

STAR TREK
THE NEXT GENERATION®



STAR TREK™ THE NEXT GENERATION
CUSTOMIZABLE CARD GAME™

RULES

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INTRODUCTION

Welcome to a universe with endless possibilities. This starter set provides a randomized selection of cards for one player to begin the adventure. A game requires two players, each with at least 60 cards. Before a game begins, each player customizes a playing deck from all the cards in his or her collection. The cards are designed to have a rock-paper-scissors relationship to each other and there are an infinite number of offensive and defensive strategies. Cards represent missions, dilemmas, personnel, ships, events and more from the *Star Trek: The Next Generation*® universe. Every card brings different powers to a game which realistically mirrors *Star Trek*® scenarios. Players plot strategies and match wits as they attempt to accomplish missions and score points. The winner is the first player to score 100 points or the player with the most points when either player's deck runs out.

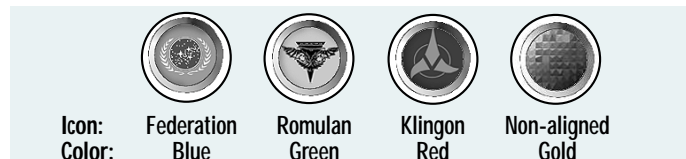
A total of more than 360 cards is currently available, and other exciting cards are under development for future editions and expansions. *Expand Your Power in the Universe*™ by building a great collection. . .

In the rules below, key concepts are highlighted for easy reference. Just remember these few things before you begin:

- The goal is to score points, primarily by accomplishing missions. You score no points by battle alone.
- Beginners should start with the basic game before experimenting with advanced rule options. Variations on the basic rules are discussed in the Advanced Rules section. Newcomers should allow a few hours to read the rules and play their first few games. What seems complicated in the beginning becomes quite natural in subsequent games. It takes practice to understand the infinite galaxy of possibilities this game has to offer. Be patient.
- *You don't have to memorize what each card does.* Using written information and a few icons, the cards explain what you can do with them. Diagrams of all card types can be found throughout this rule booklet. Familiarize yourself with the designs.
- If a situation arises that is unclear or not addressed in these rules, simply use common sense to resolve the issue within the spirit of *Star Trek: The Next Generation*®, then proceed with the game.

THE AFFILIATIONS

There are three major affiliations in the game: *Federation*, *Romulan* and *Klingon*. Most personnel and ships belong to one of these affiliations. Some cards are *non-aligned*, meaning that they can work with any affiliation. For example, non-aligned personnel can be placed aboard any ship to strengthen its crew. Federation cards are blue, Klingon cards are red, Romulan cards are green and non-aligned cards are gold. Also, each card has a unique icon in the upper left corner of the card.



It is possible for a member of one species to be associated with a different affiliation. For example, Worf is a Klingon, but affiliated with the Federation. When customizing a deck, players may choose to control one affiliation or form alliances of two or three. It doesn't matter if both players choose the same affiliation(s). Strategically, there is an advantage to keeping your selections secret from your opponent until you play. *Normally, cards from different affiliations cannot intermix. For example, Klingons cannot board a Romulan ship. But, there are exceptions.*

THE CARDS

There are common, uncommon, rare and ultra-rare cards that you can collect. The rarity of a card generally corresponds to its strength or power in the game. Players can purchase additional cards in starter sets or expansion sets; or trade cards with other players. Starter sets are usually a little

less expensive per card, but there's a higher probability of getting rare cards in expansion sets! Ultra-rare cards are manufactured in very limited quantities and can currently only be obtained by special offers. The nine types of cards used in the game are as follows:

Mission



These cards contain information about missions and the requirements for completing them. When missions are accomplished, the player scores the number of points indicated on the card. Points vary according to the difficulty of the mission. There are two types of Mission cards: *Planet and Space*.

Dilemma



These cards create disruptions in attempting a mission and present special challenges. Depending upon

the Away Team, dilemmas may stop, slow or have no effect on a mission attempt. Some dilemmas work only at planet locations, some only at space locations. Also, some dilemmas contain bonus points which are earned by overcoming the dilemma. There are three types of *Dilemmas*: *Planet, Space or Either*.

Artifact



These cards represent rare objects found at mission locations. Artifacts give players immense and special powers.

Outpost



These cards mark a location where ships are launched, personnel report to duty and equipment is loaded. There are three types of Outpost cards: *Federation, Romulan and Klingon*.

Ship



These cards carry personnel to mission locations. Ships have different ranges, weapons and shields, all of which determine their power in the game.

- Range determines how far a ship can move on one turn;

- Weapons determine offensive capabilities during battles; and
- Shields determine defensive capabilities during battles.

There are four types of Ship cards: *Federation, Romulan, Klingon and Non-Aligned*.

Personnel



These cards depict crew members. Personnel cards have seven classifications:

Officer, Engineer, Medical, Science, Security, V.I.P. and Civilian. They also have values for three characteristics: integrity, cunning and strength.

- Integrity characterizes morality, loyalty and discipline;
- Cunning indicates shrewdness, imagination and intelligence; and
- Strength is physical strength, stamina, aggression and fighting ability.

These powers and other special skills listed on the cards (i.e., navigation or stellar cartography) are needed to complete missions.

Equipment



These cards represent special equipment such as phasers or tricorders which can be used to enhance the performance of an Away Team or crew.

Event



These cards interject special occurrences or conditions during a player's normal turn in the game. The consequences of Event cards tend to be long lasting, but not always.

Interrupt



These cards can interject special occurrences or conditions at any time during the game! Interrupt cards literally interrupt. They can be played even during another player's turn. The consequences of Interrupt cards tend to short-lived, but not always.

HOW TO PLAY

The object of the game is to accomplish missions and score points. The winner is the first player to score 100 points or the player with the most points when either player's deck runs out. You play by . . .

PHASE ONE: Customizing a 60-card deck;
PHASE TWO: Creating and seeding the spaceline; and
PHASE THREE: Playing the game.

PHASE ONE: CUSTOMIZING A 60-CARD DECK

Each player strategically customizes a 60-card game deck from the total number of cards he possesses. Among the 60 cards, you must have:

- Six Mission cards (each Mission card must be unique); plus
- one Outpost card for each affiliation you decide to control.

The remaining cards are selected in any combination the player desires with one restriction: no more than half of the deck can be dedicated to seed cards (i.e., Mission, Dilemma, Artifact and Outpost cards). After customizing your deck, count to be sure

there are exactly sixty cards.

If you have only one starter set, you have only 60 cards so you cannot customize your deck. Since we use a pure random assorting method in manufacturing, you may lack a needed card. You can solve this problem temporarily by substituting one card for another card (for example, use a Klingon outpost to represent a Romulan outpost) or by using a smaller deck or spaceline size. You can also trade with other players for the cards you need or purchase new ones to *Expand Your Power in the Universe™*.

Some Tips on Customizing Your Deck

- *Choose your Mission cards first.* These cards tell you what skills you need among your personnel to accomplish those missions and thus what *Personnel* cards would be useful in your deck. Also, missions help you decide how many affiliations you want to control. At a minimum, you should have one *Outpost* card, *at least* one *Ship* card and several *Personnel* cards for each affiliation you decide to control.
- *Mix in a variety of Event, Equipment, Dilemma and Interrupt cards.* Consider what affiliations your opponent is likely to use and choose cards that are effective against them! Also, choose some cards that enhance the abilities of your own cards or can be used defensively.
- *Stock several copies of important cards in your deck.* Except for seed cards, your other cards will be shuffled and drawn randomly from a draw deck during the game. Cards on the bottom of this deck may never come into play. If you want to make sure a certain kind of card will come up early, include more than one in your deck.

PHASE TWO: CREATING & SEEDING THE SPACELINE

This phase includes three quick steps:

- ❶ Creating the spaceline;
- ❷ Seeding it with hidden Dilemma and Artifact cards;
and
- ❸ Establishing Outpost(s).

IMPORTANT NOTE: Keep Track of Your Cards! Since both players have cards on or under the spaceline, each player should always place their cards on the playing surface facing themselves. Thus, every card always points towards its owner. Make this a habit. This process will make it easier to retrieve your cards after the game. Also, when looking at cards under the spaceline etc., do not change this orientation. Simply roll the cards over so they continue to point to their owner.

❶ CREATING THE SPACELINE

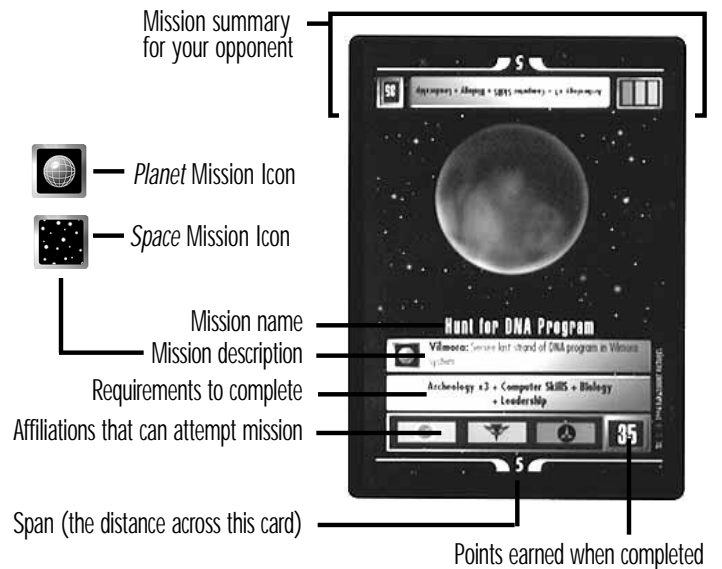
Each player now separates out their Mission cards, shuffles them and places them face-down in a pile. Choose a player to go first. That player draws the top Mission card from his pile and places it face up on the playing surface. Players take turns placing cards face up, side-by-side, on either end of the growing line. When all of the Mission cards have been laid down, a spaceline has been built that looks something like this:



Remember, each player should place his Mission cards on the spaceline facing towards himself (to indicate ownership of the cards). The spaceline represents adjacent locations in space where missions can be accomplished. Thus, Mission cards indicate both a *place* and a *mission*. The spaceline functions something like a gameboard, but it's unique for every game. The spaceline is sometimes called the *Space/Time Continuum*.

Mission cards are designed with relevant information facing both players. A summary of the mission faces your opponent; complete information faces you. Below is an example of information shown on Mission cards:

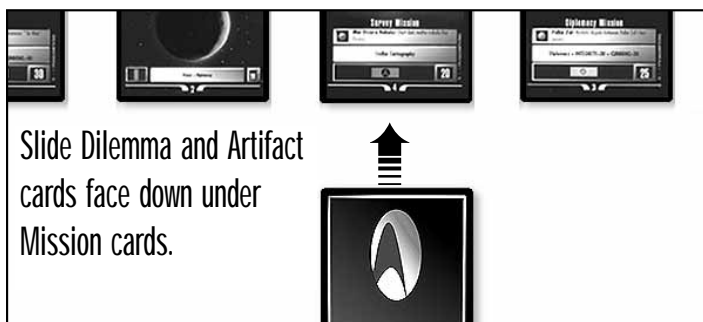
MISSION CARDS



Color icons at each end of the Mission card indicate which affiliations can attempt the mission. *Any player controlling an indicated affiliation can attempt the mission, regardless of who placed the card on the spaceline.* For example, if both players are controlling Klingon affiliations, either player can use their cards to attempt any Klingon missions on the spaceline. Some Mission cards allow two or three affiliations to attempt the mission. Regardless, the first player to complete the mission scores the points. The requirements for completing missions will be explained later in these rules.

② SEEDING THE SPACELINE

After completing the spaceline, players create plot twists in the game by hiding Dilemma and/or Artifact cards under the spaceline. Dilemma and Artifact cards create various secret hazards or assistance which a player will discover when attempting to complete a mission. Players take turns seeding these cards as *one by one* the plot thickens. The seed phase will take only a few minutes to complete. *Typically a player would place Dilemma cards under their opponent's missions and Artifacts cards under their own missions, but this is not the only strategy to follow.*



When seeding Dilemmas and Artifacts, the cards are never shown to your opponent. As a result, you never know what you will encounter at a mission location. When you attempt missions, the story of the game will unfold in unknown and unexpected ways. Here are a few rules with respect to seeding Dilemma and Artifact cards:

- More than one Dilemma or Artifact card can be placed at the same spaceline location. *These cards are always added to the bottom, face down. In other words, when the pile is turned over, the first card seen will be face up and it will be the last card seeded at this mission location.*
- Players *may not place duplicate* Dilemma or Artifact cards at the same location. If found, duplicate cards are simply discarded.
- Artifacts can only be placed at planet locations (not in space).
- As previously stated, planet dilemmas must be placed at planet locations, space dilemmas at space locations and either dilemmas at planet or space locations. Cards incorrectly seeded are discarded when they are discovered.

Dilemma and Artifact cards can only be placed during the seed phase; unused cards are discarded. If a player runs out of Dilemma or *Artifact* cards to place, or does not want to place a card for any reason, he may pass. If both players pass consecutively, the seeding phase ends (even if one player still has unused Dilemma or Artifact cards).

③ ESTABLISHING OUTPOST(S)

An outpost represents the location at which personnel and ships can report for duty. After Dilemma and Artifact cards are seeded, each player, in turn, selects a mission location on the spaceline to establish an outpost. Outposts can be established on a planet or in space.

Outpost(s) symbolize bases constructed by an affiliation's forces from their homeworld. More than one outpost can be placed at the same mission location. However, each player can seed only one outpost for each affiliation he controls. You can build additional outposts later by including Outpost cards and appropriate engineering personnel in your draw deck.

An outpost can only be established at a location of *matching affiliation* (i.e., a player can't put a Klingon outpost under a Federation-only Mission card.) A player may, however, place an outpost at a mission with more than one affiliation icon, *as long as* the correct affiliation icon is present. You place outpost(s) directly underneath the desired Mission card, *sticking out to mark the outpost location on the spaceline like this:*



If both players are playing the same affiliation, they will each have an outpost for the affiliation. Unless otherwise instructed, neither player may make use of an opponent's outpost(s).

PHASE THREE: PLAYING THE GAME

Each player shuffles their remaining cards thoroughly and places their decks aside, face down, to form a personal draw deck. Each player now draws 7 cards from their own draw deck to start their hand. *Note: There is no limit to the number of cards a player can hold in his hand.*

The player who went last in the seed phase takes the first turn. Players then alternate turns. On each turn you will:

- ❶ Play one card from your hand to the table. This is optional. You may choose not to play a card on this turn if you wish.
- ❷ Execute orders. . . basically move cards already on the table.
- ❸ Draw a card from your personal draw deck to your hand. This signals the end of your turn.

Number three is self-explanatory so what follows is a detailed discussion of numbers one and two. . .

❶ PLAY A CARD FROM YOUR HAND

On each turn, a player chooses whether or not to play a single card from his hand. Usually, four types of cards are considered: Ship, Personnel, Equipment and Event. Only one of these cards can be played per turn. (*Interrupt cards, which can be played at any time, are a special case.*) Let's examine how all of these cards come into play.

- Ship cards. . . A ship reports for duty by *docking at an outpost*. The player takes a Ship card from his hand and places it below an Outpost card of matching affiliation as follows:



- Personnel cards. . . Personnel must *report for duty* at an outpost before they can board a ship. You bring a Personnel card into play by placing the card face up on the playing surface in front of you and saying, "*Commander Riker (or whatever the name, etc.) reporting for duty!*" This crew member is now symbolically located at the outpost matching its affiliation. It can board ships from there. *Note: Make a separate personnel line for each outpost.*

- Equipment cards. . . Equipment cards enter play exactly like Personnel cards (except for the verbal announcement). Equipment cards are special machines or devices which are carried aboard ships and have powers as defined on the cards.

- Event cards. . . Besides bringing ships, personnel or equipment into play, a player may cause an event to occur. There are many different types of events. Each Event card describes what happens when the card is played. Most Event cards have a lasting effect on the game, unless the card is counteracted or destroyed. A few Event cards say to discard them after use because their effect is temporary. Event cards are usually played face up and off to the side as reminders, but some are placed on the spaceline itself. *Note: Event cards may effect either player or both players.*

After a while, both sides of the spaceline will look something like this:



DUPLICATION RULE FOR PERSONNEL AND SHIPS

In *Star Trek: The Next Generation*®, normally only one U.S.S. Enterprise or one Lt. Worf exists in the universe at a given time. Likewise, you may only have one specific Ship or Personnel card in play at a given time. This rule affects each player individually so your opponent may be playing with a duplicate of one of your cards. For example, if you have a Lt. Worf card in play, you cannot play another Lt. Worf from your hand, but your opponent could still bring one Lt. Worf into play on his side of the universe. (*Note: You can stock more than one Lt. Worf card in your deck to be sure one comes into play, but you cannot use more than one at a time.*) There is an optional rule in the Advanced Rules section that is more limiting. Of course, if you had a clone machine, you could do something to get past duplication restrictions. . . it's a pity clone machine cards don't exist. . . yet!

EXCEPTION:

UNIVERSAL CARDS CAN BE DUPLICATED

Each affiliation has a few universal personnel cards, indicated by a ❖ icon beside the name. The person shown on such a card is considered to be an example of a typical person of that type. You can have as many of these cards as you wish in play at one time.

Similarly, each affiliation has one Class Ship for each class in the fleet. These cards are marked with the same ❖ icon beside the name. These ships bear the same name as the class itself and are representative of any one of the numerous ships in that class. You can have as many of these cards as you wish in play at one time.

Note: ❖ universal cards have an advantage. . . you can have more than one of them in play at the same time, however, they have a disadvantage too. . . they tend to be a bit weaker than other cards.

- Interrupt cards. . . Interrupt cards are unique. They are the only cards that can be played without following the normal sequence of taking turns. Interrupt cards can literally be played at any time. This makes them very powerful because it means you can interrupt the game even when your opponent is playing. Here's how it works. At any time, you can play an Interrupt card from your hand (if you have one, of course) by saying "Interrupt!" and playing the card to the table. Everything stops. Each Interrupt card describes what happens when the card is played. This card now takes precedence over everything else in the game. Interrupt cards may affect either or both players. Most interrupts have an immediate effect on the game and are then discarded. *If several interrupts are played in a row, they are handled in the sequence they are played. The only exception to sequence is when an interrupt nullifies another interrupt. In this case, the consequence of the previous interrupt is prevented from happening.*

② EXECUTING ORDERS

After a card has been played from your hand (or you stated that you choose not to play a card on this turn), you can *execute orders*. This is basically the act of moving the cards already on the table. There is no limitation on the number of actions you can take in one turn. You can:

- ① Load and unload ships at outposts
- ② Take command of ships
- ③ Move ships
- ④ Beam Personnel and/or Equipment
- ⑤ Attempt missions
- ⑥ Engage in battle

To execute orders, a player is free to use any combination of his cards on the table. After completing one action, the same cards can be used to complete another action. You can continue making moves until the cards are stopped by one of the following situations:

- Encountering a dilemma that the Away Team can't overcome stops that entire Away Team (same is true for a crew facing a dilemma);



- participating in a battle *stops* cards involved in the battle; or
- the ship being moved has used its maximum range for that turn.

Cards that are stopped can do nothing for the remainder of the turn, but the player is free to move other cards which have not yet been stopped.

① LOADING AND UNLOADING SHIPS

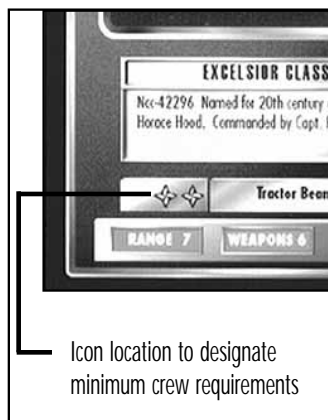
Personnel or Equipment cards already located at an outpost can be loaded onto any ship located at the same outpost. The ship and personnel must have compatible affiliations. Loading is done by simply stacking the desired personnel underneath the ship, face up in a pile, with the ship card on top. This symbolizes that the personnel or equipment have boarded the ship. When the ship moves, everything on board moves with it. Similarly, a ship with personnel or equipment aboard can unload cards to the outpost, if desired.

② TAKING COMMAND OF SHIPS

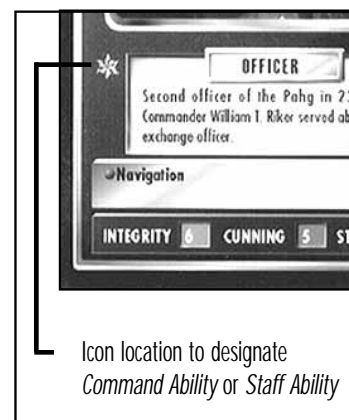
Each ship requires a minimum crew aboard before it can move. Crew requirements for each ship are listed on the card using icons for *command ability*  and *staff ability* . The largest and most powerful ships require that a minimum of one command ability and two staff ability personnel be on board. Smaller ships have fewer crew requirements. Some very small ships have *no* crew requirements at all, meaning *any* personnel can fly them. This makes them very easy to use, although they tend to be slow and not very powerful. Most Personnel cards have *command ability* or *staff ability* icons which designate the capabilities of that individual. Personnel who are capable of commanding a ship have a *command ability* icon, while those capable of acting as *staff* have a *staff ability* icon. Of course, those with *command ability* can also act as *staff*. Some cards (frequently civilians) have none of these abilities and cannot be used to meet ship crew requirements (although they can help accomplish missions).

The following diagrams show the location of command ability and staff ability icons on Ship and Personnel cards. In this example, the ship requires two staff ability personnel before it can move. The individual on the Personnel card has *command ability*.

Ship Card



Personnel Card



Non-aligned personnel can be used to meet any ship's crew requirements for command or staff, but at least one crew member of matching affiliation must be on board. (Note: Any personnel affiliation can be used to meet crew requirements for non-aligned ships.) If a Treaty is in effect, a ship can meet its crew requirements with a mixture of personnel from the affiliations in the treaty. There is a risk to this strategy however, for if the treaty is later broken, such cross-over personnel can no longer be used to meet the ship's crew requirements. (See Treaty Cards, page 30.)

STALLED SHIPS

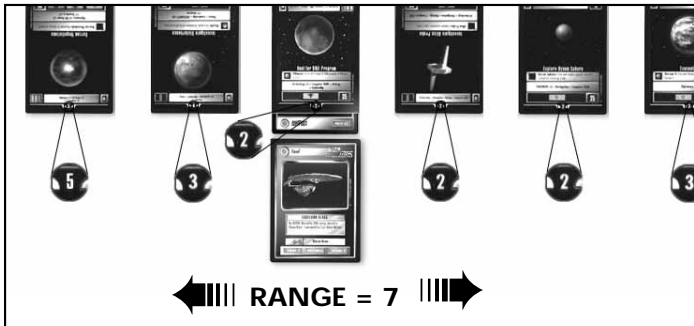
If a ship moves away from an outpost and later loses one of its required crew, it will not be able to move (until another ship arrives and beams over appropriate reinforcements). Such a ship is said to be stalled. A stalled ship can still beam Away Teams or defend itself from attack etc., but it cannot move until the proper personnel arrive.

③ MOVING A SHIP

Once a ship has the required crew, it can move along your side of the spaceline in any direction (right, left or back and forth). The distance a ship can move on one turn is limited by its range. You determine how far a ship has traveled by adding up the *span numbers* on each Mission card as the ship passes (not counting the location where it begins). *Span numbers* represent the distance across a mission's area of space.

LOCATION CLARIFICATION

When you and your opponent have ships at the same mission, both ships are considered to be at the same location (i.e., symbolically orbiting the same planet, or in the same sector of space).



In the diagram above, this ship has a range of 7 which is enough to move three spaceline cards to the right ($2 + 2 + 3 = 7$) or one spaceline card to the left (because to move two cards to the left would require a range of $3 + 5 = 8$). Interestingly, the ship could also move one card to the left (3 span) then one card to the right (2 span of the mission at the outpost) and then another card to the right (2 span) for a total of $3 + 2 + 2 = 7$. Any possible combination of movements can be used and the ship has the option of stopping at each planet or space mission along the way. Once a ship has used up all of its range, it is stopped for that turn. However, you still may be able to move other ships on this turn.

There are a few other points worth noting:

A ship does not have to move all of its range on a turn. Also, a ship can fly by Mission cards without stopping (still using up range, of course). When flying by a Mission card, a ship is not affected by any other cards at that location, such as enemy ships. There is no limit to the number of ships you can move on your turn, but none of them can exceed their range. Also, several ships can be at the same mission location; you simply line them up vertically. (*In fact, as you will soon see, this is where they must be for you to beam equipment and personnel from ship to ship.*)

④ BEAMING PERSONNEL AND/OR EQUIPMENT

Beaming is a method of transferring personnel and/or equipment over short distances. To beam personnel or equipment down to a planet surface, simply remove the cards from under the ship and make a pile crosswise on the Mission card. This indicates who is in the Away Team, their mission location and also, for your eyes only, who remains on board the ship.

When personnel are beamed to a planet they are called an Away Team. There is no limit to the number of times beaming can occur during a turn. For example, all or part of an Away Team can beam down, beam back up, and continue moving on one turn, as long as it is not stopped by a dilemma or battle (concepts which are explained later). Likewise, a player may beam personnel to a ship, move the ship, and then beam those same personnel (plus perhaps others) to another planet, and so on.

Personnel and equipment can also be beamed from ship to ship. The ships must share the same mission location and be owned by the same player. Simply announce the beaming and rearrange the personnel and/or equipment cards between the ships as you wish. Normally, it is not possible to beam personnel aboard an opponent's ship (because ships are protected by shields). There are some special cards that are exceptions to this rule. For example, Rogue Borg can penetrate a ship's shields.

⑤ ATTEMPTING MISSIONS

Completing missions is the primary method of scoring points. You accomplish missions by bringing personnel (with the required skills) to the mission location and overcoming all dilemmas which may be present. *If there are no Dilemma cards present, simply bringing personnel who have the required skills to the location will accomplish that mission.*

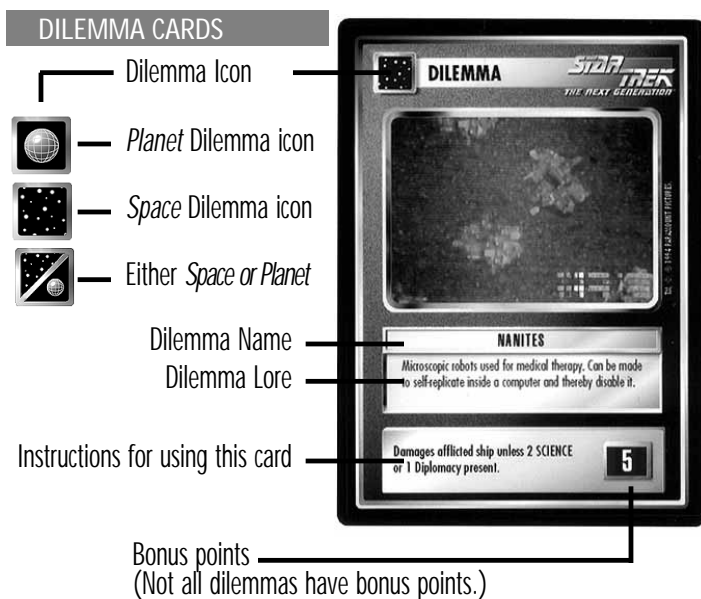
Planet missions can be attempted by Away Teams beamed to a planet surface. Space missions can be attempted by an entire ship's crew (no beaming is necessary). *Normally, only personnel which match the affiliation of the mission may attempt the mission (although, non-aligned personnel can be mixed in as long as one other personnel matches). There are exceptions. For example, treaty cards allow other affiliation personnel to join the mission attempt and espionage cards allow other affiliation personnel to*

attempt the mission all by themselves. Before attempting a mission, a player must *first* overcome any and all dilemmas at that location. Personnel must survive with the skills required to accomplish the mission or the mission will not be completed and scored.

All *Mission* cards state what skills are necessary to complete the mission. For example, a planet mission requiring *Diplomacy x2* means at least two personnel with diplomacy skills (or one personnel with double diplomacy skills) must be present in the Away Team for you to complete the mission. *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. Artifacts have strong powers and are used as described on the cards.*

The following example explains how to attempt a mission with dilemmas and artifacts present. This example uses a planet mission, but a space mission works the same way using a crew, just without beaming.

- Announce that you are attempting the mission. Select and beam your Away Team.
- Turn over the entire Mission card pile revealing only the bottom Dilemma card. *(If you encounter an artifact at any time, move it to the back of this dilemma and artifact stack. Artifacts are not earned until the mission is completed.)* Look only at the bottom card. Any other cards are still a surprise.



- Read the first Dilemma card aloud. Dilemmas represent *plot twists* that emerge during a mission and each dilemma must be dealt with in turn before the mission can be attempted.
- Dilemma cards list certain skills that are required to overcome them. If the Away Team *meets* the requirements, then it overcomes the dilemma and can immediately proceed. If the Away Team *cannot* meet the requirements, do whatever the Dilemma card instructs.
- Most dilemmas end with the phrase, "Discard dilemma." That means you only have to face them once. For example, you experience a dilemma that inflicts damage on your Away Team and is then discarded. On your next attempt, that dilemma will not be present. Some dilemmas are tougher than this. . . they stick around forever until you overcome them (they are worded accordingly).
- Sometimes Dilemma or Mission cards have a condition like STRENGTH>40 or CUNNING>30. This refers to the total INTEGRITY, CUNNING, or STRENGTH of the Away Team. For example, STRENGTH>40 means the strength of the Away Team added together must be greater than 40. If less than or equal to 40, the Away Team doesn't have the strength to overcome the dilemma.
- Some Dilemma cards contain bonus points. To earn these points, you must overcome the dilemma and meet all the conditional phrases present. Most cards are self-explanatory. Set aside all bonus point cards you've earned as a reminder.
- Failing to overcome a dilemma immediately *stops* an Away Team. That means the turn for this Away Team is over, leaving it stranded on the planet and vulnerable. If possible, you can send another Away Team down on this turn, but the first Away Team remains *stopped* and cannot help the second Away Team on this turn. The only thing the first Away Team can do is defend itself if attacked.

If you overcome all dilemmas and complete the mission with the required personnel, you score the mission points. The surviving members of the Away Team involved in accomplishing the mission are free to beam back up to the ship and continue if desired. A completed mission remains in play as a spaceline

card for purposes of span etc., but it cannot be scored again. To score the mission and mark it complete, pull the Mission card half the card height of the spaceline towards the scoring player like this:



There are a few other interesting things about attempting missions:

- Personnel located at an outpost can attempt the outpost mission without boarding a ship. Simply designate outpost personnel as an Away Team and attempt the mission as usual.
- Also, an Away Team can attempt a mission on a planet even if there is an enemy Away Team already on that planet. Likewise, space missions can be attempted even if an enemy ship is present at the same location (i.e., directly across the spaceline).
- Before attempting a space mission, ships with cloaking devices must be de-cloaked. (See Cloaked Ships, page 30.)
- Finally, it is a bit sneaky, but it is possible to attempt a mission at a planet where your opponent has an outpost.

DETERMINING WHO DIES: RANDOM SELECTION

Sometimes a card states, "One Away Team member is killed (random selection)." In this case, shuffle together all personnel cards from this Away Team, and hold them out so the faces of the cards cannot be seen. Your opponent now draws a single card, at random, from this group. The selected Away Team member is killed and the dead card is placed in your discard pile. Random selection always works using this method. . . . You never know which card will be chosen. Use random selection if there is any question about who dies.

Holographic characters cannot be killed. If the selected card is a holographic character, this card gets deactivated, not discarded. Simply return the character to the ship, where they may be re-activated on your next turn. (See Holographic Re-creations, page 31.)

A few cards state that the *owner* or the *opponent* gets to pick the victim. In these cases, it is an informed choice, not a random one.

⑥ ENGAGING IN BATTLE

Three types of battles can occur: Away Team vs. Away Team, ship vs. ship and ship vs. outpost. Common rules to battles are:

- A battle can only be initiated by a player during his turn.
- No other activities can occur during a battle. For example, a player cannot beam personnel off a ship during a battle. (*Playing an Interrupt card is an exception.*)
- Battles can only occur when the opposing forces are at the same location. (*Remember, ships must be directly across from each other, at the same mission on the spaceline, to be at the same location.*)
- After a battle is resolved, all cards involved in the battle are stopped from any other actions on this turn.

Away Team vs. Away Team:

In order to fight effectively, an Away Team must have a leader (an officer or a crew member with leadership skill). If a leader is not present, an Away Team will automatically lose the battle.

The initiating player announces the attack. Both players then total the combined strength values of their opposing Away Team's personnel, counting any enhancement points from applicable Equipment or Event cards. Interrupt cards may also be played to enhance this total. The Away Team with the highest total wins the battle. The result: one member of the losing Away Team is killed (random selection).

The Away Team that initiated the battle is stopped. It is possible to send more than one Away Team to attack an opposing Away Team. This can be done in waves using a *one-two* punch. If an Away Team battle results in a tie, *no one wins or loses*.

Ship vs. Ship:

In order to fight effectively, a ship must have a leader. However, unlike Away Team battles, you do not automatically lose a battle if a leader is not present. Instead, a ship without a leader cannot strike back, it can only defend itself with its shields.

The initiating player announces the attack. The player must identify which of his ship(s) are making the attack and which enemy ship is being attacked. An attacker can use multiple

ships in a battle but can only target one enemy ship at a time. Both players now total the strength values of the involved ships (the attacker's total weapon power, the defender's total shield power), counting any enhancement points from applicable Equipment or Event cards. Interrupt cards may also be played to enhance these totals. 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. In this case, the defender totals all weapon power and the attacker totals all shield power. Also, a defender is able to use multiple ships in a retaliation but can only target one ship. Remember, each ship and crew involved in the attack are stopped at the end of the battle.

DAMAGED SHIPS

When a ship is damaged, its range is automatically reduced to 5 and the damage is indicated by rotating the ship pile 180 degrees (the ship will not correctly point to its owner, so keep track). Damage does not affect a ship's weapons or shields nor its ability to battle.

Ships can be damaged in other ways too. For example, some Event or Interrupt cards inflict damage. Unless otherwise specified, treat a damaged ship as just stated above.

If a damaged ship is damaged again before it is repaired, the ship and everything on board is destroyed (discarded). It is possible to attack a ship twice on one turn by using attack ships separately. If the first attack damages the ship, the second attack might finish it off.

A damaged ship can be repaired by returning to its outpost. On the first turn after it arrives, rotate the ship sideways to indicate it is under repair. On the following turn, rotate the ship to its normal position to indicate that the repairs are complete. In other words, it takes two full turns at an outpost to repair a ship.

Ship vs. Outpost:

While outposts do not have weapons for battle, they do have powerful shields. It is possible to attack and destroy an opponent's outpost (but this requires an armada of ships to be successful). For example, if four ships with weapons totaling 31, attack an outpost with defensive shields of 30, the outpost and any personnel etc. on the outpost are immediately destroyed (discarded). *(Note: the Mission card is unaffected by this action as are any ships located at the outpost.)*

Other rules for battles and damage are:

- Federation forces can never initiate an attack. The Federation is only allowed to defend itself and retaliate until a battle is over. Romulans and Klingons can battle at will.
- Normally, forces from the same affiliation cannot attack each other. Klingons are an exception. Klingons can attack other Klingons.
- Normally, when a ship is destroyed everyone on board is killed. Some cards (i.e., an escape pod) allow you to have survivors.
- If a ship's shields are less than half of an attacker's total weapon power, it is a direct hit. Instead of being damaged, the ship is immediately destroyed.
- During a ship vs. ship battle at an outpost location, the outpost can extend 50% of its shields to protect each affiliated ship. This number is added to the designated ship shields. Usually, a ship will be safe while docked at a friendly outpost.
- During an Away Team vs. Away Team battle, if neither player has leadership in the Away Team, both players automatically lose one Away Team member (random selection).
- Cloaking devices do not work on a ship which is damaged.

ADDITIONAL RULES

SHOWING YOUR CARDS

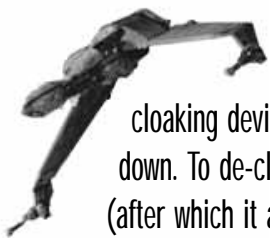
When Personnel etc. report to an outpost, the cards are placed face up on the table where your opponent can see them. Once they board a ship, they are placed out of sight under the ship (of course, the owner can see them at any time). From this point on, the only time a player must let an opponent see these cards is:

- If a special card is played which requires one or both players to reveal cards (a scan card, for example); or
- If a player needs to prove he has a particular card. For example, when an Away Team beams to a planet, the cards may be laid face down. If the Away Team attempts a mission or solves a dilemma, the player must prove he has the required skills. Of course, in battle, all cards must be shown to count and compare total attributes.

CLASSIFICATION AND SKILLS: SUPER PERSONNEL

Occasionally, a person's classification will also appear as a skill. For example, Geordi La Forge is an ENGINEER, and ENGINEER is also in his skills box. This means he is a super ENGINEER with a total of ENGINEER x2.

CLOAKED SHIPS



Most Romulan and Klingon ships have cloaking devices. You turn on a cloaking device by turning over the ship card face down. To de-cloak, turn the ship card back over (after which it acts normally). A player may only cloak or de-cloak a particular ship once per turn.

An advantage of cloaking a ship is that it is invisible to other ships and cannot be attacked, yet it maintains its movement range. (*Note: An opponent can look at the range of a cloaked ship to verify movement.*) A disadvantage is that a cloaked ship cannot attack another ship and no beaming can occur until the ship is de-cloaked.

THE MEANING OF CAPTURE, CUMULATIVE, ETC.

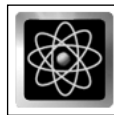
Sometimes, you may capture cards from an opponent. Unless otherwise stated, they are returned to their owner after the game. Cumulative cards may be used more than one at a time, adding their powers together. Cards marked non-cumulative cannot be doubled-up to increase your power.

TREATY CARDS

Normally, affiliations cannot intermix. However, some Event cards form Treaties that allow intermixing of affiliations by one player. When a treaty card is in play, the personnel, ships, outposts, etc. can all be shared by the player as if they were one affiliation. The only exception is that mixed personnel can *only* accomplish a mission together if at least one personnel matches the mission affiliation requirement.

Treaties have benefits and risks. A treaty can be destroyed by certain Event or Interrupt cards. In this case, personnel *caught* aboard a ship of another affiliation are under house arrest and cannot participate until they are transferred to a ship or outpost of their own affiliation. This means they are excluded from being used to meet a ship's crew requirement.

HOLOGRAPHIC RE-CREATIONS



Holograms are realistic re-creations of living beings and things using holographic, transporter and replicator technology. As such, holographic characters exist in computer memory, but have physical form and strength when projected. Holographic characters look amazingly like other Personnel cards (although they function somewhat differently). You can identify a holographic re-creation by means of a yellow, reconstructed molecule icon like the one shown here.




Holographic characters can be carried aboard any ship. When they board, they are symbolically loaded into the ship's computer

memory. However, such cards need technology (like a holodeck or holoprojector) to interact with the real world. Ships with holodecks can use holographic characters to accomplish space missions or act as a member of the ship's crew, but they cannot beam down to a planet without a holoprojector.

Holoprojectors are special Event cards that allow holographic re-creations to be projected to a planet surface where a character can become a member of an Away Team. Holographic characters have skills and participate in Away Team activities just like any other personnel (which means they can also be *stopped*) but they cannot be killed. If a holoprojector card is destroyed (or the

ship departs), holographic characters are immediately deactivated and returned to the ship. If a new holoprojector is brought into play, such cards can be reactivated. If a ship controlling them is destroyed, holographic re-creations are also destroyed.

Most holographic characters have a  universal icon next to their name so you can have as many duplicates in play as you wish. Some holographic characters are non-aligned, some have affiliations (i.e., the programs are proprietary to one affiliation). Many have very special skills. You will see more holographic re-creations in future editions and expansion sets.

SPECIAL CARDS: A FEW SAMPLES

Rogue Borg

A player may save these nasty Interrupt cards in his hand and unleash them in mass attack. A lone Rogue Borg card has an attack strength of only 1. But, they get stronger in numbers! Two Rogue Borgs have a strength of 2 *each*, *totaling 4*. Three have a strength of 3 each, *totaling 9*, etc. A Crisis card enhances this power, doubling combined strength. *For example, four Rogue Borg plus one Crisis* have a strength of 50 (5 each = 25, times 2 = 50), enough to win most battles.

Rogue Borg are beamed directly from your hand to battle the entire crew of any occupied ship (empty ships are immune). The battle works like an Away Team battle. Afterwards, the entire crew is stopped and the surviving Borg remain on the ship. The Borg battle automatically at the start of every players' turn. Sometimes both sides bring in reinforcements. If the Borg wipe out a crew, they can do nothing but secure a ship by remaining aboard. However, if you have the Event card Lore Returns in play, Lore helps them commandeer the ship. The Borg then act similar to personnel (no longer interrupts) under your control moving the pirated ship up and down the spaceline on your turn wreaking havoc.

Supernovas: the explosion of a nearby star

Supernovas devastate a spaceline location. A player must first have acquired the Tox Uthat artifact and played it to the table as an event. On a later turn, play the supernova as an event from your hand, face up, over *any* Mission card (which stays underneath for span reference). Everything else there is vaporized (ships, personnel, dilemmas, artifacts, even outpost are discarded). Thereafter, ships may move across or stop at that location (span is unchanged). Some cards "*de-nova*" the explosion, and reinstitute the mission underneath. The Tox Uthat can also be played as an interrupt to stop a supernova. Other cards delay supernovas. A supernova does not cancel points for an already-scored mission.

Raise the Stakes

This Event card forces an opponent to choose from among two options: (1) give up the game; *or* (2) continue playing with the provision that the eventual winner of the game will be allowed to *randomly draw one card to keep* from the loser's entire deck. More than one of these cards can be played in the game, raising the stakes by one card each time it is played!

ADVANCED RULES

Below you will find a few advanced rule modifications. Of course, both players must agree on these rules or any house rules before playing.

- **Longer Spacelines . . .** Using even numbers, expand the length of the spaceline past 12 cards.
- **Larger Decks . . .** Advanced players might prefer that there be no upper limit to the customized deck size. Players are still subject to the same limitations on seed cards (one half of the deck size).
- **Alternative Endings . . .** Increase the number of points required to win to 150 or 200 points. For a hectic game, try a time limit of exactly one hour (the air time for a *Star Trek: The Next Generation*® episode). When the hour is up, the player with the highest number of points is the winner!
- **No Duplication in the Universe . . .** This advanced rule modifies the basic duplication rule to read that no duplicates are

allowed on either side of the spaceline. Only one specific personnel or ship is allowed in the game at any one time. For example, if one player puts Lt. Worf into play, then the other player cannot bring a Lt. Worf into play. This is particularly interesting, not to mention challenging, if both players are playing the same affiliation!

Newsletters and On-Line Forums

It is anticipated that players will develop many advanced ways of playing this game. We plan to create newsletters and On-Line computer forums for players to share ideas and learn about upcoming releases, new rules, tournaments etc.

CLOSING

We hope you enjoy the endless possibilities in our universe.

PERSONNEL CARDS


Affiliation Icon / Name

Command Ability Icon
Staff Ability Icon
or nothing

Personnel Classification
Personnel Lore

Skills

Attributes



SHIP CARDS

Affiliation Icon / Name

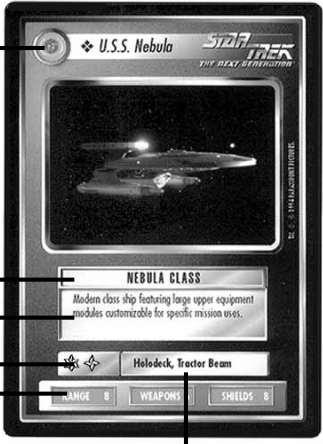
Ship Class

Ship Lore

Minimum Crew Requirements

Attributes

Special Ship Equipment



ARTIFACT, EVENT, INTERRUPT, AND EQUIPMENT CARDS

Artifact Icon

Artifact Name

Artifact Lore

Instructions for using this card









CREDITS

We would like to extend a special thanks to the following people for their extraordinary talent and dedication to this game:

Tom Braunlich for wonderful gameplay and endless hours of creativity;

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