -- BASIC INFO

Official Basic Information about Star Trek Customizable Card Game
By DAnswerMan@aol.com (also known as Lasker@aol.com)
(For more information, contact: DCustServe@aol.com)

Q: What is the Star Trek Customizable Card Game?

A: The Star Trek Next Generation Customizable Card Game (ST:CCG for short) is a *collectible card game* set in the Star Trek Next Generation universe. The game consists of 363 different cards, each portraying a person, place, or thing taken from the series. To play, you customize a deck of 60 cards from your collection to make a deck. The game itself is a simulation of Star Trek:TNG, like playing through an episode that you and your partner create yourself. :-)

Q: Who makes ST:CCG?

A: ST:CCG is manufactured by Decipher, Inc., in Norfolk, Virginia, USA, under license from Paramount. The cards are actually printed in Belgium by Carta Mundi (the same company that prints Magic: The Gathering). The cards are packaged randomly, similar to trading cards, in a Starter Pack of 60 (which includes rules), and Expansion Packs of 15. They come in different levels of rarity.

Q: Where can I get it?

A: Currently, the game is mainly sold through *specialty* stores like game stores, hobby stores, WaldenBooks, etc. Several people offer cards via email, newsgroups, etc. Decipher approves of trading through such services and encourages it, although there is some risk in purchasing this way, so be careful.

Q: Where can I discuss the game, or make offers to trade/buy/sell?

A: Besides trading with friends, which is part of the fun of the game, there are active trading folders on many on-line services and the internet. At the current time, the following newsgroups have active trading/selling postings:

rec.arts.startrek.fandom rec.arts.startrek.misc
rec.arts.sf.marketplace rec.collecting.cards.non-sports
rec.games.deckmaster (scheduled to split into subgroups)
rec.games.trading-cards.misc (planned) and others.

There is also very active trading on America Online and other

networks. Keep an eye out online for announcements of mailing lists, www pages, and ftp pages related to ST:CCG when these become available. (These will be posted in the FAQ -- FTP and WWW Info Sources.)

Q: Where do I find customer service for the game?

A: If you can't find answers to your questions elsewhere online in FAQs, etc., email Decipher Inc.'s representative:
DCustServe@aol.com

Q: Where can I find official answers to my Rule Questions?

A: Rule Questions as they come in will be collected and answered in FAQs (as well as rule clarifications, possible rule changes, etc.). If you can't find it there, you can also email to: DAnswerMan@aol.com (who posted previously under the name Lasker@aol.com).

Q: Are tournaments planned?

A: Yes, tournaments are planned, and also Decipher is developing tournament kits for retailers and interested parties. These kits are not available yet, but they hope to have them available soon, probably in the first part of 1995. Ad hoc tournaments are already appearing in clubs and at conventions.

Q: Where can I get more detailed Player Information?

Q: Where can I get Collector Information?

Q: Where can I suggest or find out about rule changes?

Q: How can I watch for New Announcements about ST:CCG?

A:A:A:A: At the current time (Nov. 18, 1994) this information is still not easily accessible in one place, but plans are in motion to create dedicated newsgroups and Web Page locations for the game, with the possibility also of Mailing List and ftp sites, etc. Please bear with us while we figure out how to serve both the internet afficianados and internet novices.

Currently (Nov. 18, 1994), there are three sources of official information (and this list will grow rapidly):

(1) America Online is Decipher's *base*, and has a very active folder there in the Online Gaming Forum, this is an especially good source for those who are internet novices. BTW, there are plans to upload some .gifs here.

(2) Usenet newsgroups (listed above) on the internet will have FAQs and announcements like this one *echoed* to them and posted there. It is hoped that there will be a dedicated newsgroup eventually.

(3) World Wide Web pages for ST:CCG contain document information. See the FAQ -- FTP and WWW Info Sources for the latest info about WWW, FTP, or Mailing List sites.

Please only consider information coming from Decipher, Inc. itself to be official. (DAnswerMan@aol.com, or DCustServe@aol.com are the current Decipher net reps.) Please also be patient with us if it takes awhile to meet the voracious information appetite that exists for ST:CCG! Decipher really wants to service the needs of players and collectors, but it might take some time for the methods to do so to get up and running!

Q: What are the credits for ST:CCG?

A: (See the notes in the ST:CCG rulebooklet) The designers are me (Tom Braunlich -- DAnswerMan@aol.com) and my partner Rollie Tesh, with help and technical advice from Darwin Bromley of Mayfair Games.

Decipher, Inc. also was a major force in all aspects of the design, down to the punctuation on the cards. To them goes the credit for the awesome appearance and quality of the cards -- Warren Holland, Ross Campbell, Dan Burns, Cindy Thornburg, and many others.

Help with factual research on the game came from Paramount, plus Bill Mason at America Online, and Larry Nemecek (author, the Star Trek Companion). Thanks also to the many playtesters like Chuck Kallenbach and others too numerous to mention.

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ST:CCG FAQ -- TECHNICAL DATA

OFFICIAL *Data* on cards, pricing, and packaging issues for
Star Trek Customizable Card Game

By DAnswerMan@aol.com (also known as Lasker@aol.com)
(For more information, contact: DCustServe@aol.com)

1) Cards -- 363 unique cards.

2) Card Packaging --

Starter Packs -- 60 cards, plus rulebooklet

Price: (Sugg. Retail \$9.50 each, \$114 for display box of 12, \$684/case)

Expansion Packs -- 15 cards (flowpack)

Price: (Sugg. Retail \$3.00 each, \$108 for display box of 36, \$648/case)

3) Card *Frequency*

All cards are manufactured and packaged using a pure random assorting method (no secondary sorting as in some Magic sets). There are 121 common cards, 121 uncommon and 121 rare cards. All common cards are equally common... all rare are equally rare... etc.

In each Starter Set, there are 45 Common, 13 Uncommon, 2 Rare.

In each Expansion Pack -- 11 Common, 3 Uncommon, 1 Rare.

(See the ST:CCG FAQ -- Basic Info for Collectors for more stats)

4) Ultra-Rare Cards

Decipher plans the release of some *ultra-rare* cards, which will be strong, nifty, or highly collectible cards that are released in very limited runs as part of various promotions. As of this writing (Nov 18, 1994) the details on how these promotions will work and when they will happen is still being developed, and is not available. Neither have the cards been selected or announced. Both will be announced (via all online outlets as well as industry magazines, etc.) when the info becomes available.

5) Editions / Print Run Size

First Printing -- Limited Edition (black border) -- 45,900,000 cards

(Released Nov. 7, 1994)

Second Printing -- Unlimited Edition (white border) -- 45,900,000 cards
(To be in stores first half of December, 1994 (hopefully first week))
Third Printing -- Unlimited Edition (white border) -- 162,000,000 cards
(Scheduled to be available January, 1995)
Collector's Tin -- (Special Edition, one of each card, \$100 sugg. retail)
(Spring, 1994)

Future Printings and Future Expansion Sets, to be announced.....

6) Distribution -- (and the nature of a randomized product.)

All cards are packaged using the same basic randomized packaging method common to Magic: The Gathering and other games of this type, printed by Carta Mundi in Belgium. There is only one of each card on each sheet, and so there are no confusing levels of rarity. There also are no *tricks* like secondary sorting that artificially creates distribution rarity.

There should be no difficulties regarding getting a good mix of cards, although some have been reported and Decipher Inc. is looking into this.

Most people so far have reported good card mixes, whether buying individually or by the box. However, the odds are some people will experience weird effects, such as getting several Romulan outposts and no other outposts. (In such cases, the nature of these products is that players may trade with others for what they are missing.) Nevertheless, if you have any unusual distribution effects that seem excessively unlikely or aggravating, you should report it to DCustServe@aol.com for feedback.

Decipher, Inc realizes that with only one of each card per sheet some initial problems might occur for some people (who might not get a Federation outpost in a display box, for example). We believe that in the long term this is better for everyone -- minimizing *trash cards* that occur when cards are duplicated on the common sheet as in Magic and thereby made aggravatingly ultra-common. You basically only need one of each kind of outpost, so once your needs are met you are set; and in the future will have few cards that are unusable. Thus, on average, people get more for their money. (The same philosophy goes for missions; a lot of the non-common missions are rare, because ultimately you don't need more than one of each per game). See the FAQ -- Basic Info for Collectors for a further discussion of this.

7) More Information --

See the other ST:CCG FAQs for related information. More information on these subjects will be announced through internet sources and on networks like AOL when it becomes available. (See the FAQ -- FTP and WWW Info Sources for the latest info about WWW, FTP, or Mailing List sites.)

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ST:CCG FAQ -- Basic Info for COLLECTORS
Data and Stats of Interest to Collectors for the
Star Trek Customizable Card Game

By DAnswerMan@aol.com (also known as Lasker@aol.com)
(For more information, contact: DCustServe@aol.com)
(For related information, see ST:CCG FAQ -- Technical Data)

1) Editions / Print Run Size / Availability

First Printing -- Limited Edition (black border) -- 45,900,000 cards
(Released Nov. 7, 1994)

Second Printing -- Unlimited Edition (white border) -- 45,900,000 cards
(To be in stores first half of December, 1994 (hopefully first week))

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(Spring, 1994)

Future Printings and Future Expansion Sets, to be announced.....

2) Miscellaneous Card Stats and Data

The first run was a limited edition released by Decipher in Nov. 1994

Starters: 5,000 cases x 6 displays x 12 starters = 21,600,000

Expansions: 7,500 cases x 6 displays x 36 expansions = 24,300,000

Total # Cards = 45,900,000

60 card Starter sets have:

45 Common (75%) 13 Uncommon (21.67%) 2 Rare (3.33%)

15 card Expansions sets have:

11 Common (73.33%) 3 Uncommon (20%) 1 Rare (6.67%)

The cards are packaged in a pure random assorting method (no secondary sorting).

Limited Edition stats:

5,000 Cases of Starters:

Common cards $5,000 \times 72 \times 45 = 16,200,000$

Uncommon cards $5,000 \times 72 \times 13 = 4,680,000$

Rare cards $5,000 \times 72 \times 2 = 720,000$

7,500 Cases of Expansion sets:

Common cards $7,500 \times 216 \times 11 = 17,820,000$

Uncommon cards $7,500 \times 216 \times 3 = 4,860,000$

Rare cards $7,500 \times 216 \times 1 = 1,620,000$

Total # Cards = 45,900,000

Number of sheets and number of cards:

Number of each common card in limited edition run = 281,157

Number of each uncommon card in limited edition run = 78,843

Number of each rare card in limited edition run = 19,339

379,339 total sheets (74.12% =C, 20.78% =U, 5.10% =R)

Note: Decipher ran 1,000 uncut sheets of each card type. Most of these will be cut and are targeted as special sets to be used in promotions and company gifts. These sheets are not for sale.

> Decipher is interested in using some sheets as Merit Awards to retailers who hold the line on prices, etc., and possibly even to active players/collectors who help advance the game. We would be interested in receiving suggestions for how to best institute such a plan.

3) Cards Attributes & Quality

The ST:CCG cards themselves are printed on a thick card stock called *superlux* -- the top quality available. The cards are coated to what is called *casino-quality slippage* for easy play and durability, and feature American-style rounded corners. The printing is done with 175-point line screens -- again the highest quality possible.

4) Card Images

Each image on the card was selected from the Next Generation series and frame-pulled direct from Paramount's masters of the original Star Trek footage, then was digitally enhanced by the latest and best computer methods to create better-than-photographic quality.

Over 6,000 images were pulled in an exhaustive culling process to make the 363 images used in the first set.

For Personnel, a real effort was made to come up with images which had not been seen before for that character (especially main characters), and to find images which portray the essence of the personality of that character and his/her skills. (See, for example, the Reg Barclay card!)

Extensive computer enhancements of the images was also done, especially in cases in which the thing being portrayed was only partially seen on screen. (For example, many times only a *slice* of a planet was seen in the show as the Enterprise orbited it. Computer imaging was used to create the whole planet based upon the slice.)

Some planets were mentioned in the show, but not seen. In those cases, the image was created for that planet with the approval of Paramount, based upon known information supplied by Paramount.

Some *things* like a few Equipment cards also were created by using special photography of Paramount's props, and placing them on an appropriate background.

In general, the images were selected with loving care; as corny as that sounds, it's true. I particularly like Ro Laren's card, myself.

5) Card *Lore* and Sources

Each card contains some interesting background information about what it portrays, called its *lore*. This information was researched from many sources, and was authorized and authenticated by Paramount. We also tried to add humor in the lore when appropriate. (For example, on Data's card it says he ". . . once left his head in San Francisco.")

Sources of *canonical* information were The Star Trek Encyclopedia (by Michael Okuda, Denise Okuda, and Debbie Mirek; Pocket Books, 1994), -- plus extensive research of the television series itself, and official help from the experts at Paramount.

In some cases in which little about a specific character was known, Paramount provided and approved new information about the character from its own internal sources. Paramount also provided some names for characters who appeared but were unnamed in the episode.

6) Trash Cards Minimized--

One drag about any collectible card game is that if you are an active collector you soon acquire an overabundance of certain common cards. This is especially true for games like Magic: The Gathering in which common Land cards are duplicated on the print sheet, making them extra-common.

With ST:CCG we made an effort to minimize this problem in two ways: There were no duplicated cards on the print sheets (which

minimizes your chances of getting more than you want), and as many common cards as possible were made to be multi-use cards. For example, the common personnel cards are *universal*, which means that more than one of them can be in play at a time, unlike the major personnel cards. This gives the common personnel counter-balancing advantages that are significant, especially for Klingons and Romulans, etc. Many very useful Interrupts and Events were also common and can be used well in multiples. (To a large extent, the same goes for Uncommon cards too).

The disadvantage of this approach to minimize trash cards is that when the game first comes out a certain percentage of people might have difficulty finding some cards, which can be aggravating if there aren't enough cards out yet in your area to make trading for what you need easy. But we hope this will be minimal and short-lived. A few people might not get a certain outpost, for example, before their local store is sold out. Even so, in the first run there are 281,000 outpost cards of each type around, and trading for them shouldn't be difficult. Thanks for your patience with this; we hope all agree it is best in the long run. :-)

7) Card Packaging and Prices --

Starter Packs -- 60 cards, plus rulebooklet

Price: (Sugg. Retail \$9.50 each, \$114 for box of 12, \$684/case)

Expansion Packs -- 15 cards (flowpack)

Price: (Sugg. Retail \$3.00 each, \$108 for box of 36, \$648/case)

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Decipher plans the release of some *ultra-rare* cards, which will be strong or highly collectible nifty cards that are released in very limited runs as part of various promotions. As of this writing (Nov 18, 1994) the details on how these promotions will work and when they will happen is still being developed, and is not available. Neither have the cards been selected or announced. Both will be announced (via all online outlets as well as industry magazines, etc.) when the info becomes available.

10) Future Editions, Expansions, Tie-ins

There are plans for future expansion sets of ST:CCG, including lots of cool cards that are only hinted at in the first set.

Yes, the game also was designed to meld-in with . . .

>>The Original Series (can you say, "All Tribble Deck!?"),

>>Deep Space 9 (Ferengis and Cardassians and Jem H'adar, oh my!),

>>Voyager (the mega-rare Elizabeth (Bujold) Janeway, perhaps?), etc.;

. . . and plans are eventually to do this assuming demand justifies it.

Announcements about this will be made when appropriate.

11) Trading / Buying / Selling

Many newsgroups and online networks are already active with messages from people offering cards, pre-built decks for sale, etc. At the current time, (Nov 18, 1994) the following internet newsgroups have active trading/selling postings:

rec.arts.startrek.fandom rec.arts.startrek.misc
rec.arts.sf.marketplace rec.collecting.cards.non-sports
rec.games.deckmaster (scheduled to split into subgroups)
rec.games.trading-cards.misc (planned) and others.

There is also very active trading on America Online and other networks. (See the FAQ -- FTP and WWW Info Sources for the latest info about WWW, FTP, or Mailing List sites.)

12) Will Decipher, Inc. listen to my feedback about the game?

You have a direct line of communication to Warren Holland, the President of Decipher Inc. at: DPresident@aol.com This direct line is especially good if you do not require an e-mail response, but you want Decipher to "hear you" (either positive or negative). Every message will be read by and taken into consideration by Warren...You will be heard! :-)

More specific questions like rule clarifications or service questions should go to either:

DAnswerMan@aol.com or DCustServe@aol.com □

See the other ST:CCG FAQs for related information. More info on these subjects will be announced through internet sources and on networks like AOL when it becomes available.

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ST:CCG FAQ -- Basic Info for PLAYERS

Information of Interest to Players about the
Star Trek Customizable Card Game

By DAnswerMan@aol.com (previously posting as Lasker@aol.com)
(For more information, contact: DCustServe@aol.com)

Q: Where the hell is Guinan?

A: There are some cards, like Guinan, Hail, Soong-Type Androids, etc., which are currently not in the first edition of the game even though they are mentioned by name on other cards. Instead, they will be in a later expansion set. We have plans for nifty expansion sets in the future, and tried to anticipate these as much as possible in the first set. They aren't needed in the first set, but are something to look forward to. :-)

Q: Is there going to be expansion sets for other Star Trek series?

A: There are plans for future Next Generation expansion sets of ST:CCG, including lots of cool cards that are only hinted at in the first set. And yes, the game also was designed to meld-in with . . .

>>The Original Series (can you say, "All Tribble Deck!"),

>>Deep Space 9 (Ferengis and Cardassians and Jem H'adar, oh my!),

>>Voyager (the mega-rare Elizabeth (Bujold) Janeway, perhaps?), etc.;

. . . and plans are eventually to do this, as soon as demand justifies it. Announcements about this will be made when appropriate.

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More specific questions like rule clarifications or service questions should go to either:

DAnswerMan@aol.com or DCustServe@aol.com

Q: What is the relationship between the strength of a card and its rarity?

A: Basically, the rare cards are the most *desirable cards* -- usually because the person shown is highly collectible (Picard, Data, etc.), or sometimes because the card is relatively powerful. But there are also many powerful cards which are common or uncommon; like Kivas Fajo or Wormholes, for instance.

Q: Do I have to buy tons of cards to be competitive?

A: No. There are many good and flexible decks you can create by using common and uncommon cards, at a relatively low investment. Of course, there is also skill in how you play the cards and the luck of the draw as factors in who wins. :-)

Spending extra money for cards is advantageous of course, but we made an effort in the game to allow *latecomers* and *newcomers* to be competitive. Of prime importance is how well your deck stacks up relative to your opponent's deck. He might have a lot of *bad news* cards like fleets of rare Borg Ships, but if you are prepared to deal with Borg Ships (which is possible), then you are in good shape. Of course, if you are not so prepared, then you're in trouble! But that's the nature of the game! :-)

This is also affected by distribution, but remember also that you can trade with others for cards you need.

Q: Yeah, sure. But what about *Killer Decks*?

A: You can bet that some clever people will come up with custom decks that are unbeatable, or at least tough-to-beat. When they do, it will get published and spread like wildfire. Defensive strategies will be created. Usually such decks take advantage of some subtle loophole in the rules to create a powerful deck that will wipe out in 5 minutes anyone who isn't prepared with an equally clever defense. We expect that it will be more difficult to do this for ST.CCG than other games, but even so the remedies to such things work themselves out naturally. Trying to think up Killer Decks is part of the fun of these games, after all, and we would be disappointed if no one succeeds! :-)

If any of these killer decks create problems, we will either introduce a new card in a future expansion set that aims at nullifying the problem, or publish a rule change (if necessary).

Q: Will there be a strategy book?

A: Yes, plans for a strategy book are in the works.

Q: Are tournaments planned?

A: Yes, Decipher is developing tournament kits for retailers and

interested parties. These kits are not available yet, but they hope to have them available soon, probably in the first part of 1995. Ad hoc tournaments are already appearing in clubs and at conventions. □

Q: Where can I find more information?

A: Participate in the discussions on the Newsgroups and the networks like America Online, and watch for announcements and news releases from Decipher. Check out magazines like Duelist and Scrye. Talk to your local dealer. You can send questions to DCustServe@aol.com or DAnswerMan@aol.com

11/18/94 ST:CCG FAQ -- Where to discuss ST:CCG on the Internet
Sources of Info about the Star Trek Customizable Card Game
By DAnswerMan@aol.com (previously posting as Lasker@aol.com)
(For more information, contact: DCustServe@aol.com)

Q: How come you crummy guys at Decipher aren't releasing more info?

A: Sheeeesh. We're trying! :-)

We knew there would be a thirst for information and have always intended to be forthcoming with interesting and useful info online. But please be patient. We are developing ways to get info out to internet novices and non-net-connected Trekkers -- as well as the online afficianados. We also want to make sure the info we give out is good info. It may take us a while for us to get our systems up and running.

Some people who have long been involved with highly-active internet newsgroups like rec.games.deckmaster and related ftp sites have been critical that we are slow catching up. Wizards of the Coast has a beautiful system set up on the internet for disseminating and receiving information, and using representatives dedicated for that purpose. But it didn't come about all at once, and it will take us a while too. As of this writing (Nov. 18, 1994), the game has only been out 10 days and we are still trying to assimilate the response to it. In any case, the info is coming! ;-)

Q: Will Decipher, Inc. listen to my feedback about the game?

A: You have a direct line of communication to Warren Holland, the President of Decipher Inc. at: DPresident@aol.com This direct line is especially good if you do not require an e-mail response, but you want Decipher to *hear you* (either positive or negative). Every message will be read by and taken into consideration by Warren... You will be heard! More specific questions like rule clarifications or service questions should go to either: DAnswerMan@aol.com or DCustServe@aol.com

Q: Where can I get internet information about the ST:CCG?

A: Currently, the following newsgroups have active postings:

rec.arts.startrek.fandom rec.arts.startrek.misc
rec.arts.sf.marketplace rec.collecting.cards.non-sports
rec.games.deckmaster (scheduled to split into subgroups)
rec.games.trading-cards.misc (planned) and others.

There is also very active trading on America Online and other networks.

Q: How about a dedicated Usenet Newsgroup for ST:CCG?

A: We would certainly like to do this. It requires enough volume of interest to happen, including a vote by Usenet users, etc.; but we hope to do this as soon as possible, either in the rec.games.deckmaster hierarchy or in the rec.arts.startrek hierarchy. We would appreciate the help of anyone interested in organizing this. :-)

Q: Will there be Mail List, WWW and FTP sites set up for the game?

A: Yes. Plans are still being finalized, www pages are being setup. (See the FAQ -- ST:CCG FAQ: FTP and WWW Info Sources for the latest listing of such sites). An ftp site is under consideration and will eventually be done; but unless done with a volunteer first (which is likely), Decipher's own site will probably not appear until after the first of the year the way things are going. Keep an eye out online for announcements of mailing lists, www pages, and ftp sites related to ST:CCG when these become available.

Q: What about Online Information for us internet novices?

A: AOL has ST:CCG discussion folders in the GIX area.

*****About this Rules FAQ:

The STAR TREK: THE NEXT GENERATION: CUSTOMIZABLE CARD GAME seems almost as infinite in its possibilities as the Star Trek universe itself, and thus cannot be contained in one rulebook. Each time you play, new possibilities will appear and new questions arise. The game has a very deep basic structure, and each card tells you what it does; but the combinations of cards in play are incalculable. As mentioned at the beginning of the rules, if an unexpected twist comes up that isn't in the rulebook, use common Trek Sense to resolve it and then look for a specific answer in Rules FAQs like this where we will place our official interpretations of the most common questions.

This FAQ covers the 50 most frequently asked questions thus far. We also have about 25 more that we will compile into an update of this FAQ shortly.

Decipher, Inc. is collecting common rule questions as they come in. Since the ST:CCG game, as of this writing, has only been out a couple weeks, this should be considered the first of a rules FAQ document that will be updated as time goes on. (Thus, the "v.1" in the title). At the present time, there is no official "Rules Committee" for the game, and these answers were compiled by people involved in the game design, including myself, Rollie Tesh, Warren Holland, and Ross Campbell. We are open to suggestions for forming rules committees in the future. (The following Questions and Answers are only loosely organized at this time. In later editions of this FAQ we will create a better structure or an index if necessary.)

***** Asking Questions:

If you can't find the answer you are looking for, you may send your question to: DAnswerMan@aol.com.

Suggested format to ask the question:

(1) List a Subject, (2) Pose the question, (3) Give an example, (4) List your reasons, arguments, etc. if you have an interpretation.

***** Q & A *****

Q: Leadership -- How does "leadership" work? Are all Officers leaders or are only people with "Leadership" leaders?

A: The concepts of "leader" and "leadership" are related but slightly different in the game. In terms of "Battles", you need to have a "Leader" to fight offensively. (See Rulebook pages 26-27). A leader for Battles is any Officer or anyone with "Leadership" listed as a skill. "Leadership", however, can also be required by Missions or Dilemmas, etc. In this case, the cards refer to the *skill* of leadership, not to just any old Officer. Thus, to meet a "leadership" requirement for a Mission you need at least one Personnel with the special *skill* of Leadership listed in his/her skills box.

Think of it this way: All "Officers" go to military academies where they learn how to battle. So they all have the ability to lead in battle (indeed, this is one of the "purposes" of officers in the game). But not all of them have the "charisma" to be *skilled* at Leadership in a more general way such as Captain Picard or Adm. Nechayev.

Q: End of Turn -- What is the definition of the "end of turn", which is a phrase often used on the cards, such as "...ship explodes at end of your turn."?

A: Anything that happens at the "end of turn" is the *last thing you do before the card draw.* As the rules say, (page 13), you "signal the end of your turn" when you draw your card. In other words, when the card is drawn, the turn is completely over. So, something at the end of a turn happens just before the turn is over. (If several things are scheduled to happen at the end of a particular turn, take them in any sequence).

Q: What are the Capitalized skills on the Personnel cards, like ENGINEER?

A: See page 29. Some "classifications" like SCIENCE, MEDICAL, etc. can appear in a character's skill box, if the character has special professional-level skills in that area as well as in his normal classification. An Engineer with ENGINEER also listed in his skill box (like Geordi LaForge) is essentially a "super-Engineer" (or "double-Engineer"), and would count as 2 engineers. A Scientist who also has MEDICAL listed as a skill (like Vektor) essentially counts as both, etc. All of this is a way of more accurately reflecting the abilities of those characters who are especially skillful in one area or skillful in more than one area, like Data and Geordi.

Q: Equipment -- How do Equipment cards like the Engineering Kit work?

A: They multiply skills on crews and Away Teams. For example, an Engineering Kit turns every Officer at that location into an Engineer as well. Thus, skillful use of Equipment can create a very strong Away Team. For instance, if you had an Away Team with 4 Officers, 1 Engineering Kit, and 1 Medi-Kit, you essentially would have 4 Officer, 4 Engineer, and 4 Medical personnel in the Away Team, using just 6 cards!

Q: Stranded Equipment -- If an Away Team with Equipment gets wiped out (e.g. by a Firestorm) is the Equipment destroyed as well?

A: The Equipment normally would not be destroyed, and thus would be left on the planet, where the OWNER of the Equipment could later go and retrieve it. (The opponent cannot retrieve them, because theoretically he would not know where to find them on the planet.) This is one of the advantages of using Equipment cards; they aren't as vulnerable as Personnel.

Q: Rescuing Love Interests -- Can you rescue your crewman who has gone off with the alien of the opposite sex without beaming down to the planet with an Away Team?

A: Yes. You can go to that planet and just beam him/her up. By then, he has come to his senses, and returns to the crew. :-)

Q: Love Interest / Data -- Is Data affected by the Male's Love Interest dilemma? What cards are NOT affected by Male/Female love interest?

A: Only Personnel which are "asexual" (without sex) are not affected by the Love Interest dilemmas. This includes mainly Exocomps, but also Soren (who is androgynous, although she did show some female feelings, but these were suppressed) etc. This immunity is one nice advantage of such characters.

Data, even though he is an android, is considered to be a male, and thus susceptible to the Male's Love Interest. Why? He is described in the series as a "fully functional" male, (as Tasha Yar can attest!) He is therefore a male in terms of the gameplay, as befits his character. The series has shown him many times being swayed and affected by women. He's had more girlfriends than Geordi!

In general, Personnel have the sex you expect they have and are affected by the opposite sex dilemma cards, (as well as other sex-specific cards including the Matriarchal Society card, etc.). An exception are Personnel who are clearly asexual, such as in the case of the Exocomps. We'd rather avoid creating a list of which cards are asexual, but if we have to we will.

Q: Artificial Lifeforms -- Are the artificial personnel like Data and Exocomps affected by cards like Dilemmas or Events that normally would only affect "natural beings"?

A: As a general rule, Androids and Exocomps, etc., would not be affected by cards that specifically affect living things -- as long as there is good reason to believe they logically would not be. For example, the Hyperaging card would not affect beings which do not age at all. Usually common sense will answer any particular instance of this type. If necessary, we can make a more specific ruling later. (See next question).

Q: REM Sleep -- are non-sleepers like Data affected by this card?

A: The point about the REM Sleep problem is that it drives the crew crazy until they destroy the ship. Even though some of the crew might be non-sleepers like Exocomps, and thus not personally affected, they will still be destroyed when the rest of the crew goes crazy, and thus are affected by the card. However, you might use a "house rule" for this rare *exception* -- If the majority of the crew are non-sleepers, then the REM Sleep Dilemma has no effect (because not enough of the crew goes nuts).

Q: How does the Borg Ship work? ---

- (1) Does the Borg Ship really attack EVERYTHING?
- (2) Are cloaked ships immune to the Borg Ship?
- (3) How Can you destroy it to earn the Bonus?
- (4) Is the Borg Ship affected by Where No One Has Gone Before or other Interrupt or Event cards?
- (5) Is there a limit on the use of Borg Ships?

A: The Borg Ship is probably the most complicated card in the game to use, with a lot of info crammed into its 3-line explanation on the card:

"Self-controlling ship (WEAPONS=24, SHIELDS=24). Start here. Attacks everything. End of every turn, moves 1 card toward and off spaceline's long end. Destroy for bonus."

Borg Ship Attacks: When it first appears, it attacks **everything and anything** in space at that location. When it moves to the next location, it attacks everything and anything there. If during a turn a player moves a ship to where the Borg Ship is and stops there, the Borg Ship attacks it. (However, you can fly past the Borg Ship by going "over" it, which is the main method of getting out of its way). The Borg Ship attacks EACH individual thing in space at that location -- i.e., if it moves to a place where there are three Ships located, it attacks each one of them with Weapons=24. It will thus destroy immediately most ships it meets (by "direct hit", see page 28). Ships with shields of 12+ will be only damaged.

Borg Ship vs. Cloaked Ship -- If a ship has a cloaking device that is already activated when it encounters the Borg Ship, it will be safe. (Some have argued that the Borg are advanced enough to discover cloaked ships, but there is no support for that in the series). Note that when doing a planet mission a ship must decloak before beaming down the away team. Ships can only cloak/ decloak once per turn, so if the away team hits a Borg Ship dilemma the ship might still be uncloaked and vulnerable. Also note that a cloaked ship located with a Borg Ship will be attacked if for some reason it loses its cloak. There are other means of dealing with Borg Ships besides cloaking, such as using Hugh.

Destroying the Borg Ship -- If you attack it with several ships, you might have enough firepower to damage it (you need weapons of more than 24 total). (Of course, these ships will each be attacked by the Borg Ship as well). The damaged Borg Ship is turned upside down to indicate damage. If it is damaged twice, it is destroyed. The player who bags it gets the big 45 point bonus.

Borg Ship vs. Interrupt and Event Cards, etc. -- The Borg Ship is a **Dilemma** card, and thus is not a **ship** per se. Thus, it is NOT affected by various Interrupt or Event cards which are "played on a ship", such as Temporal Rift, Transwarp Conduit, Loss of Orbital Stability, etc. However, the Borg Ship does MOVE like a ship, and thus it IS affected by Interrupts and Events that are "in space" which it encounters, such as the Tetrayon Field, Subspace Warp Rift, etc. Some of these have little effect (i.e., "Gaps in Normal Space" will kill somebody aboard if you stop there, but what do the Borg care about that?), but some do have interesting effects -- particularly the "Where No One Has Gone Before" card, the "Q-Net", and "Wormholes".

Q: Plasma Fire -- If it continues to damage a ship every turn, does that mean it destroys a ship in 2 rounds or just keeps it in a "damaged" state until SECURITY puts it out?

A: The ship gets damaged by the Plasma Fire at the end of each of your turns, beginning at the end of your next turn. ("Damage" here means normal ship damage, like battle damage). Thus, normally if it is not extinguished the ship is a goner in 2 turns. However, there is the chance the player might be able to "repair" the ship, thus keeping it alive longer, or bring the SECURITY in the meantime.

Q: Rescuing a Crew -- If my ship is about to be destroyed, can I save the crew, such as by beaming them down to a planet?

A: Yes, if your ship is going to be destroyed, you can try to save the crew by beaming them down to a planet first, where they will be stranded but can be picked up later. (They would be vulnerable to attack there from enemy Away Teams). The only time you can't do this is in

the middle of a ship-to-ship battle (where there is logically not enough time to escape this way). There is an Interrupt card, however, called Emergency Transporter Armbands, that does allow such a means of escape even during a battle. Note that a crew can also escape by using an Escape Pod card, as well as other ways.

Q: When using cards like "Res-Q" or "Palor Toff" to regenerate a card, does the card go into your hand or into play?

A: The card goes into your hand (unless otherwise stated).

Q: Can Res-Q or Palor Toff regenerate a Dilemma card?

A: Theoretically you can -- however at the present time there is no way to use a Dilemma card in your hand, so there would be no point to it. Dilemma cards are only used during the seed phase. (It is likely, however, that we will have a card in a future expansion set that allows later use of Dilemmas.)

Q: Static Warp Bubble -- What is the official answer on the use of this card. Does the discard happen before or after the draw?

A: The discard happens anytime *before* you draw. (The card draw signifies the end of your turn, so the discard must happen before then) This way, you will always have at least one card in hand to play with even if it drains you all the way down. (If you have one card left and it is your turn, you can play that card during your turn. At the end of your turn you have no cards left to discard, but still get your card draw to actually end your turn.)

Q: Static Warp Bubble -- Is this a killer card? By forcing your opponent to discard EVERY ROUND, how can it be countered?

A: A Static Warp Bubble is fairly easy to overcome. Kevin Uxbridge will eliminate it entirely and The Traveler: Transcendence counters it. It is no doubt a pretty strong card, but not a killer even if you can't get rid of it.

Q: Does a Holoprojector work whether or not you have a ship with a holodeck?

A: Yes. (See page 31) The Holoprojector is sort of like portable Holodeck installed on all your ships at the same time, but with the advantage that it allows your holocharacter personnel to not only be used on ships, but to be used on planets as well.

Q: Fek'Ihr -- Can he be played on a Federation ship with a holodeck?

A: Despite being a holocharacter, Fek'Ihr is a Klingon personnel. Klingons normally won't travel on Federation ships due to a mismatch of affiliations (see page 3 of the Rulebook), so normally he can't be used on a Federation ship. (Even though any holodeck can theoretically create anything, unless there is a treaty in place the Federation doesn't have a program for Fek'Ihr to use.) However, if a Federation/Klingon Treaty is in effect, then each affiliation's holocharacter programs are shared just like everything else, and thus Fek'Ihr could be used on a Federation holodeck under Treaty.

Q: Cloaked Ships -- Can Events and Interrupts be played on a cloaked ship? i.e. Scans, Plasma Fire, etc.

A: Generally speaking, these cards CAN be played on a cloaked ship, *as long as the card is logically independent of cloaking ability.* Most Events and Interrupts are "acts of nature" or "accidental encounters" of some sort that happen to the ship independently of cloaking

ability, not something invoked by the opponent. For example, a Plasma Fire can happen aboard a ship whether it is cloaked or not, (even if your opponent can't technically see the ship) and thus this card can be played on a cloaked ship. (Other examples are Temporal Rift, Escape Pod, etc.)

However, Event or Interrupt cards which represent the actions of the opponent that would logically be "frustrated" by cloaking should not be playable on a cloaked ship. For example, a Scan card doesn't make sense to play since a cloaked ship cannot be scanned, by definition. (Your opponent initiates a scan, it is not a natural phenomenon.) This distinction is usually obvious from the card, using some Trek Sense.

Q: Cloaking -- Can you cloak and uncloak (or vice versa) both in the span of one round?

A: No. You can only do one per turn for each ship. See page 30 of the rulebook.

Q: Cloaking at Outpost -- Can a ship enter play at an Outpost already cloaked?

A: A ship can't be put into play at the outpost already cloaked, because there is nobody aboard to push the cloak button! :-). What you can do, however, is dock the ship at the Outpost normally, immediately move everyone aboard, and then cloak the ship. This has almost the same effect.

Q: Cloaking Requirements -- Can a ship cloak or uncloak with no one aboard?

A: You need someone aboard to change the "cloaking status". Perhaps a card may be added in the future to allow you to do this remotely (i.e. from an Away Team).

Q: Rogue Borg -- Can Rogue Borg be played upon a Cloaked ship?

A: The current ruling on this is that there is no canonical evidence in the show that the Borg have the technology to detect cloaked ships, and therefore the Rogue Borg can't be used on a cloaked ship. Since the Rogue Borg are Interrupts, just wait until the ship decloaks and then attack it.

Q: Warp Speed -- Is a ship's "Range" the same as its "Warp Speed"?

A: You can think of it that way, but technically range is just distance.. Remember that the spaceline is a one-dimensional representation of a 3-dimensional universe, and the "time" of a turn is unclear, so calculation of "speed" here has little meaning. It is better to define range therefore as just how far you can go in a turn, not how fast.

Q: Away Teams -- When all away teams are stopped, can a new away team be formed and beamed down to continue?

A: Yes, as long as it is made up of Personnel who aren't already "stopped" for that turn. For example, if your initial Away Team hits a Sarjenka dilemma and is stopped, you might bring up another ship, beam down another Away Team, and try the mission with them. Of course, the Personnel in the initial Away Team can't participate because they are stopped. (See page 17).

Q: Menthar Booby Trap -- how does it work?

A: This space Dilemma card says: "Unless MEDICAL present, one crew member killed (random selection). Ship can't move until 2 ENGINEER present." This means it has two effects. First, one of the crew will be killed unless you have a Medical Personnel present.

Second, the ship can't move unless you have 2 Engineer there. In the latter case, the ship will be "stuck" there forever until it can be rescued. You can rescue it by bringing the necessary Engineers there in another ship. If you can't do that, you can at least bring up another ship and beam the crew off the trapped ship. Note that the first effect comes first -- if you have 2 Engineers but no Medical aboard, one of the Engineers might get killed before they can free the ship in step 2! Other ships coming to this location are not effected by the Trap. A ship caught in a Menthar Booby Trap CAN participate in a battle if one comes its way.

Q: Incoming Messages -- This requires the indicated ship to "return to outpost", but what happens if the Outpost has been destroyed?

A: A rare occurrence, but possible. If the Outpost had been destroyed, the ship must return to its "place of origin" (where the Outpost was), (perhaps to investigate the debris leftover from the disaster).

Q: Toral -- What's the deal with Toral's "1/2 Leadership" skill?

A: Toral was a young and honorless illegitimate son of Duras who tried to become Leader of the Klingon High Council and failed, so we gave him only 1/2 leadership. ;-) His weak leadership IS sufficient to count as being a Leader for a battle, but it is NOT sufficient for the Leadership requirement listed on a Mission or Dilemma card -- you must have full leadership skill for those. If you ever get him together with somebody else with 1/2 leadership, you'll have 1 full leadership!

Q: Space Dilemmas from an Outpost -- If you attempt a mission from an outpost, with no ships involved, and you encounter a Dilemma targeting a ship, do you ignore it and go on?

A: If the Dilemma specifically effects the ship only, then it has no effect since there is no ship. However, if the Dilemma effects the "crew", it does have an effect. For example, The Tarellian Plague Ship says, "All ship's crew immediately die from plague unless MEDICAL volunteers to permanently beam over (discarded) to Tarellians...". This applies to the crew from the Outpost as well (they are still a ship's crew after all, they just haven't reported to the ship) -- you would have to beam over a Medical Personnel or your whole crew is toast.

Q: Horga'h'n -- It says that it "allows" you to take two turns, is this optional?

A: Yes. It says you are allowed to, not that you "must". You could only take the normal one turn if you want

Q: Red Alert -- After the Red Alert is in play, allowing you to play as many Ship, Personnel, or Equipment as desired each turn, do these cards count as your normal card play or can you also play, say, an Event?

A: Once the Red Alert card is in play, (after the initial turn) a group of cards played under a Red Alert count as your normal card play during any turn. If you want to play an Event, you can't play any Red Alert cards that turn too.

Q: Inter-ship Beaming -- Can two ships passing each other beam Personnel between themselves (if they are your own ships)?

A: Yes.

Q: Exhausted Deck -- What happens if you run out of cards to draw?

A: (See page 2 in the Rulebook) As soon as either player's deck runs out, the game is over and the player who then has the highest score wins the game. This is important since one major tactic is to try to exhaust one of the players' draw decks whenever you are leading the game on points.

Q: Tractor Beams -- How is this Ship attribute used?

A: Currently there are two uses for it, and there may be more in the future. There is an Interrupt card called "Ship Seizure" which allows ships with Tractor Beams to tow away (i.e. destroy) an opponent's empty ship. Also, the Radioactive Garbage Scow is a Dilemma that blocks a Mission until you have a ship with tractor beams tow it out of the way (and leave it somewhere else!).

Q: < > Marks -- How do you read these? If the card states something like, "Unless SCIENCE and CUNNING>35...." Does that mean Science>35 AND Cunning>35 or the combination of the two >35?

A: This example translates as, "Unless you have one SCIENCE Personnel and a total amount of CUNNING greater than 35...." These symbols are not boolean algebra! ;-) They refer to "Attributes" (Strength, Cunning, Integrity for the Personnel, or Weapons, Shields and Range for the Ships), and state how much of that attribute you need. They don't refer to Classifications or Skills of Personnel. (See page 24 of the Rulebook). Sometimes they might seem a little ambiguous, but only if you read them algebraically. If a card calls for more than one Personnel classification or skill it will say, "2 SCIENCE" or "3 Diplomacy", etc., which means you need at least that many Personnel with those skills.

Q: USS Nebula -- On page 15 of the rule booklet, it is mentioned that universal cards are weaker than non-universal. But the U.S.S. Nebula, an universal ship, is rated at 8/7/8, and the U.S.S. Sutherland and U.S.S. Phoenix, (specific Nebula-class ships) are rated at only 7/7/7 and 7/7/8. The universal ship seems stronger than the others. What gives?

A: The rules only say that universal cards "tend to be a bit weaker than other cards." Any seeming exceptions to this might be only apparent. Remember that you might find cards in future expansion sets that alter the evaluation of the strength of current cards. ;-)

Q: Mot -- What about cards that seem to have no use, like Mot the Barber?

A: Perhaps you only think they have no use. ;-)

Q: Telepathic Kidnappers plus Alien Probe -- These two cards together in play make a killer combination. Should combinations like this be outlawed?

A: Hold your horses! First of all, it is fun to find combinations like this which "make your opponent's jaw drop." Second, it isn't necessarily easy to get the two into play -- you have to stock your deck for it, have the cards come up, and then take two turns getting them down. Your opponent has options in the meantime. (And a savvy player can stock his deck with defenses for this strategy).

Third, are you sure it is a total "killer"? The Alien Probe makes both players play with cards exposed. The Telepathic Alien Kidnappers says, "At end of each turn, guess a card type and point to a card in your opponent's hand. Card must be shown. If guessed correctly, card is discarded." Thus, while it is true that each turn you can zap any one of the opponent's cards (which is indeed powerful), you do NOT have control over the card he draws that turn. Remember the above-listed definition of "end of turn", it happens *just before* the card

draw. Then, the card the opponent draws will be safe. If the opponent draws a Kevin Uxbridge, for example, he can immediately use it to destroy one of the Events.

Fourth, even if this card-combo becomes too powerful and player consensus rises against using it, we would prefer to handle the situation naturally rather than through an artificial rule. A new card in the next expansion set could be created to mitigate or destroy such a tactic. (In the meantime, you can always play with a house rule against this combination if you feel you must.)

Q: Kurlan Naiskos -- This artifact triples a ship's stats if all 7 personnel types are on board. Would an Officer who also has Medical skills, for example, count as both for this purpose?

A: Yes. It doesn't say classifications, it says types.

Q: Supernova -- Does a Supernova destroy a Particle Fountain?

A: It destroys the card along with all other cards there (see page 32 of the rulebook), but not the points earned by the person who played it. (At the present time there is no way to take Away Points that have been earned by a player.) Take the particle fountain and set it aside with other bonus point cards to keep the score indicated.

Q: Away Teams -- Can an Away Team "abort" a Mission before going through every dilemma at a certain location?

A: (1) If your Away Team gets stopped, it can't continue further this turn and next turn you can choose to either continue or beam up and try again later.
(2) However, once you commit an Away Team to attempting a mission, you can't suddenly change your mind in mid-stream and beam up even though the Away Team hasn't been stopped by the first Dilemmas it met. The idea of the Dilemmas is that they represent the unknowns, the "plot twists" that come up when you enter the adventure of transporting to the planet. Once you are started, you are committed. (Also, to allow this would introduce a possibility for cheating, by peeking at the next Dilemma).

Q: Attacking -- Can Federation attack Romulan or Klingons on *planets*?

A: Not normally, no. The prohibition against Federation *initiating* attacks extends to away team battles too (See page 28), although you might see special cards in the future that do allow it under certain circumstances.

Q: Docking Ships -- When a new ship comes into play at the spacedock, can it move that same turn?

A: Yes it can, as long as you move the necessary people aboard to staff the ship properly, etc. (See page 17-18 in the Rulebook).

Q: Alliances and Outposts -- Can you create an alliance during the game if you don't have outposts representing both affiliations in play?

A: Yes. (1) If you start out with two Outposts but one of them gets destroyed, you can still create the treaty. While the Treaty is in effect, all the new personnel can come in at the remaining outpost. (2) If you start with only one outpost from the beginning, you can also still create an alliance, although you can only bring in the mixed-affiliation personnel at the outpost after you establish the treaty.

Q: Are there non-aligned outposts?

A: There almost surely will be in the next expansion set.

Q: Non-Aligned Ships -- Do you need to have a non-aligned Personnel onboard a non-aligned ship to meet that ship's staffing requirements?

A: Personnel of any affiliation can be used to meet its staffing requirements. See page 19 of the Rulebook.

Q: Ship Hopping -- Can you "ferry" Personnel down the spaceline with several ships? i.e. Beam the person up, move the ship, beam him over to another ship, move that other ship, etc.?

A: Yes. Clever manipulation of ships can give you lots of movement freedom.

Q: Q-Net -- Can a Q2 get rid of a Q net?

A: No. Q2 can only interfere with Q-related Dilemmas. However, since the Q-Net is an Event, it can be destroyed by Kevin Uxbridge.

Q: Gaps in Normal Space -- Does it create a new spaceline location?

A: Essentially, yes. You place it between one of the spaceline locations, where it creates a new location with a span of 4 across it. Anything stopping there gets a crewmember killed, so you have to "fly over" it. It can be destroyed by Kevin Uxbridge.

Q: Extending Shields -- (1) When an outpost extends its shields to a ship in its space, are the outpost's shields reduced?

A: No.

Q: Extending Shields -- (2) Is the shield extended to all its ships in orbit?

A: Yes (see page 29 of the rulebook)