

STAR TREK: The Next Generation[®]
Customizable[™] **Card Game**

Official Answers to FAQ's
(Frequently Asked Questions)

Decipher Inc.
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STAR TREK: CCG OFFICIAL RULES FAQ FILE
OFFICIAL ANSWERS TO COMMON QUESTIONS
For the STAR TREK: TNG: Customizable Card Game

Includes ALL FAQs answered to date.

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This FAQ FILE contains ALL the Frequently Asked Questions and Answers for ST:CCG to this date, all organized within a numbering system explained below.

README:
RULES FAQ FILE and FAQ SUPPLEMENTS

Each time a new set of questions is answered, the set will be published separately as a "FAQ Supplement" and at the same time this "FAQ FILE" will be updated to include the new FAQs. Thus, this FAQ FILE should always contain "All the FAQs" in one place, and can be downloaded as an easy reference tool, whereas the Supplements contain only the latest FAQs.

This FAQ list is updated *frequently*, so if the date above is old, look for a newer version. The latest version of this file can be retrieved via any of the following:

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*HOW TO USE THE NUMBERING SYSTEM

This document has a simple numbering system that divides the questions into subject categories. There is a category for each type of card in ST:CCG, as well as categories for common types of rules. (See the list below).

If you have a question, you will find the answer under one of the subjects it relates to. For example, if you have a question about whether Exocomps are Cumulative, the answer will be found under either Personnel (where Exocomps are), or under the category for questions about "Cumulative" effects.

If your question is about a certain card attribute, such as "Skills", look either under the category for the type of cards that have that attribute, or under a separate category by that name. If your question is of a general or miscellaneous nature, such as a question about a "tactic", look in Category 1 "General Questions."

Another good way to use the FAQ FILE to quickly find questions/answers relating to your question is to simply use the "Find" feature of your word processor.

The categories are not currently cross-referenced, so you may have to search a bit. For example, a question about Damaging Ships might be found under Ships or under Battle.

Probably at some point we will introduce a more detailed numbering system with cross-references, etc., but we hope this will serve for the time being.

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1. GENERAL QUESTIONS

Q: LONG-RANGE SCAN SHIELDING -- The Mercenary Ship says it has "long-range scan shielding". What is this?

A: It means the ship is shielded from the use of the Long-Range Scan Interrupt card (which normally allows you to look at the cards

on an opponent's ship).

Q: COUNTING SEEDED CARDS -- During play, are you allowed to look at the number of Dilemma or Artifact cards under a certain mission?

A: No. It is okay to check and see if any are there at all. But you can't count them. (Too much of a chance for cheating).

Q: PEEKING AT THE DISCARD PILE -- Can you look through your discard pile during a game?

A: No, unless a special card allows it.

Q: LOOKING AT OUTPOST PERSONNEL -- Can you ask your opponent to show you his/her Personnel and Equipment cards that are face up on the table (like those at an Outpost)?

A: Yes

Q: DEFINITION OF "TURNS" -- What is the proper definition of the word "turn", as when it says "your turn" or "each turn" or "double turns" on the cards, etc.?

A: There are four potentially confusing things about turns:

- 1) the definitions -- "each", "every", "next", etc.
- 2) to whom the card applies
- 3) "when" a "timed" event happens during a turn.
- 4) how "double turns" (the Horgha'hn) affects these

Below is a listing of definitions of all these terms which both works for the cards, and also should work with future cards we have planned for expansion sets.

DEFINITIONS

"Turn" -- a turn is one segment of the game in which the player is "on move", consisting of the turn sequence explained in the rulebook (page 13) of a) play one card, b) execute orders, c) draw a card to end the turn. Players alternate turns in the game.

"End of Turn" -- the end of each turn is signified by the player drawing a card. Anything that the cards say happens "at the end of a turn" happens just before the card draw. If there is more than one thing scheduled to happen at the end of the turn, the player can choose which to do first.

"Start of Turn" -- after the opponent has transferred the turn to you (by ending his/her turn), and the first thing you do that turn.

The Subject of the Card -- Who the card applies to is important for understanding the definitions of "turns", and the source of most confusion about "turns." For example, "next turn" would be unclear if you didn't know whether it was referring your next turn or the opponent's next turn.

The wording of the card usually makes it clear who it applies to. But some cards are a little ambiguous. If it isn't clear,

the general rule is: the player that the card affects is the person it applies to.

If you play a card on an opponent's ship, such as a Warp Core Breach, it affects him and thus he is the subject. So when the Warp Core Breach says, "Ship explodes at end of owner's next turn. . ." it means the owner of the ship (the person it applies to), not the owner of the Warp Core Breach card. If you play a card on yourself, like The Traveller, you are the subject. If a card applies to both players equally, such as the Anti-Time Anomaly, the subject would be the person who played it.

Once you know the subject, it is easy to determine what "turn" means, counting from that point of view:

"Each Turn" -- each of the subject's turns (skipping the other player).

"Every Turn" -- every successive turn, of both players.

"Next Turn" -- the next turn of the subject.

"This Turn" -- the current turn.

"Rest of Turn" -- the remainder of the current turn.

"Full Turn" -- this definition is a little more specific. a "full turn" means one complete turn segment of the subject, from beginning to end. It does not include the current turn already underway.

For example, the Anti-Time Anomaly says, ". . . Kills literally ALL personnel on table . . . at the end of your third full turn, unless . . ." Here is what it means by "your third full turn". The subject is the person who plays the card. You do not count the turn you are currently in. You only count your next three full (complete) turns. So, you would finish this turn, and then the countdown goes through three full turns with the Anomaly striking at the end of that third full turn.

"Double Turns" -- one card, the Horga'hn, allows you to take "double turns". This means the player takes one normal turn and then immediately takes another turn before the play alternates to the opponent. That's clear, but how does it effect the other cards that involve counting turns? Each turn in the double-turn is a full turn and counts as a turn. Thus, if the Anti-Time Anomaly was counting-down for the player with the Horga'hn, each of his double-turns would count as full turns.

Unclear Cards -- One card that is unclear in the above definitions is the Loss of Orbital Stability. This Interrupt says "Ship can't move for one turn. . ." This depends on whose move it currently is. If it is currently the ship owner's turn, the ship can't move for the rest of his turn. If it is not his turn, the ship can't move during his next turn.

(Alien Groupie) -- this is worded: "Plays on any Away Team which has just completed a planet mission. Female groupie delays beam up of one male (random selection) for one full turn." That final phase should really have said, "... until the end of one full turn." to make it clear.

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: 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: ENDING THE GAME -- When you run out of cards, the game ends. Is this as soon as there are no cards in your draw deck, or as soon as you need to draw a card and can't?

A: It is supposed to happen as soon as you run out of cards in your draw deck. Normally, since cards are drawn at the end of your turn, running out will happen at that time. It is possible to run out during the middle of your turn if a special card is played that forces you to draw cards. The current ruling is that the game ends immediately when this happens. See the rules on page 2 and 6.

Q: TEMPORAL RIFTS AND COUNTDOWN EFFECTS -- There are some cards with "countdown" effects, such as stating something that is going to happen to a ship in X turns (i.e. Warp Core Breach). And there are some cards which can be played on a ship (i.e. Temporal Rift), that make it "disappear" and reappear X turns hence. During the time it is in the Rift, are the countdown effects still happening, or are they suspended?

A: The current ruling is: Time isn't frozen for the people aboard the ship. The countdown of turns continues for the ship in the rift. Note: while in the rift, the ship can only be affected further by cards which have natural effects, similar to the interpretation for ships that are "cloaked" -- i.e., a Plasma Fire can be played on a ship in a Rift, but the opponent could not "scan" the ship in the rift.

Q: < AND > 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: DOES DECIPHER ACCEPT CARD IDEAS?

A: We make a formal distinction between a suggestion (offered from a customer as feedback) and a submission (a game designer seeking compensation). Your feedback is always welcome. If you think there is something good or bad about the game that you want us to know, or you have a "wish list" of cards, feel free to tell us. We listen to our customers and such suggestions are appreciated. However, if you are a player or designer seeking compensation for ideas Decipher does not accept personal submissions for collectible card game concepts. All such submissions must go through an established "game agent."

Q: STRATEGY BOOK -- Is there going to be a Strategy Book?

A: Yes. One is in the works. It will contain expanded information about the game, as well as discuss in detail the prevailing tactics and strategies for specific cards, etc.

2. PERSONNEL

***2.1 MISCELLANEOUS

Q: ARTIFICIAL LIFEFORMS (DATA, EXOCOMPS, etc.) -- 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: LOVE INTEREST and 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: FEK'LHR -- Can he be played on a Federation ship with a holodeck?

A: Despite being a holocharacter, Fek'lhr 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'lhr 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'lhr could be used on a Federation holodeck under Treaty.

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

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

Q: TORAL and 1/2 LEADERSHIP -- 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: PERSONNEL BACKUP -- A player has, for example, four Lt. Wolf cards in a deck. One Lt. Wolf is put into play, and it is subsequently killed. Can another Lt. Wolf come into play later in the game or is he considered dead until a "Res Q" is played to regenerate him?

A: One player can not have two Lt. Wolf's (or other non-universal personnel) in play at a time. However, if the one in play gets discarded, you can play another Lt. Wolf if you get one in your hand. This is a reason to stock more than one in your deck. In the future, there might be other cards that affect "backups" like this.

***2.2 EXOCOMPS

Q: EXOCOMPS AND ANDROIDS -- Are Exocomps "androids" too? If so, can they be used to counter the Ktarian Game dilemma?

A: No. They are sentient artificial life-forms, but not androids (which are human in appearance and abilities). Exocomps have unique abilities of their own, but don't double as androids.

Q: EXOCOMP REPAIRS ON A MOVING SHIP -- Can an Exocomp repair a moving ship?

A: Yes

***2.3 SKILLS

Q: CAPITALIZED SKILLS -- 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 Vekor) 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: 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: VULCAN MINDMELD -- How would this be used? Also, does each mindmeld capable person meld with someone, or do they all meld with the same person?

A: The "mindmelded" skills are duplicated. For example, if Sarek (what has mindmeld ability) is present with Geordi and Worf, you could play the Mindmeld card and Sarek could "meld" with Geordi (or Worf, your choice) and thus also have Geordi's skills this turn. The mindmeld thus allows you to temporarily "duplicate" the skills of any of the people present in the Away Team, and you have the choice of which one; which provides nice tactical flexibility when beaming down to attempt a mission where there are a lot of dilemmas. Each of the mindmeld capable people at that location can do this, so if you have several in an away team you have excellent flexibility.

***2.4 KLINGONS

Q: FEDERATION KLINGONS and PARTIAL KLINGONS -- Can

Federation Klingons benefit from special Klingon-oriented cards like Right of Vengeance and Death Yell? Can a character who is only 1/2 Klingon get benefit?

A: Yes to both. They have "Klingon blood in their veins" too. For example, in TNG, Worf did the Klingon Death Yell at least twice.

3. SHIPS

***3.1 MISCELLANEOUS

Q: SHIP DESTRUCTION -- When a Self Destruct card used to destroy a ship, other ships in the same location are damaged. Is this true for a ship that is destroyed for other reasons (for example, by a Plasma Fire)?

A: No. Currently the only kind of ship destruction that damages nearby ships is from the Auto Destruct. Note: Intentionally using this as a tactic to damage enemy ships is one way for the Federation to (essentially) attack.

Q: SELF DESTRUCT and SHIP BATTLES -- Can "Self Destruct" be used *during* a Ship Battle? For example, Ship A attacks Ship B with enough weapons to destroy it (direct hit). Owner of Ship B wants to go down fighting by playing a Self-Destruct to damage Ship A (since they can't take a retaliatory strike and the ship is dying anyway). However, Self-Destruct says it takes effect "at the end of the turn". This means Ship B will be already destroyed before the Self Destruct could take effect, right?

A: That's correct. As Sandy Wible, one of our netreps, says, "The valiant but doomed officers of the ship begin the Auto-Destruct countdown, only to be blown to bits before the countdown is reached!"

Q: SHIP DAMAGE UPON A "HALF-REPAIRED" SHIP -- If a half-repaired ship gets damaged again, what happens? For example: My ship is damaged and turned upside down. It has an exocomp aboard that repairs half the damage, turning it sideways. Now would a second hit destroy it even though it is only a quarterly damaged?

A: The rules say, "If a ship is damaged twice before it is repaired, the ship and everything aboard is destroyed..." (page 28)

The strictest interpretation here is what the rules committee prefers -- that is, the ship is not "repaired" until it is completely repaired. (The rules say that turning the ship sideways shows only that it is "under repair", which is not the same as "repaired"). Thus, if a ship becomes damaged twice before it is completely repaired, it is destroyed. Being half-repaired doesn't help.

Q: SHUTTLECRAFT -- a) Can they be carried aboard large ships in the shuttlebay? b) Can they *land* on a planet, to circumvent atmospheric ionization, etc?

A: Cards in the expansion sets are planned for both these effects. In the meantime, a) is currently (as of 2/95) suggested as an optional tournament rule, while b) is not. Both will be integrated into the game in a more detailed and interesting way later.

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: 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: STOPPED CREW ON A SHIP -- If a ship's crew becomes stopped somehow, yet the ship still has range left, can it still move?

A: No, because the crew is stopped. The Ship gets stopped by running out of its range or being in a battle. It cannot move if it has no active personnel who meet its staffing requirements. If the crew is stopped, it can't move for that reason. If new unstopped personnel can be brought aboard that meet the staffing requirements, the ship can move.

Q: DOCKING SHIPS -- When a new ship comes into play at the Outpost, 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).

4. MISSIONS

***4.1 MISCELLANEOUS

Q: DUPLICATE MISSIONS -- Can each player lay down the same mission card when creating the spaceline (i.e., each player lays down a Pegasus Search)? Can one player lay down more than one of the same mission (i.e., one player lays down three Pegasus Searches?

A: Yes, each player can lay down the same mission unless you play with a house rule that prepares the players so they can agree on a substitute Mission for the duplicate. The answer to the second question is no.

Q: RED SHIRTS -- Can you send down a single personnel to attempt a mission, sacrificing him to see what the first dilemma is, etc.?

Q: ATMOSPHERIC IONIZATION -- It says, "Plays crosswise on any planet location. Maximum of three personnel per turn can be beamed up or down at this location." Does this mean 3 limit at any one time, or for the entire turn? Does it refer to 3 up and 3 down, or 3 total?

A: It means, up to 3 people can beam once, up or down. (i.e. 2 down and 1 up or any such combination).

Q: SUPERNOVA and PARTICLE FOUNTAIN -- 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.

7. INTERRUPTS

*** 7.1 MISCELLANEOUS

Q: SCAN and FULL PLANET SCAN -- These cards allow you to scan the dilemma and artifact cards at a mission location for 20 seconds. But it doesn't say a ship has to be present there to do the scan. Isn't it more realistic to require a ship to be there to do the scan?

A: The card doesn't list that limitation for gameplay reasons which seemed to override here. Perhaps it would be more realistic to require a ship present, and you might want to play with a house rule to that effect, but this is one of several cases in which a card's effect has a symbolic effect in addition to a realistic effect, for gameplay reasons.

Q: SEQUENCE OF INTERRUPTS -- How do interrupts work? Do you use the LIFO rule as in Magic? (Last in, First out?) Or is it in declared order?

A: Interrupts are handled sequentially, taken in the order they are played as mentioned in the rules on page 16. If I play Interrupt A and you immediately play Interrupt B (before A has been resolved), we would then take a breath and resolve Interrupt A, then Interrupt B. The exception to this is when the Interrupt card specifically is designed to nullify or otherwise influence another Interrupt, like Amanda Rogers or Q2. They will say so on the card. These cards can lead to "chains" as in the next answer.

Q: CHAINS OF INTERRUPTS -- How do "chains" of Interrupts work when played in sequence? For example, my opponent is about to send down an away team. I stop them (essentially) by interrupting with rogue borg. This starts a chain -- He plays Hugh to counter Rogue Borg. I play Amanda Rogers to nullify Hugh. Can he now play another Hugh to counter my Rogue Borg again? Can he also play another Amanda to counter Rogue Borg (again.)?

A: When Interrupts that affect other Interrupts are played, players can get caught up in an "interrupt battle" or "chain", as in the example of this question. Such chains could be very long. For instance: You play a Rogue Borg on me. I play Hugh to nullify it. Result ... so far, Rogue Borg are nullified. You play Amanda Rogers to nullify Hugh.... Rogue Borg are active again. I play Q2 to nullify your Amanda Rogers... Rogue Borg nullified. You play another Amanda Rogers to nullify my Q2... Rogue Borg active. I have no more Q2s. The result of the chain -- the Rogue Borg remains active and will have their effect, unless I have some other cards up my sleeve that may nullify it. If it is still active after I've exhausted all my possible nullifiers, then it gets through.

Q: INTERRUPTING "ACTIONS" IN PROGRESS -- Can Interrupts be played "during" an action of the opponent (i.e., after he starts doing something and before he finishes)? For example, I am about to beam up personnel to my empty ship. As I do this, my opponent tries to "interrupt" my beaming by playing a Ship Seizure card. He claims this will tow away the ship to which I am beaming so that my Personnel will beam into space. Can Interrupts "interrupt" an action in progress like that?

A: Interrupting an "action in progress" is normally not possible. Actions in the game are normally distinct and happen in sequence. Interrupts allow you to literally stop the normal sequential flow and "insert" something special. But it doesn't mean inserting this interrupt "into the middle" of the previous action in the game. (That would be much too complicated.) Thus, in the example, the personnel are beamed to the ship before the Ship Seizure could take effect. *However*, there CAN be cards that interrupt an action as it is happening *if the card itself says so*. For example, the Wormhole card is like this-- it is played on a ship as it begins to move. In the example, if instead of playing the Ship Seizure he had played some sort of card that can be played "during" transport, there would have been a different effect. For example, if there was a card called "Transporter Accident -- Play as opponent attempts to beam personnel, one of those personnel (random selection) is killed", then he could play this interrupt to affect the beaming. There is not a card like this in the game, but there might be something like it in the future.

Q: INTERRUPT COMBINATIONS -- Do I have to give my opponent time to read and/or react to an interrupt, in case he/she wants to Amanda Rogers it? For example, can I Emergency Transporter Armbands his personnel back up to his ship on his turn and then immediately play an Incoming Message before he has a chance to beam back down?

A: Common courtesy says that he/she gets a reasonable time to decide on such things (especially for inexperienced players who might need to read the interrupt card to see what it does before deciding whether to react). otherwise people would lay down a slew of Interrupts all together, causing unnecessary confusion. And it makes sense that Amanda could "pop in" instantaneously at any time. Give the opponent at least a little time to speak up, enough time to understand each step in your combination and to

blurt out a "wait!" to stop ou if he can.

Q: "ESCAPE INTERRUPTS" -- Can I use Asteroid Sanctuary to prevent the Borg Ship from blowing me away when I uncover it? If yes, can I then continue with that ship?

A: Yes, you can avoid the battle. You can't "come out" until the Borg Ship has moved away, however, or the Borg will see you!

*** 7.4 PARTICULAR INTERRUPTS

Q: NEAR WARP TRANSPORT -- When using Near Warp Transport, can you beam a maximum of six persons during the turn (such as 3 down to a planet and three back to the ship)? Or is it just applicable "from" a ship? Can you beam from an Outpost this way?

A: Just from the ship.

Q: DISTORTION OF THE SPACE/TIME CONTINUUM -- Must I play this card (which gives your ship and crew an extra move) before I draw a card? Or may I play it immediately after?

A: Before. Drawing a card ends your turn.

Q: INCOMING MESSAGES -- (1) When my opponent plays an incoming message on me, does that mean that I can't beam any personnel off to a neighboring ship before I head home, or does the nature of the card intend to stop me from all actions for a while? (2) Would the Incoming Message interrupt have any effect on a ship whose entire crew has beamed down to attempt a mission? (3) What if only part of the crew is aboard but they do not have the necessary staff or command rating to move the ship? (4) Do I have any control over my speed? For example, if moving my full normal speed would land the ship on a "Gaps in Normal Space" or where a Borg Ship is, do I have to do it?

A: The Incoming Message is an "order." You are supposed to say, "Yes Sir!" and do as you are told. You must beam up the necessary personnel to meet the ship's staff requirements, if necessary, and single-mindedly take off for the Outpost without beaming off personnel or doing other things along the way like stopping to begin a battle or attempt a mission. If this forces you to stop on a location where you would rather not be, that's tough; you are under orders! If your ship is attacked by the opponent on the way back, it may defend itself, but must continue its assignment on your next turn.

Q: INCOMING MESSAGES and DESTROYED OUTPOSTS -- 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: THE JUGGLER -- How does The Juggler work? Does the player

reshuffle just the cards he has not drawn? Does the player reshuffle his discard pile back into his draw deck?

A: Just the cards in his/her draw deck are shuffled. (This can be handy in certain situations.)

Q: EMERGENCY TRANSPORTER ARMBANDS and CLOAKED SHIPS -- Do they override the rule about not being able to beam up to a cloaked ship? The card does say "any time", after all.

A: No. Emergency Transporter Armbands don't override anything that would normally prevent transporting. "Any time" refers to the ability to use it at any time since it is an interrupt, but still the normal conditions have to be met.

Q: EMERGENCY TRANSPORTER ARMBANDS DURING DILEMMAS -- Can these be used to rescue an away team when they encounter a dilemma and avoid the affects of the dilemma, such as to prevent one from being killed? Would the dilemma card be discarded if it said it was to be discarded at that point?

A: The card says, "Beam Personnel up or down at any time, even during a battle before the winner is determined."

It thus works at any time, even when it isn't your turn. The key question revolves around whether you can look at the dilemma and then decide whether to beam up. The answer is, you can *look* at the dilemma, but if you are going to beam up you have to do so before the result of the dilemma is determined.

The example of battles mentioned on the Armbands card is the guide to this answer, because it says "before the winner is determined." (In other words, in battles, you can chicken out and beam up, but only if the result hasn't been resolved yet.) The principle is that you can't wait to see the result and then decide. The same applies to dealing with Dilemmas -- you have to decide to use the Armbands right away, if at all.

For example, here are three cases: 1) if the dilemma happens to you instantly (i.e., there are no numbers to be compared or requirements to check, such as Armus -- Skin of Evil, or Male Love Interest), then it is already too late. 2) If it is a dilemma that requires a "random selection" -- you can't wait to see "who dies" and then decide whether to beam away or not. Once the outcome is determined the chance to beam away is lost. 3) If, however, the dilemma has to be resolved, then you can use E.T.Armbands to beam up before it is resolved, but not after. For example: Rebel Encounter says it kills one A.T. member unless STRENGTH>44 ... etc. You can play the Armbands to beam up, but you cannot count up (or take time to estimate) your Strength before making that decision. Most dilemmas have requirements of some sort, and so most of them can be avoided with the Armbands this way.

NOTE#1: Any Personnel avoiding the dilemma this way are stopped, because they didn't overcome the requirements. Also, if the dilemma says "discard dilemma", it is discarded. Dilemmas which do not say this are not discarded, of course. Dilemmas which are circumvented in this way do not earn bonus points.

Note#2: E.T.Armbands will not work against Interrupts or

Events which happen immediately. They would work, however, against an Event which is time-delayed, such as to escape from something that is going to happen at the end of the current turn.

NOTE#3: The rules committee has been divided on the answer to this question. The above answer seems best at this time, but admittedly is a little vague. So it might be considered a provisional answer, pending feedback from more players depending on if it proves to work effeciently or not. Your feedback on your experience-using the rule would be appreciated..

Q: STOPPED AWAY TEAMS and EMERGENCY TRANSPORTER ARMBANDS -- If my away team gets stopped by not overcoming a Dilemma and then I use Emergency Transporter Armbands to beam them back to the ship, do they become un-stopped?

A: No. There is nothing in the game presently that will "unstop" anything, (except for the related card that allows a ship and its crew to "make another move", although that isn't quite the same as "unstopping" them).

Q: WORMHOLES -- They are to be played on a ship "as it begins to move". Does this mean when the ship first moves in a turn, or can it also be played if the ship moves somewhere, stops to do something, and then begins to move again?

A: Yes, as it begins to move any time.

Q: WORMHOLES -- Can two ships travel through the same pair of wormhole cards if they start at the same location?

A: No. The card refers only to "ship". Future wormhole-related cards, however, might affect this! :-)

8. EQUIPMENT

*** 8.1 MISCELLANEOUS

Q: EQUIPMENT -- (1) Are Equipment effects transferable? For example, the Engineering Kit says, "Gives all of your OFFICER-classification personnel the extra skill of ENGINEER where present." So, my Officer now acts as an Engineer too. But what if I now add a Tricorder which says, "Gives all of your ENGINEER-classification personnel the extra skill of SCIENCE where present." Does that mean my Officer/Engineer now acts as a Scientist as well? (2) Do "super-engineers" benefit twice from Equipment cards. For example, Geordi LaForge is a super Engineer with an ENGINEER classification and extra ENGINEER skill. If he is with a Tricorder (which gives SCIENCE skill to ENGINEER-classification personnel), would he also have double SCIENCE skill? (3) Phasers -- A Phaser says "each personnel STRENGTH +2 where present". Does each member of the away team get +2, or only one member per phaser?

A: (1) No, the equipment only enhances the "classification" as a new skill. You might think of it as a "temporary ability", but it doesn't transfer. (2) No. The cards refer only to the "classification" of the personnel. (3) Wherever a phaser is present, everyone on the away team gets the +2. If you have two phasers, you get +4.

overcomes the Dilemma's conditions (by having an Engineer and Scientist present), the player has to split the Away Team, as described below. There is the further effect that only the smaller Away Team sub-group will be able to leave the planet; the larger group, being phased, can't leave until you eventually bring the needed Engineer and Science personnel there, which frees them. In terms of "stopping", the card is worded a little awkwardly. Think of it as if it said only the smaller group can "continue" in place of "beam up". The intention of the card is that the larger group is stopped, and can't beam up either, which is logical since they are phased and thus literally can't interact with the world. Only the smaller group of the away team can continue the mission attempt or beam up. If you want, you can later beam down reinforcements to join the smaller Away Team group. But the larger group is out of play, stuck there, until the necessary help arrives to free them. To split the groups, the player simply makes two groups of his choice out of the Away Team, of any size or combination. For example, if you have 10 people in the Away Team, you could split them into groups of 1-9, 2-8, 3-7, 4-6, or 5-5. The larger-sized group is the one phased by the Dilemma. If you split them evenly (i.e. 5-5), then you verbally designate one to be the larger group.

Q. PHASED MATTER -- Do the requirements to get past this Dilemma have to all be in the non-phased personnel? For example, let's say my stranded (larger) Away Team has one ENGINEER in it, but no SCIENCE. Do I need to bring just the SCIENCE there to free them, or do I have to bring another ENGINEER too (since the other ENGINEER is "phased" and can't interact with the SCIENCE)?

A: (See Rules FAQ v.2 for more info). In the episode "The Next Phase", even though Geordi is phased, he certainly does find ways to interact indirectly with Data and lead to a solution to his predicament. Therefore, just one ENGINEER and one SCIENCE in either group will work.

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: MENTHAR BOOBY TRAP -- If the ship can't move until 2 ENGINEER present, can it still continue attempting the mission?

A: When first encountering the Dilemma, and if unable to

overcome the requirements, the mission attempt is "stopped" and this ship will be stuck there until freed, etc. However, on subsequent turns the ship is free to do other things while it is stuck there, such as continuing the mission.

Q: CYTHRIANS -- This dilemma says, "Place on ship. Ship must do nothing but travel to far end of spaceline at normal speed. When reached, discard dilemma. Score points." (1) Does this mean I can't beam any personnel off at all on my way? (2) What happens if I play an incoming message card on the ship? (3) Can I play two wormholes to get me there quicker? (4) What does "normal speed" mean? (5) Once the dilemma is finished, do I have to go all the way back to do the mission?

A: Think of it like this: Cytherians give your ship and crew a new "mission." The ship basically is on a single-minded assignment to go to the end of the spaceline and isn't supposed to do anything else, although "things can happen to it" on its way. You can't beam people off it or onto it. You can't attack any other ships with it. And you can't try to alter its mission with things like incoming message cards. You proceed at normal speed -- the maximum range movement per turn (which is worded this way to make it clear that the ship doesn't immediately move all at once to the end, but instead moves at normal speed over the next several turns). The ship, however, can be affected by "natural phenomena" it encounters on the spaceline in its journey -- including Wormholes, Gaps in Normal Space, Q-Net, etc. The ship scores the bonus points only when it actually reaches the end of the line. For this dilemma, there is currently no way to overcome it except for doing what it says. And yes, when you do finish the dilemma by reaching the end of the spaceline, if you want to re-attempt the mission with that crew you have to make your way back by moving your ship the normal way.

Q: CYTHERIANS -- 1) Can you use "Where No One Has Gone Before" to speed up the Cytherians' task (by taking the shortcut route)?... 2) If a ship is off on a Cytherian mission when W.N.O.H.G. Before in play, does the ship stop at the end of the spaceline or does it wrap around to the other end and keep moving indefinitely?... 3) If you're attacked while moving as the Cytherians instruct, can you retaliate?... 4) Isn't an "Incoming Message" (which you said was NOT allowed to interfere with the Cytherians) just as 'natural' as a "Wormhole" (which you said COULD be used to interfere with the Cytherians)?

A: 1) In the RULES FAQ v2 it was said ships under Cytherian instruction are affected by natural phenomena, like wormholes, Q-nets, etc. This would apply to Where No One Has Gone Before as well if you have it... 2) It stops... 3) If the ship is attacked by an opposing ship, it can defend itself with its shields, but will not stop to counterattack. Next turn, it will move on at best speed... 4) "Incoming Message" is not a natural phenomena. It is an artificial transmission. Also, the previous FAQ actually said, "natural phenomena it encounters on the spaceline in its journey", which rules out all phenomena that are not out there in its path on the spaceline so to speak, like an incoming message, which is played

from the hand.

Q: ALIEN ABDUCTION -- the dilemma states: "Most CUNNING away team member (owner's choice if tie) is held captive by aliens until mission completed OR 3 leadership present."... 1) Suppose I send one person down alone to try a mission. He gets abducted. Since I do not discard dilemma, does that mean if I now send another person down alone, is he too abducted?... 2) Suppose I send down more than one person. One gets abducted. Are the others stopped because the away team did not overcome the dilemma, or can they continue on the same turn?

A: The intent of this card is as follows -- your Away Team encounters this dilemma, unless 3 Diplomacy present one of them gets abducted, leaving the rest of them to continue without him. When the mission is done the abducted person is freed. 1) If you send down several away teams, the current ruling is: the Alien Abduction holds captive one person in each new Away Team that encounters it... 2) Since there was one Requirement that would have overcome this dilemma right off the bat (3 Diplomacy), the remaining Away Team is stopped by the "Overcoming" rule for Dilemmas. Next turn the remainder of the away team can continue, however.

Q: RADIOACTIVE GARBAGE SCOW -- You can tow this card to another mission location, but it's a space dilemma, so would it have any affect if towed to a planet?

A: Yes. (In the episode the Garbage Scow seriously threatened the planet it was found heading toward, due to its extreme radioactivity.)

Q: HYPERAGING -- Still fuzzy on Hyperaging! If crew member A is beamed down to the surface and infected, does that mean he/she cannot beam back up due to quarantine? If so, are we prevented from beaming any personnel down to complete the mission until crew member A has been cured or dies? If crew member A has Medical, can we beam down the additional Medical and Science personnel to cure them?

A: The away team can continue the mission while they are quarantined (it says "Mission continues, but..."), but can't leave the planet due to the quarantine. You could beam down others to join the mission, but they too would become infected. To cure, you just need the total number of required SCIENCE and 2 MEDICAL present (infected or uninfected, etc.).

Q: ALIEN PARASITES -- What does it mean when it says the opponent gets to "control" my ships crew until stopped? Can he/she deliberately endanger the crew? Can he/she attempt a mission and, if successful, score it for himself?

A: The Alien Parasites card says: "Unless INTEGRITY > 32. Away Team infected. They beam back and opponent immediately controls ship and crew until "stopped." Then turn resumes." This is a somewhat exceptional card, of course, so it is a little broadly worded. But basically it means that if you don't have the integrity, the opponent gets to do with your ship and the crew whatever he

wants. using "legal" moves. Think of it as if a madman has taken over your crew! The opponent has many options of things he can do with the ship. If the ship still has movement range available, he can move it somewhere. (For example he can move it onto a "Gaps in Normal Space" card where one crewmember will be killed). He can use it to start a battle, or beam crew members off to strand them on planets the ship passes. He can attempt a mission at a location where he knows they will not be able to overcome the dilemma, and thus will experience negative effects, etc. And yes, the current ruling is that if the opponent attempts and completes a mission with them it will score for him. This continues until he is finished or until the ship and crew involved are all stopped.

Q: KTARIAN GAME -- Explain how the "disabled" personnel work with this card.

A: The card says: "Place on ship. Now and start of each of your turns, one person aboard (random selection) is disabled. Cured when non-disabled CUNNING>30 OR android aboard." This means that they are not "killed", but basically are out of play (but still located aboard the ship). Their skills cannot be used in the game at all, including their "staffing ability" icon, etc. The remaining non-disabled personnel can still act normally. One easy way to keep track of who has been disabled is to turn that personnel card upside down. (Note: When counting this CUNNING>30 needed to overcome it, you can't count the "disabled" crew, only the crew that haven't been disabled yet. Thus, it is a fairly easy Dilemma to overcome, but if you don't overcome it, it can be very annoying for a long time.)

6. EVENTS

*** 6.2 PARTICULAR EVENTS

Q: HOLOPROJECTORS -- 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: 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: Q-NET and Q2 -- Can a Q2 get rid of a Q net?

A: No. Q2 can only interfere with Q-related Dilemmas.

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: THE TRAVELLER vs. WARP BUBBLES -- The Traveler: Transcendence says it nullifies Static Warp Bubbles. Do warp bubbles played after the Traveller have any effect, or are they also nullified?

A: The Traveler says, "...while in play, nullifies Static Warp Bubble." So, as long as it is in play Static Warp Bubbles are nullified (discarded).

Q: RAISE THE STAKES -- When Raise the Stakes is brought in, it says that opponent must immediately forfeit or agree that the eventual winner choose a random card from the loser's 60 card deck. Does this agreement hold even if the Raise the Stakes event is later destroyed (by Kevin Uxbridge)?

A: No. Destroying it "lowers" the stakes.

Q: GODDESS OF EMPATHY -- Can you Interrupt the Goddess of Empathy as it is being played? (i.e., Player A plays Goddess of Empathy, can player B play his Interrupts as the Goddess is being played? Or would B have had to declare Interrupt before the Goddess even hit the table?)

A: First of all, after the Goddess is played, her effects are in force as described. As explained on the card you can, however, play Kevin Uxbridge to try to nullify her, and Q2 to nullify him. Second, if you have an Interrupt you are anxious to play during your opponent's turn (such as a Long-Range Scan to see the cards aboard a key ship), you will not be able to if the opponent plays the Goddess at the start of his/her turn (unless you remove the Goddess with a Kevin Uxbridge). There is no such thing as trying to "beat the Goddess to the table." That would be too messy. If you want to play your Interrupt for sure, you should do it before he/she has the chance to play the Goddess. (See also the discussion of Interrupt Timing, below.)

Q: GENETRONIC REPLICATOR -- 1) Is the benefit of the Replicator applied before or after the results of the Dilemma? For example, will the Replicator prevent any Away Team member from dying as long as that Away Team consisted of at least 2 MEDICAL *before* the dilemma, or will it be effective only if there are 2 MEDICAL present *after* the randomly chosen Away Team member is determined (for potential death)?... 2) Does the Genetronic Replicator work for the crew of a ship?... 3) Does it help against Barclay's Protomorphosis Disease?... 4) If an Away Team has 3 MEDICAL Personnel in it, will the Replicator be sufficient to prevent *any* Away Team members' deaths?

A: The Genetronic Replicator says, "Plays on table. Prevents any of your Away Team members from being killed if 2 MEDICAL present." 1) This refers to having two *unaffected* MEDICAL present at the time of the Dilemma's effect, not bringing them there later... 2) It applies only to Away Teams... 3) No, the Barclay's Protomorphosis Disease acts upon the entire group, and thus the MEDICAL personnel would be affected too... 4) An Away Team with 3 MEDICAL plus the G.Replicator is thus fairly safe, since even if one of the Medical personnel is attacked the other two can save it. But they would not be safe from Dilemmas which act upon the entire Away Team or large numbers of the Away Team members, etc. since you must have two unaffected MEDICAL there.

Q: SUPERNOVA -- Can Kevin Uxbridge stop the Supernova?

A: Yes. First, he can discard the Tox Uthat which is necessary for the Supernova. And he can also nullify any Event including the Supernova.

Q: KIVAS FAJO -- The card says to "choose any player to immediately draw 3 cards from the top of their deck". Does this mean you draw 3 cards from the top of someone else's deck, or you choose somebody, who gets to draw 3 cards?

A: The person you choose (which can be yourself) draws three cards from the top of their own deck.

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 and DISCARD FROM TABLE? -- It says the player must discard a card. Could this include discarding a card that is already in play on the table, or does it refer only to cards in your hand?

A: Only to cards in your hand.

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: RES-Q and PALOR TOFF -- 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).

A: Yes, the "red shirt" strategy is a major tactic and certainly is allowed. There is a risk to it, however, because some dilemmas have powerfully negative effects that are relatively easy to overcome. Yet, if you "red shirt" such a dilemma, you will release very undesirable consequences! (Future cards might also affect Red Shirt strategies).

Q: KHITOMER RESEARCH -- Is this mission a misprint? Shouldn't it be Klingon only, rather than Romulan?

A: It could have been done the other way, but no, this is correct, even though it is an example of something you could not determine on your own. As you know, when you watch the TV show, almost all the missions are Federation missions (because that's primarily the shows a Federation point of view). From a gameplay perspective we had to create Klingon and Romulan missions that were in statistical balance with the Federation missions. Thus, when it was necessary, we developed an extended "script senario" to support any situation that seemed to depart from the show -- using known facts but portraying them from another affiliation's perspective. There are several such missions and it is quite involved to detail each one here. To some extent you have to imagine them from the opposite point of view seen in the show, using "Trek" sense.

Q: ABORTING MISSIONS -- 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: INSUFFICIENT PERSONNEL -- Does the Away Team have to theoretically be able to complete the mission in order to be allowed to attempt the mission?

A: No. You can attempt the mission even if the away team theoretically can't complete it. If they make it through the dilemmas, they won't be able to go any further; but you might later bring there the cards that can actually complete the mission.

Q: SPACE MISSIONS -- (1) Do you have to uncloak to attempt a space mission? (2) What constitutes an "Away Team" for a space mission? (3) Can crew members located on different ships be designated as on the same Away Team for a space mission? (4) If there is more than one ship present at a location when a space mission is being attempted and the Dilemma card says, "Play on ship" (like Junior, see above), to which ship does this apply?

A: (1) Yes, a ship must be uncloaked to try the mission (unless you have a special card that allows otherwise). A ship under cloak expends a lot of energy which is assumed to interfere with the ability to achieve the mission requirements at a space location. (2) See page 22 of the rules, "...space missions can be attempted by an entire ship's crew...." The Away Team for a space mission is the entire crew of the ship (or the crew of the outpost). Yes, this does mean you might be exposing valuable Personnel that you would rather not. Tough Tachyons!! Figure out tactics to get around that problem! (3) Crews from two different ships cannot normally be combined to constitute a single "Away Team" crew for space missions. Beam the people you want to be involved in the mission to one ship, and beam the ones you don't want involved to the other. Note that the two crews can be used separately as two separate crews, trying the mission with one crew, and if they get stopped then trying it with the other crew. (4) Dilemma cards in such situations normally apply to the ship that was the one attempting the mission, unless otherwise stated.

***4.2 REQUIREMENTS

Q: "INVESTIGATE TIME CONTINUUM" and TIME TRAVEL POD --

This mission lists the Time Travel Pod as one of its requirement alternatives. But the Time Travel Pod is an Artifact that says it is "played once as an Interrupt card on any ship." How then do I use it to do this planet mission?

A: When you bring an Away Team to the planet to do the Investigate Time Continuum mission (and have gone through all the Dilemmas there), you can play it directly onto the planet and the Time Travel Pod "gives" you the resources to solve the Mission. The Time Travel Pod is thus "used" for this purpose and discarded.

***4.3 PARTICULAR MISSIONS

Q: CLOAKED MISSION -- "Why, oh, why doesn't the Cloaked Mission require a cloaking device?"

A: An interesting question, but remember that the title of a mission is just descriptive and doesn't necessarily relate to equipment needed. There would be several practical problems in this particular case for using a cloaking device here. The ship would have to "decloak" to send down the away team (seemingly making the requirement problematic), and Federation ships don't have cloaking devices so they couldn't espionage here. Since all Klingon ships have cloaking devices the point is moot anyway, and thus we didn't think it would make a good requirement.

5. DILEMMAS

***5.1 MISCELLANEOUS

Q: "OWNER'S CHOICE" -- Does "owner's choice" on cards like

Alien Abduction and Phased Matter mean the "owner" of the away team that is affected?

A: Yes

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: "DISCARD DILEMMA" -- What does "Discard dilemma" on several of the Dilemma cards mean?

A: (1) Most Dilemma cards will have their "plot-twist effect" and then go away. The words "Discard dilemma" simply remind you to discard the dilemma after it is used -- whether or not you were able to overcome its conditions. (2) However, several Dilemma cards are more "permanent" in nature. They are not discarded until you overcome them. For example, the "Impassable Door" is a simple dilemma that stays in place until you bring up the Computer Skill to meet the conditions of getting past it. Such cards as this do not say "discard dilemma." They remain in place until someone overcomes them. (3) There are a few Dilemma cards that "enter the game" so to speak; such as ones which are "Played on your ship", like Junior, which attaches itself to your ship and starts sucking out its energy. Dilemmas like this are no longer in effect at the mission location. (Someone else trying the mission won't be affected by them). But they are still in effect as described on the card. For example, Junior stays on your ship until you meet the conditions of removing him as described on the card, or until the ship is destroyed.

Q: SEEDING DUPLICATE DILEMMAS -- The rules state (page 11), "Players may not place duplicate Dilemma or Artifact cards at the same location. If found, duplicate cards are simply discarded." Does this refer to duplicate cards played to the same location by one player, or any duplicate created when both players happen to play the same dilemma at one location?

A: This refers to BOTH players. ANY duplicates, regardless of who played it, are discarded when they are found.

***5.2 OVERCOMING

Q: "OVERCOMING" DILEMMAS -- What does it mean to "overcome" a dilemma? Only if an Away Team or Crew "overcomes" a Dilemma can it continue without being "stopped". But some Dilemma cards give the player no opportunity to "get

around" the dilemma, such as Armus, or the Love Interest cards. What's the deal?

A: Okay, we will give a detailed answer. The basic idea is this -- when an Away Team attempts a mission, they are supposed to take on the Dilemmas located there, one by one. As long as they keep "overcoming" (defined below) each dilemma, they keep going; but if they run up against a dilemma they can't overcome they are stopped and affected by that dilemma, etc. Now, most of the Dilemma cards have the form: "Unless you meet (specific conditions), the following happens to you . . . (nasty effects)". In these cases, the definition of "overcoming the dilemma" is clear -- you overcome the dilemma if your Away Team is able to meet the specific conditions listed on the card. The card is discarded (to its owner's discard pile) and the Away Team continues the mission attempt. If the away team fails to meet the conditions, then it is both "stopped" and affected by the card. Some Dilemma cards, however, have no conditions. They have their effect and you can't avoid it. For example, Armus - Skin of Evil says, "Kills one Away Team member (random selection). Discard dilemma." There is no "unless", it just happens, period. (There are special cards like the Genetronic Replicator that can save the Away Team member). THE RULE TO GO BY in "overcoming" dilemmas, therefore, is as follows: (1) Dilemma cards with no "conditions" are automatically "overcome" -- they have their effect, but do not "stop" the Away Team. (2) Cards which do have conditions will "stop" the away team and have their effect unless you "overcome" the dilemma by meeting those conditions. (This all assumes the dilemma card itself doesn't override this rule, such as the Alien Parasites dilemma card)

Q: UNCLEAR DILEMMAS FOR "OVERCOMING" -- On some of the Dilemmas, I am unclear as to whether failing to "overcome" them stops you... 1) Birth of Junior (if you don't have 3 Engineer)?... 2) Radioactive Garbage Scow (without 2 Engineer)?

A: In order to maximize the variety in the game, some dilemmas have special effects and come into play with effects similar to Event cards. In such cases, you have to flow with the logic of the particular wording of the card, but still live with the rule that if there are requirements listed you are stopped if you don't overcome them. 1) Birth of Junior, for example, has an immediate effect on you, and stops your mission attempt if you don't have 3 Engineer, but then allows you to keep going with the mission next turn even though Junior remains "attached" to your ship and draining its range. 2) The Radioactive Garbage Scow is also a special case. It comes into play like a "free-floating mission preventer". You are stopped immediately if you don't meet the requirements, but next turn are free to go get the needed Engineers and tow the darn thing out of the way.

***5.4 BONUS POINTS

Q: SCORING DILEMMA POINTS -- Some dilemmas have bonus points and also say "discard dilemma." When do you score the points? Do you score them if you fail to overcome the dilemma and

it is discarded?

A: Bonus points from dilemma cards are earned only when you successfully overcome the Dilemma. You do not earn the points if the dilemma is discarded or otherwise circumvented without actually "overcoming" it.

***5.5 PARTICULAR DILEMMAS

Q: MALE LOVE INTEREST -- Does it affect *all* males, even Alexander Rozhenko and Fek'lh'r?

A: Alexander -- yes, even though he is a boy. Those Feminine wiles know no limits! (Same thing for the reverse situation with the Female Love Interest). Fek'lh'r, however, is a holographic personnel, which is affected also, but differently. (see related question under "Holographic Recreations.")

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: TEMPORAL CAUSALITY LOOP -- This says if you don't meet the requirements you must, "undo your last two actions of this turn and end turn." ... 1) would this mean that if my previous two actions involved playing a card from my hand (like playing two Interrupts) that those cards would go back to my hand?... 2) what is the definition of an "action" in this sense?

A: 1) Yes. The previous two "actions" (and their effects) are undone, as if game-time was reversed to just before those two actions were played. Note however that the dilemma is discarded (because it also says "discard dilemma" on the card), and that your turn immediately ends. If one of your actions had been a battle that destroyed an enemy ship, it would be brought back, with all aboard. 2) Basically "action" means, "game decisions that were implemented in play." -- Playing a card, moving a ship, beaming something, discarding something, etc. It does not include the "parts" of an action -- i.e. starting a battle is one action, but the act of counting up the weapon and shield numbers as part of the battle is not an action. It also does not mean ancillary movements such as straightening the cards under a ship, or scratching your nose! We realize it is possible to poke holes in this kind of definition, but prefer some freedom for the players' creativity here rather than doing something like posting a list of all the possible "actions." If something is unclear, then go with what seems right in the spirit of the definition and the game.

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: REM FATIGUE -- When encountering the REM Fatigue dilemma... 1) Does one get the five points for returning to the outpost?... 2) Does one have to have 3 MEDICAL in order to continue the mission attempt?

A: Either way of overcoming the dilemma scores the bonus points. If the player encountering the dilemma can't immediately overcome it, he is "stopped" as normal. But next turn, while the clock is ticking on this dilemma's effects, he can continue the mission.

Q: TARELLIAN PLAGUE SHIP -- ...1) Are Data, Exocomp, and/or Holograms affected?...2) Can the medical person beaming over be a hologram?

A: 1) Such questions about Data and Exocomps relative to diseases are difficult to answer, because TNG itself was not consistent about this. Some diseases affected Data, and some didn't. As was previously stated in FAQ v.1, "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." There is no known reason Data would be affected in this case, so the answer is no for Data. Exocomps -- I don't know of them being vulnerable to any disease, so they are apparently no in all cases. Holograms -- are affected but have a different reaction as described in section 11 on holographic recreations. 2) No.

Q: TSIOLKOVSKY INFECTION -- Is this dilemma cumulative? It does stay on the ship, so the same ship could theoretically encounter more than one.

A: The current ruling is: No. if you run into another one, it is still only affecting your first-listed skill. You can only become affected once -- the infection is either "on" or "off."

Q: TSIOLKOVSKY and SUPER-SKILLS -- This causes affected cards to "lose their first-listed skill." If this is a super-skill, like Diplomacy x3, does the character lose it all, or just part of it?

A: The character loses all of it.. The "Diplomacy x3" is not three diplomacy skills, it refers to a large amount of that skill.

Q: TSIOLKOVSKY INFECTION -- 1) Are Data, Exocomp, and/or Holograms affected? 2) Do Personnel with a Classification also listed as a skill (like Leah Brahms) lose all of their "super" ability when affected by this Dilemma? 3) Do Personnel with a MEDICAL Classification that has ENGINEER listed as their first Skill, lose their MEDICAL ability, or their ENGINEER ability, or both (since MEDICAL and ENGINEER can both be used a skills)?

A: 1) Data -- Yes (he was shown being affected in the episode "The Naked Now" from this infection, saying, "If you prick me, do I not leak?"). Exocomps, no. Holograms, yes (see discussion in section 11.) 2) and... 3) "Classifications" are not lost by the Tsiolkovsky

Infection. The only thing that is lost is the entirety of the first skill listed in the skill box. If this skill was "Diplomacy x3", they would lose all of it. If it was "ENGINEER", they lose that skill, but not their classification.

Q: THE Q DILEMMA -- It says, "If 2 Leadership and INTEGRITY > 60, discard all dilemmas here. Otherwise, Q allows opponent to rearrange spaceline locations. Discard dilemma". If the opponent rearranges the spaceline, is he under any restrictions? For example, can the Outposts be separated from their current location? What happens to Away Teams on planets? Can Dilemmas/Artifacts be moved to different locations? What happens with the ships at these locations? Do they stay at their relative position in the spaceline, or can they be rearranged too?

A: The current ruling is, (1) When the *locations* on the spaceline are rearranged all cards on or under the Mission card all stay together and are moved as one unit.(including dilemmas/artifacts underneath; and personnel, events, equipment, etc. which might be on top) (2) All ships and the stuff aboard them stay where they currently are. (3)Exception: if you are using a Holo-Projector to project Holographic personnel onto a planet, these personnel would be "deactivated and returned to the ship" (as explained on page 31 when their controlling ship leaves), rather than staying with the planet as described in 1) above.

Q: Q DILEMMA -- REARRANGING - How the spaceline gets "rearranged" under this dilemma was covered in FAQ v.2. But here are some remaining questions: 1) do Outposts get moved with the planets, or stay where they are? 2) Can you rearrange Event cards which are out on the spaceline like Q-nets, Gaps in Normal Space, etc. If not, what happens to them.

A: 1) In FAQ v.2 we said that "When the *locations* on the spaceline are rearranged all cards on or under the Mission card all stay together and are moved as one unit (including dilemmas/artifacts underneath; and personnel, events, equipment, etc. which might be on top)." Since Outposts are also "underneath" the Mission card, they would also be moved with it... 2) Since most Event cards played on the spaceline are "on top" of the mission locations, then as in 1 above they would move with that mission card. Exceptions are Q-Net and Gaps in Normal Space (and any other such cards which are not on "top" of Missions but instead are "between" them) which thus can be relocated at will.

Q: PHASED MATTER -- How is the Away Team split? Evenly? As close to even as possible? Can you split an Away Team of 10 and make two teams - one of nine and the other of one? Is either of the two groups "stopped"?

A: This dilemma says, "Away Team is split into two Away Teams (owner's choice). Only the smaller team may beam up until ENGINEER and SCIENCE present." (It is supposed to imitate the situation Ro Laren and Geordi LaForge found themselves in during the episode "The Next Phase" where they were alive but cut off from the rest of the universe.) Unless the Away Team

Q: EQUIPMENT ENHANCERS -- 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: EQUIPMENT and TREATIES -- (1) If there is no treaty in effect, can affiliation-specific Equipment like a Romulan Disruptor be "handled" by the other affiliations? i.e., can a Romulan Disruptor be brought in at a Federation outpost and transported around by Federation ships? (2) What if there is a treaty in effect -- can my Federation people use the Romulan Disruptor?

A: (1) Anybody, anytime, can move or beam Equipment around, because they are "things". It's just that in game terms only certain affiliations can actually use that Equipment as stated on the individual cards. (2) If there is a treaty, then both affiliations can use the Equipment, because under a Treaty the allied affiliations share their cards "as if they were one affiliation." (You might rationalize that they teach each other how to use the equipment, etc.)

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: EQUIPMENT SKILLS COMBINING WITH EVENTS -- If an Engineering Padd is used, will the person using it be able to give the bonus to Nutational Shields?

A: Yes. The requirement on the Nutational Shields card refers to "ENGINEER" not to "ENGINEER Classification."

*** 8.2 PARTICULAR EQUIPMENT

Q: PHASERS AND DISRUPTORS -- Where it states that the +2 given by these weapons are cumulative does this mean that a Federation away team with two Phaser equipment cards get a +4 each for all personnel?

A: Yes. Also, they would "accumulate" with any other cards that might increase personnel Strength the same way.

9. ARTIFACTS

*** 9.1 MISCELLANEOUS

Q: DISCARDING OF ARTIFACTS -- Situation: Player A seeds an artifact. Player B gains control of the artifact. Player A sends the artifact out of play. Whose discard pile does the artifact go to, Player A's or Player B's?

A: It goes to Player B's (assuming you are not playing with the current optional tournament rule that says discarded artifacts are placed out of play). To help keep track of who owns the card, you can place it in the discard pile upside down.

Q: OWNING ARTIFACTS -- "If an Away Team successfully overcomes all dilemmas and successfully completes the mission, the player earns ownership of any artifacts seeded at that mission location." Does the player need to return it back to the opponent at the end of the game or keep it for real?

A: He returns it to the owner. All cards are returned to their owner, with the exception of any affected by the Raise the Stakes card.

Q: ARTIFACTS USED AS EQUIPMENT -- When an Away Team finds an Artifact that is used like Equipment, does that Artifact go immediately into that Away Team's possession or does it go into the player's hand?

A: It is possessed by the Away Team, since they just "found" it there. You don't have to bring it into the game like normal Equipment cards, since it is already in the game so to speak.

*** 9.2 PARTICULAR ARTIFACTS

Q: HORG'A'HN -- The Horg'a'hn allows double turns "from now on." Does this allow a turn immediately following the playing of this card, or does it take effect on the next turn?"

A: Immediately.

Q: HORG'A'HN -- 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: 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: BETAZOID GIFT BOX and KEVIN UXBRIDGE -- Can the opponent use Amanda or Kevin to nullify my Gift Box before I can use it, or is it an immediate effect?

A: Kevin can only nullify Events or "Artifacts played as an Event". The same for "Artifacts" played as an Interrupt" with Amanda Rogers. The Artifacts which are played this way say so on the card, such as the Kurlan Naiskos, which says, "Place in hand until played on any ship as an Event card...." Although the B.G.Box is played like an Interrupt in the sense that it is immediate, it doesn't specifically say so. So, technically Amanda can't touch it. This might be an error on our part, since combining the B.G.Box with

the Res-Q has proven to be a powerful combination (although Res-Q can be stopped by Kevin).

10. OUTPOSTS

*** 10.1 MISCELLANEOUS

Q: FEDERATION ATTACKS ON AN OUTPOST -- Can a Federation ship attack an Outpost?

A: Federation can't attack Outposts, except under the circumstances already discussed for Federation attacks under treaty (see FAQ v.2).

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

2) Is the shield extended to all its ships in orbit?

A: 1) No. 2) Yes (see page 29 of the rulebook)

Q: CYTHERIANS and OUTPOSTS -- If the Cytherians are at a location with an outpost and the mission is attempted from the outpost, is the dilemma simply discarded with no effect?

A: Yes, except the crew would be stopped. The Cytherians "explore the galaxy in reverse" by giving other species the knowledge and compulsion to come to them. They don't want 'ya if you ain't got a ship! And it is too awkward to require them to "wait" for the next ship.

Q: MULTIPLE OUTPOSTS -- If you have 1 Klingon and 1 Federation Outpost at the same location, do ships you have in the sector get extended shields of 15 shields from Federation outpost and 16 for Klingon outpost? Is a treaty necessary to get both bonuses?

A: Each outpost only can extend shields to protect affiliated ships. (See page 29). If there is no treaty, a non-affiliated ship won't be protected. If there is a Treaty, it would be protected.

Q: OUTPOSTS, WHERE ARE THEY? -- Are Outposts located on the planet's surface (or can they be in orbit)?

A: Neither. They are a more amorphous concept than that. (See the FAQ "Interesting Factoids" for why). They are "separate" from the mission location, so you treat missions done from an outpost similarly to how you do all missions (with an Away Team, etc.)

Q: OUTPOSTS and ATMOSPHERIC IONIZATION -- Do Atmospheric Ionization and Distortion Field cards apply to Away Teams being sent to the affected planet from an Outpost?

A: Yes

Q: OUTPOSTS and HOLODECKS -- Do outposts have holodecks? Can a holographic character attempt a space mission where the outpost is?

A: No. Although the DS9 space station has holosuites, none of the current Outposts has holodecks. Perhaps a future one will, in

which case it will say so on the card.

Q: DESTROYED OUTPOSTS -- If your only outpost is destroyed, do you lose the game immediately, or can you go on with the ships and crew you have out and hope to win or get another outpost?

A: Play with what you have. If you stocked a spare outpost in your deck, you will be okay. And usually it takes a big effort to destroy an opponent's outpost and so this is unlikely to happen early in the game, meaning that you hopefully would already have much of your "stuff" in play to continue the battle, especially if you are currently ahead on points.

Q: OUTPOSTS AND SHIPS -- Does an outpost get the benefits of Nutational or Metaphasic Shields? Can Rogue Borg Mercenaries be played upon an occupied outpost? Should Outposts be generally treated as immobile ships?

A: The answer is no to all of these.

Q: OUTPOSTS and ALLIANCES -- 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: NON-ALIGNED OUTPOSTS -- Are there non-aligned outposts?

A: There will be, soon!

11. HOLOGRAPHIC RE-CREATIONS

Q: HOLOGRAPHIC STAFF -- Can holographic Personnel staff a ship alone (assuming they meet the ship's staffing requirements)?

A: The rules committee has been divided over this question. First, note that none of the current Holographic Personnel has any staffing ability so they couldn't staff any major ship; but they perhaps could staff a ship that has no staffing requirements, like shuttles or scouts. Technically speaking, the answer should be "yes" based upon the wording of the rules for staffing (page 18) and the rules for holographic characters (page 31). Yet this might seem unrealistic, because in that case the ship's computer is the only thing controlling the ship. On the other hand, new characters like the holographic doctor aboard Voyager might contradict that. And Moriarity did briefly gain control of the Enterprise for awhile. So, the "realism" of it is debatable, which means that technically speaking the answer remains "yes". Consider this ruling provisional for the time being, and your feedback on this question (particularly in regard to which answer you think "plays better") would be welcome.

Q: LONE HOLOGRAPHIC PERSONNEL -- Can holographic Personnel beam themselves to a planet, without a normal person on board to "push the button"?

A: Yes, assuming you have Holo-Projectors installed.

Q: HOLOGRAPHIC PERSONNEL and DILEMMAS -- What effect, if any, do dilemmas have on Holographic Personnel? Can the Love Interest dilemmas effect Holograms?

A: Holographic Personnel are realistic programmed simulations of normal personnel which would react to Dilemmas the way that normal Personnel do, getting "killed" or getting "infected", etc., except that the final result is a little different for them due to the fact their existence is tied to the technology which brings them alive. Page 31 of the rules explains what happens if they get "killed" (they are deactivated and are stopped). If they are assailed by a dilemma that affects them less directly, such as an infection that lowers skills or attributes, etc., then they work like normal people. However, the difference is they cannot do things which are literally impossible for them. The Love Interest card, for example, which directs the person to "run off to the furthest planet" is not possible, since they can't leave connection with the computer on the ship that is controlling them. In such cases, we can imagine that the Holographic Character would "try" to run off with the lover, but when it goes out of range it gets deactivated. When in doubt about the effect on the Holographic Character of a Dilemma, deactivate it back to the ship (where it is stopped). See next question.

Q: HOLOGRAPHIC RED SHIRTS -- Since they are only deactivated if killed, can they be used as "red shirts?"

A: Yes, they can be used this way, (although future cards will be affecting this type of use). If this seems unbalanced to you, consider the following. a) they can still be "stopped" and affected in other ways by dilemmas than just being "killed." There are more to dilemmas than just killing things! :-) Most dilemmas affect holographic personnel the same way as normal personnel. b) this advantage isn't necessarily that strong if you take it into account when stocking your dilemmas. For example, not one of the holographic personnel currently in the game can get past the Impassable Door dilemma by itself. c) the holographic cards are only just "introduced" in the initial set of 363 cards. There will be a lot more cards introduced in the coming expansion sets that "deepen" holographic stuff in many ways, including their vulnerabilities and strengths and new uses. Making a rule against red shirting here would just put unnecessary limitations on the cool stuff we can do with them in the future. d) at the current time, this feature of Holographic Personnel is one of their advantages -- remember, you have to have extra cards in play (holo-projectors, etc.) to even use them, so they have to have some strengths! e) using them as a red shirt has the same risks of any red shirt, because they can "unleash" Dilemmas that a normal away team could have overcome.

Q: HOLO-PROJECTION FROM AN OUTPOST -- Can Holo-

Q: REGENERATING DILEMMAS? -- 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: RES-Q And ARTIFACTS -- Can Res-Q rescue a discarded artifact (say, the Betazoid Gift Box)? If so, does it return to your hand, playable on your next turn? Can you Res-Q the same Artifact repeatedly?

A: Under the current rules -- You can exchange the Res-Q card for any one card in your discard pile. It is an Event, so you can only do this once per turn at the start of your turn. The Res-Q card doesn't restrict this -- any card can be Rescued. So, if you choose the Betazoid Gift Box, it comes to your hand. Since the B.G.Box says "Immediately" you not only can play it immediately but have to. If you have several Res-Qs in your draw deck, you can draw one of them with the three cards the B.G.Box gives you, and use it to repeat this process next turn, and thus you can essentially draw at will two extra cards per turn if you can keep this cycle going and the opponent doesn't block you somehow. Of course, since the B.G.Box is an artifact, you have to "earn" it first by doing a mission where it is (see next question).

Repeated Rescuing -- This tactic of "recycling" the B.G.Box is controversial, because players who have discovered it believe it is too powerful and unbalances the game, and they are right (the strength of this tactic underestimated by us originally). The Solution -- Soon, new cards will deal directly with this problem by working against the "abuse" of Res-Q (and Palor Toff) this way, thus solving this problem in a natural way (and turning it into a gameplay advantage!). In the meantime, the recently-published Tournament Rules have an option to prevent this, and players may want to play with house rules against retrieving Artifacts from the discard pile. (i.e., artifacts that are to be discarded are placed out of play instead). (See next question.)

Q: RESCUING "UNEARNED" ARTIFACTS -- Artifacts can be intentionally mis-seeded during the seed phase, in which case the rules say that such cards are "discarded." In that case, such cards can be retrieved from the discard pile into the players hand using Res-Q or Palor Toff. Is this legal?

A: No. Artifact cards that aren't correctly seeded during the seed phase are intended to be placed out of play. Technically the current rules do not say this, but clearly this was a mistake and not what we intended since this method of play is obviously against the spirit of the game as well as the spirit of the show. Also, in support of this, it does say on page 22 that "Artifacts are not earned until the mission is completed." The basic idea of Artifacts is that they are relatively powerful cards that you have to "earn" by doing a mission. (Tournament rules for ST:CCG also discuss this, by providing that such artifacts are placed out of play.)

Q: TELEPATHIC ALIEN KIDNAPPERS-- 1) Does the opponent have to show you the card you just guessed? If yes, that gives me information about his cards so I can guess more accurately next time... 2) When using this, it specifies a "type" of card. Is a "type" an Event, Interrupt, Personnel, Ship or Equipment?... 3) It says that its effects happen at the end of each turn. Does this actually mean *each* turn, or each of your own turns?... 4) Are these cards cumulative? If you have two can you guess twice each turn? If your opponent only has one card in his/her hand, and I have 2 (or 3 or 4 etc.) telepathic alien kidnapppers, what does this mean?

A: 1) Yes. That's more like what telepathy does. 2) Yes, plus Outpost or Artifact. 3) Each of your own turns (see definition of "turns", above). 4) In a previous FAQ we said yes, they are cumulative. The opponent gets to reshuffle between each guess. If he has only one card in hand, he is in trouble! :-) Future expansion cards will be affecting the T.A.Kidnapppers.

Q: ANTI-TIME ANOMALY and the TIME TRAVEL POD -- Can the Time Travel Pod be used to protect a ship's crew from the effects of Anti Time Anomaly?

A: This is an interesting question, which has been debated at length by many players, slipping into philosophical arenas of discussion! So here is a long-winded interpretation, which also discusses general card design "issues" all cards

-- The Anomaly says, "Plays on table. Kills literally ALL personnel on table (both players' cards) at the end of your third full turn, unless anti-time anomaly destroyed first." (as an Event, it can be destroyed by Kevin Uxbridge).

-- The Time Travel Pod artifact says, "Place in hand until played once as an Interrupt card on any ship. That ship travels into the future (disappears for up to 5 turns). Pre-announce the return time."

-- Position 1 -- First, it is appealing to think you can use the Pod to send a crew "beyond" the countdown of the Anomaly, so that they will not be "on the table" when the Anomaly strikes its deadly blow. Such an interpretation also allows for some interesting game strategies, a strong argument in its favor. Also, another argument in its favor is that if you go by the technical wording of the cards this interpretation works fine. The crew has "disappeared" from play, and thus won't be affected by the Anomaly which effects only Personnel in play on the table.

-- Position 2 -- However, several players have argued that the above interpretation is not so strong if you look at it in the context of how it worked in the episode "All Good Things", where it was featured. As is mentioned in the lore on the card, this Anomaly begins in the future and works backward in time. The reason it kills everyone is that goes back in time until it snuffs out the beginnings of life itself on these planets, annihilating their entire civilization. From this point of view, the crew on that ship travelling into the future would not be saved, since their past would have already been destroyed, just like everyone else.

-- Which interpretation is right? Well, it is important to realize that you can make either interpretation work from a certain point of

view. However, Position 2 above is not as practical, because if we were to follow that line of reasoning, we should also say that not only are all the Personnel on the table currently killed by the Anomaly, but also all the other Personnel waiting to come into play. Their "past" was destroyed as well, so how could you bring in any new people? And their ships would be destroyed as well, since the civilization that produced them was snuffed out. And their Outposts. And probably most of the planets. Virtually everything would be wiped out except for a few things like Q-related stuff, by this logic. In this case, playing the Anti-Time Anomaly would essentially mean that the game is going to end in three turns unless the anomaly is destroyed first. Well, that would be interesting (and one of the cards that is possible for a future expansion set involves threatening to end the game quickly), but that is not the intention of this particular card, as is clear from its wording which restricts itself to Personnel. Thus, although Position 2 is a logical argument from a realism standpoint, it seems the least workable of the two, and the least likely to provide the best gameplay, because it just can't fully live up to such an extreme position. Position 1 may be less technically accurate in terms of realism, although symbolically it does "capture the flavor" of the concept just fine, but it is more fun and more workable. It provides alternatives and strategies that are new and which a clever person can take advantage of, AND leaves other new opportunities in the future for additional cards that interact with the Anti-Time Anomaly (an important point).

— Therefore, the current ruling is, you can escape the effects of the Anti-Time Anomaly by "time travel" with cards like the Time Travel Pod.

Q: ANTI-TIME ANOMALY — It will kill all Personnel on table. 1) Does this include Rogue Borg? 2) would it include Personnel in your hand which are "on the table" due to an Alien Probe card being in play?

A: 1) No. Only Personnel Cards. 2) No. "on the table" here means "in play on the table.". It doesn't include Personnel in the draw pile or discard pile just because these are laying on the table, or hand cards that happen to be on the table, etc.

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: GAPS IN NORMAL SPACE -- Can you place more than one "Gaps in Normal Space" card between the same two missions (creating a mega-gap of 8, 12, 16, etc)?

A: No. The card specifically says between "two mission cards", not "between a mission card and another Gap card". The intention is that mega-gaps aren't allowed, otherwise someone could stock 20 of them in a deck and make the spaceline impassable.

your ships to some extent, but shuffling them when two are together would add some confusion for him.

Q: CLOAKING and EVENTS/INTERRUPTS -- 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 / UNCLOAKING -- 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 and OUTPOSTS -- 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 and STAFFING -- 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).

18. BORG and ROGUE BORG

Q: ROGUE BORG -- GENERAL DISCUSSION -- How do they work?

A: The Rogue Borg, like the holographic recreations, are an aspect of the game which were "introduced" in this set and will be developed somewhat further in future expansion sets. Basically the Rogue Borg are used as a nasty way to directly attack the opponent. This card says: "Plays on any occupied ship. Battles crew now and at start of every players' turn. Two Borg =2 STRENGTH each, three =3 each, etc. Surviving Borg remain."

This is enhanced further in the rulebook, on page 32, but it is a complex card so we will discuss it more here--- The idea is that you stock a whole bunch of these guys into your deck, and save them as they come up in your hand until you have, say, 5 or 6. Five Rogue Borg, for example, combine to have an attack strength of 25 points. If Crisis is in this group, the total is doubled to 50 points (see his card). When you are ready, you can play them as Interrupts, in a group, right onto the bridge of one of the opponent's occupied ships. They immediately battle the ships crew, just like a normal "Away Team vs. Away Team Battle" on a planet, and they continue battling the crew automatically at the START of EACH player's turn (both your and your opponents turns). Here are some of the things that can happen as a result: As in all battles, the loser of the battle will lose one personnel by random selection. If his crew is strong enough to defeat your Rogue Borg group, one Rogue Borg will be killed, but they will resolutely stay to continue the attack until they are all killed off. (You might be able to "reinforce" them with more Rogue Borks on later turns). In any case, his crew members will be "stopped" for this turn and all subsequent turns in which the battle continues, because all battles "stop" their participants. This alone makes Rogue Borg powerful. If his crew is defeated by your Rogue Borg group, he will first lose one personnel by random selection, his crew is stopped, and then he will be faced with the problem of what to do next turn. The battle happens at the start of each subsequent turn, so his options are limited. If the battle seems hopeless, he might "run away" by, for example, using Emergency Transporter Armbands to beam down to a planet, or to another ship. Or, he might bring up another ship, and then beam over "reinforcements" to the crew of the besieged ship, which might turn the tide of the battle! Or he might use a "Self Destruct" card to destroy the ship with the Rogue Borks still aboard, etc. There are many creative options available. The card "Hugh" is another defense against the Rogue Borg (as well as against the Borg Ship). While the ship is under siege by the Rogue Borg, it cannot be moved by the remnants of its crew because they are not in control and are stopped anyway by the battle. If the Rogue Borg wipe out or "chase off" the ship's crew, they win control of the ship. However, they cannot yet use the ship. They can only stay aboard the ship and try to repel an attempt by your opponent to recapture it. If you put into play the Event card "Lore Returns", Lore will allow you to use this Rogue Borg crew to pilot the ship up and down the spaceline, attacking the opponent's ships (just as if it was one of your own ships). For all battles, Rogue Borg are assumed to have the "leadership" required to participate in battles, (think of it as something left over from when they were part of the collective conscious). Used correctly, the Rogue Borg can be very nasty.

Q: ROGUE BORG and CLOAKED SHIPS -- 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: ROGUE BORG and LORE RETURNS and AWAY TEAMS -- When Rogue Borg have taken over a ship and Lore Returns is in play, can they be beamed down to a planet to battle enemy away teams?

A: Yes.

Q: MULTIPLE CROSI -- What happens if you play multiple Crosi with Rogue Borg, i.e. 3 Crosi and 4 Rogue Borg.

A: The rules say Crosi doubles the "combined strength." In this example, 7 Borg at 7 each = 49 and now you double this three times = $49 \times 2 \times 2 \times 2 = 392!$

Q: BEAMING ABOARD A ROGUE BORG-CONTROLLED SHIP -- If I beam down everyone on my ship as an Away Team, except for one person, and if my opponent puts some Rogue Borg on my ship, killing my one remaining crew member, can the away team beam back to the Borg-controlled ship without anyone to run the transporter controls?

A: The Borg are known for allowing people to beam aboard their ships. As long as Lore Returns hasn't come in to take control of the ship (see page 32) you can try to regain the ship by beaming a new "boarding party" aboard. You can bring up one of your other ships and beam over some attackers, as well as from the planet. The Federation prohibition against initiating attacks is not in force here, since the Rogue Borg started this battle.

Q: LORE RETURNS and RECAPTURING SHIP -- How does the Lore Returns card affect the ability to try to recapture a ship from the R.Borg?

A: When Lore Returns comes into play, he "comandees" the ship (page 32), making it more like a normal ship, under the control of the player and able to move around and attack. It then is a pirated ship and behaves like a normal ship.

Q: LORE RETURNS on OPPONENT'S ROGUE BORG -- Can I play a Lore Returns on my opponent's Rogue Borg after they have taken over one of my ships and beam them all off so I can have my ship back? (Or for that matter have them attack my opponent?)

A: No. The card says, "... *your* Rogue Borg..."

Q: BORG SHIP -- 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 longend. 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 Tetryon 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: BORG SHIP and WHERE NO ONE HAS GONE BEFORE -- In the FAQ's you said that "Where No One Has Gone Before" affects the Borg. How? Since the card says "...Allows all YOUR ships...", who needs to have W.N.O.H.G.B. in play, the person who placed the Borg, the person who overturned the Borg or everyone? Or does it have to be played once saying "I play this on Borg ships"? We have chose the latter, but would appreciate clarification.

A: In a previous FAQ, we said the Borg Ship is affected by "natural" effects that are out on the spaceline, and we included W.N.O.H.G.B. as one of these for gameplay reasons (it is fun!). But as this question points out, our answer was incomplete because the card says "your" ships whereas the Borg Ship is self-controlling and not owned by either player. The interpretation the committee prefers is that to use the W.N.O.H.G.B. on the Borg Ship

you must play one especially for it. If you have one already out for yourself, it is applying to you, not the Borg. You need to play one for the Borg Ship too if you want to do so.

Q: BORG SHIP LIMITS? -- Is there a limit to the number of Borg Ships that can be in play?

A: Yes, in the sense that the game has built-in limitations and defenses. The Borg Ship is a space dilemma and thus there can at most be one per space mission. But any number of them can be activated and on the move at any given time. There are no current plans now to impose further limits. If we find out we need more defenses in the future we'll make a card!

Q: BORG SHIP ATTACKS -- Does the Borg Ship attack at any time, even immediately when it moves to the neighboring space?

A: The Borg Ship basically attacks anything it sees -- meaning every "attackable" thing that either moves to where it is, or everything the Borg Ship finds where it moves.

Q: BORG SHIP -- Does the Borg ship always strike first? If I move a bunch of ships into the location where the Borg ship is, is it possible to fire at the Borg before it fires at my ships?

A: Currently this is a moot question since it doesn't matter. Both sides will shoot in this battle. (In case a card in the future allows a player to take advantage of "who fires first", I'd say the Borg Ship is the one which is trigger happy and would fire first.)

Q: BORG SHIP vs ROGUE BORG -- Does the Borg Ship attack ships under control by Rogue Borg? If so, can the person controlling the Rogue Borg earn points if that ship is used to destroy the Borg Ship?

A: Yes to both questions. Future expansion cards might affect these interactions, however.

Q: AMANDA ROGERS and ROGUE BORG -- Do you need one Amanda Rogers per Rogue Borg played? and Crisis too?

A: Amanda nullifies any "Interrupt card just played", so she can currently stop only one R.B. at a time.

Q: BORG SHIP & Q-NET -- If a Borg ship is prevented from moving by a Q-Net will it attack on every turn? A: Yes, it attacks anything that comes into range wherever it is, each turn.

Q: BORG SHIP vs. BORG SHIP -- If two Borg ships are on the same space do they combine their attacks? (Thereby nailing an outpost.)

A: No. They attack "everything", including each other. (The attack between two Borg Ships would normally result in a draw.) (We haven't ever seen in TNG interaction between two such ships, nor do we have any info how different Borg groups interact. But we do know the Borg were split into factions by the Hugh Incident, so we can assume they would attack each other.)

19. CUMULATIVE EFFECTS

Q: SHIELDS ENHANCERS and CUMULATIVE -- The Metaphasic Shields card says, "Plays on table. New technology enhances each of your ship's SHIELDS +2 for each SCIENCE aboard. (Cumulative.)" Does this mean that if I have several Metaphasic Shields in play each ship with at least one SCIENCE aboard gets +2 for each shield, or do they get +2 for each SCIENCE?

A: The shield enhancers (Metaphasic Shields or Nutational Shields) accumulate in two ways: the number of enhancer cards in play, and the number of Engineers (Nutational) or Science (Metaphasic) aboard. Each one of these is +2 to shields. If you have 2 Metaphasic Shields down, for example: A ship with no Science aboard is +0 on its shields. A ship with 1 Science aboard is +4 on its shields. A ship with 2 Science aboard is +8 on its shields, etc. Here is a chart:

Aboard ship:	# of Metaphasic Shields in Play				
	0	1	2	3	4
0 Science	0	0	0	0	0
1 Science	0	+2	+4	+6	+8
2 Science	0	+4	+8	+12	+16
3 Science	0	+6	+12	+18	+24

By putting lots of Scientists aboard one ship, it would be well protected, but the other ships you have would be left out if no Scientists are aboard them too. The BYNARS WEAPONS ENHANCEMENT is similar, but has no requirement of personnel to go with it. For each enhancer card it is +2 on the weapons of all your ships, cumulative.

Q: ORDER OF MULTIPLE MULTIPLIERS -- For equipment that multiplies and that adds, if you combine them, which do you do first? For example if a Husnock ship with normal shields of 12 has Metaphasic Shields with one SCIENCE aboard (normally allowing Shields +2), plus Kurlan Naikos aboard (which triples Range, Weapons, and Shields) -- would you determine the Shields by adding 2 and then multiplying by 3 (totalling 42), or by multiplying by 3 and then adding 2 (totalling 38)?

A: I knew basic arithmetic would become useful at some point in our lives! I see no reason why one must logically happen before the other, so I think the player can do it in any order he chooses, thus gaining the highest possible advantage.

Q: EXOCOMPS CUMULATIVE? -- Will two Exocomps aboard a ship repair it twice as fast as one, allowing you to completely repair a damaged ship on your next turn? If so, it seems the ship would be invulnerable to attack (unless of course the attacker doubles the shield strength and destroys it outright).

A: No. The card says, "If aboard ship, can repair damage in two of your full turns, without returning to outpost." By referencing "full turns" (see definition, above) the card does not work well as cumulative. If you had two, it would take one full turn; but if you had

Projectors be used to project Holographic Characters to a planet in an Away Team from an Outpost (where no ships are present)?

A: The Holo-Projector card says, "Plays on table. This technology allows your holographic re-creations to be projected and used on any of your ships or Away Teams. (Immune to Kevin Uxbridge)." Thus, it doesn't work on an Outpost (which are not ships), but will work on a holographic personnel projected onto a planet in an Away Team from an Outpost.

Q: ROGUE BORG vs. HOLOGRAPHIC PERSONNEL -- Rogue Borg are used to battle a ship's crew. If one of this crew is a Holographic Personnel, when "killed" in battle he is deactivated (to the ship) and can be reactivated next turn. Does this mean that the Rogue Borg will never be able to take the ship since holographic characters can not be killed and will fight an endless battle?

A: The current interpretation is this -- Rogue Borg attack "at the start of every turn." That means the start of both your turn and the opponent's turn. When one of the holographic personnel is "killed" (deactivated), it will not have time to be reactivated before the next attack. When all the normal crew are killed and nothing but deactivated Holographic Personnel remain aboard, it makes sense that the Rogue Borg would simply "turn them off" (discard them). Note that in this scenario, if there are still normal personnel aboard fighting for the ship the Holographic Personnel might have time to be re-activated a few times and rejoin the fight. For example, it's your turn. Your ship has three normal and one holographic personnel aboard. Opponent attacks with 6 Rogue Borg. Result: (one personnel killed, random selection), your holographic personnel is killed (deactivated). His turn, at the start, the battle continues against your normal personnel (the holographic personnel is still deactivated). One of your normal personnel is killed (two left). Your turn again -- your holographic personnel is still not yet activated when the battle begins at the very start of your turn. Result: one of your normal personnel is killed (one left) -- but now it is still your turn and your holographic personnel reactivates, rejoining the battle with your remaining normal personnel, etc.

12. NON-ALIGNED and TREATIES

Q: REPORTING UNDER TREATY -- When a treaty is out, can personnel from one affiliation report for duty in the other affiliation's outpost?

A: Yes. The rules say, "When a treaty card is in play, the personnel, ships, outposts, etc. can all be shared by the players as if they were one affiliation." Thus, they can share the outpost.

Q: BROKEN TREATY ON A NON-ALIGNED SHIP -- If a mixed crew under treaty is aboard a non-aligned ship and the treaty is broken, what happens? Are all the personnel except non-aligned put under house arrest?

A: Normally on a non-aligned ship you can have non-aligned personnel and one affiliation of personnel, but you can't mix two

affiliations there without a treaty. The current interpretation is that if there are mixed-affiliation personnel there (under a treaty) and the treaty is broken, the minority affiliation personnel are the ones put under house arrest. (See page 30, Treaties).

Q: TREATIES and ATTACKS – If my opponent is playing a Klingon/Federation (split) deck, and has the Klingon/Federation Treaty card in play, can he attack my Federation ships and personnel? Isn't the Federation one big entity? I can understand that for gameplay I cannot take advantage of his treaty card to use any Klingons I might have in my deck, but can he initiate an attack against me?

A: If he has a Klingon "leading" the attack, then he can attack you. This provides the rationale for why this might happen. (See "Federation Attacks with Klingons aboard" in Rules FAQ v.2)

Q: TREATY and REPAIR – If there was a treaty, could a Romulan outpost be used to repair Klingon ships and counteract the REM sleep Dilemma?

A: Yes

Q: TREATY and EQUIPMENT – If a mixed Klingon/Romulan crew (with a treaty) has both Klingon and Romulan disruptor equipment cards aboard their ship, do they each get +2 strength from their respective disruptors, or does the whole crew get +4 because of the treaty?

A: No. Those disruptor cards refer specifically to which affiliation they "work" for.

Q: NON-ALIGNED SHIPS and REPORTING -- Where do non-aligned ships come into the game? Any outpost? Any planet mission? Any mission at all?

A: Non-Aligned ships and personnel can get into the game via any of your outposts. There is going to be a non-aligned outpost released soon, by the way.

Q: NON-ALIGNED and FEDERATION ATTACKS – Can non-aligned personnel initiate attacks when aboard a Fed ship the same way non-Fed personnel can under a treaty?

A: Yes. They must have "leadership" skill to do so. (See FAQ.v.2)

Q: NON-ALIGNED SHIPS and REPAIR -- How do non-aligned ships repair when damaged?

A: The rules say, "A damaged ship can be repaired by returning to its outpost." If you have a non-aligned-outpost, that's it. But you may NOT repair at an affiliated outpost. However, Non-Aligned ships CAN repair at a Spacedock, as is stated on the Spacedock card.

Q: NON-ALIGNED BEAMING BETWEEN AFFILIATIONS -- You have non-aligned personnel aboard a Federation ship. Can you beam these personnel aboard your Klingon ship, without a treaty?

A: Yes. The rules say, (page 21) "The ships must share the same mission location and be owned by the same player." No distinction

was made for non-aligneds between ships of different affiliations.

13. AFFILIATIONS

Q: ROMULAN vs ROMULAN -- If both players are playing the same affiliation (i.e. Romulan), can a player use a ship to attack if the ship has a Non-Aligned person with Leadership?

A: Yes, under the same logic in which Federation can attack with such a person aboard.

Q: DETERMINING AFFILIATION IN MIXED COMPANY -- If you have a mixed group of Personnel (with a treaty) of, for example, Feds and Klingons, how do you determine which rules you follow (ie - being allowed to attack)?

A: If there is no other way to tell, go by the affiliation rules for the affiliation which is under the most affiliation restrictions. The affiliation restrictions are very few and simple, explained on page 28). Federation can't normally initiate an attack (except as outline in previous FAQs). And Romulans can't normally attack other Romulans.

14. THE SPACELINE and MOVEMENT

Q: FLEET MOVEMENT -- Can multiple ships move together in an "armada"? I am thinking specifically about getting past a Q-net. If I only have 1 person with Diplomacy (ex. Picard Dipx2) and I can only move one ship at a time, then only 1 ship is ever going to get past the Q-net. All my other ships are stuck on the other side forever.

A: The Q-Net says, "...No ship may pass the Q-Net unless 2 Diplomacy aboard." It is referring to each ship.

15. BEAMING -- AWAY TEAMS -- CREW

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: 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: 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: COMBINING AWAY TEAMS -- If you beam an away team to a mission from two separate ships, do they come together as one away team?

A: Yes-- If you beam them both down it is assumed they are intended to be there together. If you want to operate them separately, first beam down one, try the mission (or battle, etc.), and if they get stopped then beam down another team, etc. The only exception is the case when one player beams down Away Teams from different affiliations and no treaty is in effect that allows them to be intermixed. In that case they are separate Away Teams in the same place.

Q: NON-MATCHING AWAY TEAMS -- Can an Away Team beam down to a planet if their Affiliation cannot complete the mission there? (To attack another Away Team, for example.)

A: Yes. A major tactic is to "strand" an opponent's Away Team and then beam down to attack it. There might be other reasons to beam down to a planet besides these.

Q: BEAMING DOWN ENTIRE CREW -- Is it possible to beam down your entire ship's crew to attempt a planet mission, or does someone need to remain aboard to beam the away team back?

A: You can beam down the entire crew. There is evidence in several episodes of this, especially in DS9, in which the computer can beam them back. However, leaving your ship empty makes it vulnerable to many special cards, such as Ship Seizure, so it is a risky thing to do.

Q. COMBINED AWAY TEAMS AND THEIR SHIPS -- I go for a mission with different ships. I beam down personnel from the different ships to form an away team. I encounter a dilemma that does something to my "ship". Which ship is affected? All?

A: Alien Parasites is the only planet dilemma that has effects upon the ship the Away Team came from. It says the infected Away Team beams up to the ship and the opponent controls the ship until stopped. If personnel were beamed down from multiple ships, then apparently they would beam back under this dilemma to those multiple ships where they came from, with each one controlled that way.

Q: INTER-SHIP BEAMING -- Can two ships passing each other beam Personnel between themselves (if they are your own ships)?

A: Yes.

16. BATTLE

Q: FEDERATION ATTACKS in AWAY TEAMS -- 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: BATTLE "FORCES" -- The rules don't define what constitutes a "force" when they say, "Battles can only occur when the opposing forces are at the same location."

A: "Forces" here simply means the units each PLAYER has at that location. Either my Away Team versus your Away Team, or my ships versus your ships. Plus any other cards which might come into play such as modifiers (shield enhances, etc.) or Interrupt cards that affect battles. See also the previous question about combining away teams.

Q: FEDERATION ATTACKS UNDER TREATY -- If you are playing, for example, Federation and Klingons without a treaty, can your Federation ships/personnel get "dragged into" a battle if your Klingons are attacked, or does the Federation only get to counterattack when they are *directly* attacked? What is the situation if a treaty IS in effect?

A: With no treaty in effect, the Federation could NOT attack, with a treaty they could.

Q: FEDERATION ATTACKS WHEN KLINGONS ABOARD -- Federation forces are normally not supposed to initiate an attack. Does this include a situation in which there are Klingons aboard a Federation ship under a Treaty?

A: The present ruling is this: If you are playing an alliance under treaty of Federation/Klingon, then situations may arise in which you have Klingons aboard a Federation ship. It is possible for a ship with a mixed crew like this to initiate an attack -- but ONLY if a Klingon aboard has "Leadership" skill (otherwise, no one would obey him and the Federation rules against attack would prevail). The same would apply with Federation / Romulan treaties and mixed crews.

Q: FEDERATION "RETALIATION" ATTACKS -- Federation cannot initiate attacks but are allowed to retaliate. Does this include a second Federation ship that I'd like to bring to the aid of another that is under attack?

A: The rules aren't particularly clear on whether a "battle" lasts for one turn and then ends, or whether it can last for a series of turns as the ships involved "slug it out". This is how we currently interpret it: Once a battle gets started (Away Team or Ship battles), the battle lasts for as long as the players choose to continue it on successive turns, until the ship(s) are destroyed or

until one player breaks off the battle in some fashion (i.e., by running away). If your ship attacks the opponent and both ships are damaged, on his turn he can either break off the battle or continue it by counter-attacking you. The counter-attack we consider to be continuing the same "battle" that you started, rather than a separate battle. Thus, in this case it is possible to bring in new ships to join the battle. In the case where a Federation ship is attacked in this way, (see page 28 of the rules) not only can it counter-attack, but you can "call in" nearby Federation ships to come to your aid in the battle, as one would logically expect.

Q: SHIP BATTLES and RETALIATION SHOT – The rules say, "If the attacker's weapon power is greater than the defender's shield power the defender's ship is damaged. Otherwise, the defender's ship is safe and the player now gets a retaliation shot with the roles reversed." This seems to imply that the defender gets a retaliation shot only if the defender wasn't damaged. Is that true?

A: No. The wording here is a bit ambiguous. The intent is the defender normally gets his retaliation shot whether or not he is damaged. Think of the attacker's shot and the defender's shot as being nearly simultaneous.

Q: SPACE BATTLE LEADERSHIP FOR MULTIPLE SHIPS – In order to win a battle, you must have "an officer or crew member with leadership skill". a) Is this parsed as: "(officer) or (crew member with leadership)" or "(officer or crew member) with leadership"? b) If you have more than 1 ship in a location, do you only need 1 leader to qualify or does each ship need its own?

A: a) the first choice, b) each ship

17. CLOAKING

Q: CLOAKING and TRACTOR BEAMS -- If I have a cloaked ship in orbit with any empty ship in orbit can I still play a Ship Seizure, or would the ship have to be decloaked to use its tractor beams as the card requires?

A: It would have to decloak to use its tractor beam.

Q: HIDING YOUR CLOAKED SHIPS BY SHUFFLING --If two or more cloaked ships begin or end their turn at the same location, can the owner shuffle the cloaked ships around a bit so to make it less clear which ship is which? (Of course, personnel and other items remain on the same ships). For example, two Klingon ships are docked at the Klingon Outpost. They both are cloak. The owner mixes the face down ship cards so as to not allow his/her opponent to know exactly which ship is which.

A: There is nothing against this in the rules, so it seems reasonable and would add some extra "hidden factor" to the cloaking. However, it should be restricted by friendly agreement of the players only to the beginning or ending of the moves for those ships, because the opponent has the right to inspect a cloaked ship being moved (as discussed on page 30 of the rules), in order to verify its movement range ability. This would allow him to "track"

three it would take how long -- a fraction of a full turn? We could say it is cumulative up to 2, but that seems artificial, especially since in the show in which they were featured there were three of them. Also, remember that cards in the expansion sets will be developing exocomps further along these general lines.

Q: TELEPATHIC ALIEN KIDNAPPERS CUMULATIVE? -- Are the Telepathic Alien Kidnappers cumulative? It doesn't say either way on the card.

A: Yes. (Teaser-- for those who are planning to use this strategy, future cards in the next expansion will be effecting the T.A.Kidnappers!)

20. CARD COMBINATIONS

Q: TELEPATHIC ALIEN KIDNAPPERS and 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.)

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