TRIBBLE SIDE DECK

Your Tribble side deck is an optional customized side deck of special cards separate from, and in addition to, your normal game deck. It is shuffled and placed face down on the table, then "opened" during the doorway seed phase by the new Storage Compartment Door card. This Doorway card is placed face up on top of your side deck and counts as one of your seed cards (the face-down cards in the side deck do not count toward the 30/30 rule).

Your Tribble side deck is made up of two new card types, Tribble cards and Trouble cards. You can have as many Tribble and Trouble cards in your side deck as you like, even duplicates. The Storage Compartment Door allows you to draw and play (or discard) up to three cards from your side deck during each of your turns. (Tribble and Trouble cards come into play only via this side deck; you cannot stock them in your draw deck or Q's Tent.)

Whenever a card from your Tribble side deck is discarded or otherwise leaves the table, place it face up underneath your side deck. When your side deck runs out of face-down cards, shuffle the face-up cards and place them face down again underneath your seeded Storage Compartment Door.

NEW CARD TYPES

Tribble Cards — These cards represent single tribbles and groups of 10, 100, 1000 etc. Tribbles may *report* or *breed* as noted on each card.

You may play one Tribble card each turn per group of tribbles. All of your tribbles on one ship, facility, site, or planet are one group. Reporting a 1 Tribble or 10 Tribbles card where there are no tribbles creates a new group; you may not play another Tribble card to that group on that turn.

You must have at least the required number of tribbles present to breed tribbles. For example, the 100 Tribbles card "Breeds from 10 tribbles." You must have at least 10 tribbles present (either ten 1 Tribble cards or one 10 Tribbles card) to play a 100 Tribbles card to that group.

The *small* Tribble cards — 1 Tribble and 10 Tribbles — may be carried like equipment (as implied by the images on the cards) by either player's personnel. Each personnel may carry only one small Tribble card; when they eventually "drop" it, they are "stopped."

The *large* Tribble cards — 100 Tribbles and greater — may not be carried, but may be beamed by any Transporter Skill personnel. Each personnel may beam up to one large Tribble card for each unit of that skill they have, then that personnel is "stopped." You may lower the SHIELDS of your Nor to beam large Tribble cards. *Although small Tribble cards may not be beamed, you may beam the personnel who are carrying them (this does not require Transporter Skill and does not "stop" anyone).*

Note: Each Tribble card has a special colored icon such as **Go**, **Poison**, and so on. These icons are not used in the *Star Trek* Customizable Card Game, but are instead used in the *Tribbles* Customizable Card Game™.

Trouble Cards — You may play Trouble cards only where you have tribbles present. You may play one Trouble card each turn per group of your tribbles. Each Trouble card lists the minimum number of tribbles required to "activate" portions of its game text. If you do not have the minimum number present, the Trouble card stays in play, but its game text is inactive. If you have no tribbles present with a Trouble card, it is discarded.

Whenever any of your Tribble cards (or your Tribble Bomb) are moved, any or all of your Trouble cards present may go along with them.

NEW ICONS

Original Series 𝔸 — This icon appears on Personnel, Ship, Facility, Equipment, and other cards from the original *Star Trek* series, as well as a few cards from *Star Trek: Deep Space Nine™*. It is used as a special staffing icon for the *Starship Enterprise* and *Starship Constitution* and for other purposes defined by various cards in this expansion.

Mirror Quadrant 𝕄 — This icon, used in the game text of the Sherman's Peak time location, will be developed in the *Mirror, Mirror* expansion set.

CLARIFICATIONS

Deep Space Station K-7 — Unlike outposts, stations do not have built-in reporting, docking, or repair functions; such functions (if any) are provided by text on sites or the station itself. However, because this station is at a time location, personnel and equipment native to the timeline may report aboard the station using the time location's reporting function.

Energy Dampener — This special ship equipment is used by the Breen Energy-Weapon Dampener card in this set. It has no built-in functions.

Hero of the Empire — The timeline disruption effects of this objective are limited to those listed on the card. The mission point adjustments apply to all missions completed during that game, even those completed before the timeline disruption. Because the mission points are changed, the adjustments are non-bonus points.

Lumba — This personnel is male (he just *appears* female).

Stealing — When a card allows you to "steal" Equipment cards (e.g., Reginod), they come under your control and you use them as your own, disregarding affiliation/species requirements for use (e.g., "Klingon use only"). (However, a card which enhances only Klingons, for example, still enhances only Klingons.) You cannot steal cards that you control.

Tactic cards — Some cards in this set (Make It So, Falar) allow you to download a Tactic card. Tactic cards may be downloaded only from your Battle Bridge side deck and only at the start of battle (when Tactic cards would normally be drawn). A Tactic card may not be downloaded as a damage marker.

Two new Tactic cards (Breen Energy-Dampening Weapon and Chain Reaction Pulsar) have game text starting with a phrase like "Requires a ship with . . . firing." Unlike most Tactic cards, which work for any ship but give bonuses for certain particular kinds of ships, these two cannot be used as your current tactic unless you have the required ship firing in the battle.

Time locations — A time location represents a location in the past or future of the *Star Trek* universe. Time locations may be space or planet. A time location is not a mission or a spaceline location.

You may not play a time location unless the corresponding spaceline location is in play. The lore of each location will identify this relationship. For example, the mission Agricultural Assessment corresponds to the time location Sherman's Peak; both take place at Sherman's Planet.

The cards listed on a time location as "native to this timeline" may be reported directly to the location if it is in play. You may choose to report to the time location itself (if it is a planet location), in orbit of the location (if reporting a ship or facility to a planet location), aboard any of your compatible ships or facilities there, or aboard any opponent's facility you are allowed to use (e.g. Deep Space Station K-7). When reported in this manner, you do not need an open Alternate Universe Door or Space-Time Portal, as would be required to report the card normally.

Time travel — Time traveling is not inherently restricted to "corresponding spaceline location" unless this is specified. Thus, the Orb of Time allows you to relocate from any spaceline location (in any quadrant) to any timeline location, or vice versa. It also allows relocation between two time locations.