



# THE FAJ O COLLECTION™

Rules Supplement

# Fajo Collection Rules Supplement

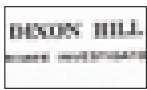


**1962 Roger Maris Baseball Card** – This artifact works on any other artifacts which are “in play” during your own turn. (As a clarification, any card on the table, on the spaceline, just played or just used is “in play.”)

You may not trade Roger Maris for another artifact unless you are able to immediately play that artifact as your own (this does not count as your normal card play). Any traded cards are returned to their owners at the end of the game.



**Black Hole** – This doorway creates a shrinking universe; it can potentially absorb the entire spaceline! If the Black Hole “pulls in” the last location on either end of the spaceline, it stops alternating and continues to pull in locations from the remaining side. Of course, cards that can close a doorway (i.e., Revolving Door and Door–Net) can suspend the Black Hole’s game text and, as a result, are not pulled in.



**Dixon Hill’s Business Card** – This interrupt/event has a new feature called “dual type.” Just as dual-affiliation personnel have only one affiliation at a time, dual-type cards have only one card type at any given moment. The controller of the card may choose which type it has at any time (but once played, the card retains the same type as long as it remains in play). For example, if Dixon Hill’s Business Card is played as an event, it is vulnerable to Kevin Uxbridge but not to Amanda Rogers.

Oh, by the way... non-gangsters would read this card as follows:

- ☒ If any personnel (except a Borg) was just killed and there were no other personnel present, select any other personnel controlled by the same player. That personnel is captured.
- 🕒 Plays on table. The opponent’s next personnel to report for duty must be universal or a holographic re-creation. Then place this card out-of-play. (Event is not duplicatable.)



**DNA Metamorphosis** – This dilemma is currently the only card which places a personnel in stasis but does not specify a remedy for that condition. In the episode “Identity Crisis,” had Geordi’s friends been any later with their rescue, Geordi would have been irretrievably lost. Thus, short of death, there is presently no way to remove a personnel affected by DNA Metamorphosis from stasis.



**Dr. Soong** – The term “reprogram” on this personnel means to modify any variable features (gender, classification and/or skills) chosen by an android when it reported for duty. Dr. Soong may replace those features with any other gender, classification and/or skills present (whichever are appropriate). Currently, only Lal and ♠Soong-type Androids have programmable features. (Note that “once each turn” means once during each of *your* turns only.)

Dr. Soong also has a new “nemesis” icon 🗑️. Nemesis icons are used to identify special relationships between characters that inevitably lead to the destruction of one character at the hand of the other. For example, in the case of Soong and Lore, if they spend much time together it’s a foregone conclusion that either Soong will deactivate Lore or Lore will kill Soong. Nemesis icons are also used on ships to identify similar adversarial relationships (as you will see below).

A nemesis relationship is defined by *opposing nemesis icons* (two such icons which are the same color but pointing in different directions). If two or more personnel with opposing nemesis icons are present with each other at the end of a player’s turn, that player must choose one of them to be immediately killed.



**Guinan** – This personnel’s special skill of doubling Captain’s Log is quite powerful now that Jean-Luc Picard has those benefits on the *U.S.S. Enterprise*. (See the interpretation of Captain’s Log in the *First Contact* rules supplement.)



**I.K.C. Chang** – This ship has a new “nemesis” icon 🗑️ (see the entry for Dr. Soong above). If two or more ships with opposing nemesis icons are present with each other at the end of a player’s turn, that player must choose one of them to be immediately destroyed.



**Kivas Fajo** – An “unduplicated artifact present” is one that is not duplicated anywhere in play. (An artifact just earned is not “present” unless it joins the crew or Away Team.) Making “parallel use of opponent’s Palor Toff” means that each time your opponent plays Palor Toff – Alien Trader, you must also use that card’s game text, if possible (i.e., you must retrieve a non-personnel card from your own discard pile). If you play Countermanda to suspend your opponent’s Palor Toff, it does not affect your discard pile.

## BEHIND THE SCENES

One of the most famous “leaks” in Decipher history, an early version of this card was seen briefly (and mistakenly) at GenCon in 1996. Its existence was never forgotten and news of it has floated around the internet ever since. Oh, by the way... We considered printing “original bubblegum smell” right on this artifact. However, coming to a tournament with a deck smelling like bubblegum would be a dead giveaway that Roger Maris was part of your strategy! So we decided to include a real stick instead.

◀ This card’s game text originally “sucked in” (rather than “pulled in”) locations. To this day, certain members of our product development team still like to joke that “this card sucks.”

◀ This dual-type card comes complete with a replica of Dixon Hill’s actual business card. (Wow! Now you can impersonate a real gumshoe.) The 2” x 3½” re-creation is printed on stock from the United States’ oldest paper manufacturer using a traditional engraver’s metal typeface. The type was precisely aligned using a computer model developed by our art department. A photograph of the finished replica was then used to enhance the business card in the image pulled from Paramount’s digital master.

One of the first cards ever conceived for The Fajo Collection, Geordi’s image is printed with a special ink which both emits and reflects light.

The nemesis icon began life as a “recluse” icon specific to Dr. Soong. However, midway through development we realized that it would be a lot more interesting to explore the relationship between Soong and his prodigal “son,” and thus the nemesis icon was born. This icon is designed to accommodate a few other specific nemesis relationships in future expansion sets.

At long last, the answer to the most frequently asked question in the *Star Trek Customizable Card Game*: “Where’s Guinan?” This personnel card has the highest INTEGRITY (and the biggest hat) in the entire Federation. Speaking of Guinan’s hat, we thought it merited special attention, so we printed it (and the rest of her ensemble) with a touch plate of yellow ink – an expensive process that creates a more luscious saturation of color, while still retaining the integrity and fine detail of the art.


◀ Warren’s online teaser about ships “linked in an unusual way” led to rampant speculation, but no one could’ve foreseen the triple “links” of art, nemesis icons and gameplay tie-ins to other ships.

◀ The sofa depicted on Kivas Fajo’s card is so dramatic we made it the icon for The Fajo Collection, and we also printed it with a touch plate of red. Kivas tried to convince us that his personnel card is the most valuable item in this collection, but we’re not taking his word for it. After all, the man has no integrity... literally.



**Locutus of Borg** – This personnel is a “counterpart” to the Borg Queen, as defined in the *First Contact* rules supplement. Locutus is a very powerful addition to your Borg Collective – especially if one of the objectives of your deck is to assimilate Earth!




**Lore** – This android has a new “nemesis” icon  that defines a special adversarial relationship with Dr. Soong (see the entry for Dr. Soong above). The phrase “Doubles all Rogue Borg and Crystalline Entities in play” applies to both players’ cards and means that the STRENGTH of every Rogue Borg is doubled and every Crystalline Entity card functions as if it read as follows:

Space mission: kills all life on ship unless SHIELDS > 12 OR 2 Music aboard.  
Planet mission: kills entire Away Team unless 2 SCIENCE and 2 MEDICAL present.  
Discard dilemma. [10 points]

Because cards by default are not cumulative, if you and your opponent both have a Lore personnel card in play, they do *not* quadruple Rogue Borg and Crystalline Entities. However, if Croxis is in play, Lore doubles Rogue Borg *after* Croxis has had his own doubling effect (thus quadrupling that particular group of Rogue Borg).

(As a clarification, the event card Lore Returns in the premiere set uses the name “Lore” in its game text. This is not a reference to the Lore personnel card but instead is a reference to the event card itself.)



**Miles O’Brien** – This personnel has a new “special download” icon . As defined in the *First Contact* rules supplement, this icon basically allows you, once per game, to search your draw deck, hand, Zalkonian Storage Capsule and Q’s Tent for one Near-Warp Transport interrupt and immediately play it.



**Persistence of Memory** – When you “reverse” a card in the *Star Trek* Customizable Card Game, that card has its game text conceptually changed to work in an opposite way. Sometimes there are multiple interpretations of what this can mean. Although different interpretations may have equal validity from a storyline or logic perspective, to ensure consistent gameplay Decipher establishes an official definition in each case.

The following entries are the official definitions of “reverse” for the cards affected by Persistence of Memory:

Horga’hn – Artifact allows *opponent* to take double turns from now on. (Not cumulative.)

Thought Maker – Look at *your* draw deck for ten seconds and rearrange as desired.


Mona Lisa – If destroyed, the *opponent* of the player directly causing the destruction (if any) loses points. (Not duplicatable.)

Static Warp Bubble – *You* must discard one card before ending each turn. (Not cumulative.)

Kivas Fajo–Collector – *Opponent* chooses any player to immediately draw three new cards from the top of their draw deck. Discard event after use.

The Traveler: Transcendence – That player’s *opponent* must draw one extra card at the end of each turn. Also, while in play, nullifies Static Warp Bubble. (Not cumulative.)

“Devidian Door” – Allows you to send a card “to the future.” Whether or not you currently have a Devidian Door in your hand, at any time say “Devidian Door” and take (from anywhere in play) one of your Personnel or Equipment cards to your hand. However, any time during your next turn, you must show opponent a Devidian Door from your hand and place it out-of-play, or you lose the game. (Note that you play Persistence of Memory on the Devidian Door *announcement*, not when the Doorway card is shown.)

Black Hole – Remains a location with span of 1. Every four full turns, *inserts one new*  *Space location* from outside the game (regardless of out-of-play restrictions). Alternates, first inserting one on your left, then on your right, and so on. (Not duplicatable.)

Supernova – Remove from mission (discard event). Everything previously destroyed there remains destroyed except Mission card (which is *restored* and may be attempted unless already solved).

Anti-Time Anomaly – *Regenerates* literally ALL personnel from discard piles (both players’ cards) at the end of your third full turn, unless anti-time anomaly destroyed first. Players take turns placing their personnel anywhere personnel can normally exist in play (regardless of uniqueness and reporting restrictions).



**Picard’s Artificial Heart** – This card can be stocked only in your Q-Continuum side deck. When your opponent experiences it, immediately seed it under the mission being attempted. Whenever the mission is completed (or scouted, as defined in the *First Contact* rules), *you* – the card’s “owner” – always take it into your hand (unlike a normal artifact, which is earned by the player completing the mission).

Three – count ‘em, three – Borg subcommand icons: communication, navigation, defense! As explained below for the *Pasteur*, the red beam printed to the edge of Locutus’ card could only have been achieved in a set like Fajo. The beam is printed with a special touch plate of color.

◀ This truly evil android is the most CUNNING personnel ever in this game, and is the only one with three different personnel types: CIVILIAN, ENGINEER and SECURITY. We thought it fitting that Lore make his appearance in this collection, since we’re pretty sure Kivas Fajo would have an obsessive interest in acquiring this android (especially after he failed to keep Data). You may find it interesting that the restriction box and extra skills on this card caused its lore box to shrink and shrink, until we were tempted to have none at all... “no lore on Lore” we joked.

◀ We couldn’t resist showing you Miles as most personnel aboard the *U.S.S. Enterprise* see him on a daily basis. (By the way, look for a future card to take advantage of his 7-7-7 attributes.)

◀ What can we say... it’s surreal. Decipher creative director Dan Burns challenged the product development team to create a game effect worthy of this painting nefariously acquired by Kivas Fajo. Simulating the distorted time depicted in the Dali masterpiece, this artifact “warps” a number of prominent cards in many powerful and entertaining ways. We’re sure you’ll have a great time playing with it. Speaking of time... While Decipher’s been in business since 1983, it’s amazing that in just three short years of making customizable card games, we’ve made more than 1,200,000,000 (yes, 1.2 billion!) cards. To put that in perspective, imagine that you are walking around the Earth at the equator. (Better get some good waterproof sneakers for this trek.) As you go, you’re laying our cards end to end. By the time you’re done, you’ve walked all the way around the world – over two and a half times.

◀ The only existing Q artifact! Creating cards like this one is a labor of love for Decipher artists. We’ve always employed a proprietary software system to obtain state-of-the-art “frame pulls” from Paramount’s digital masters. (This process is over fifty times more expensive than other systems typically used to obtain card images.) Although these digital pulls are of extraordinary quality, our artists further enhance them, using talent and computing power rivaling that used to make today’s best motion picture special effects. Also, in The Fajo Collection, special printing techniques are used to elevate card images to levels never before achieved in any collectable card game. In the case of Picard’s Artificial Heart, the surface of the heart is printed with a fifth color of metallic blue ink and a sixth color of metallic gold.



**Qapla'!** – It is rumored that a Qapla' banner like this one was presented to the Vulcan ambassador to Qo'noS by Gowron's eldest nephew. Awarded on the eve of the Kot'balval Festival, it is one of the highest honors a non-Klingon can receive for service to the Empire.

Qapla' banners appear throughout Klingon culture. One example is a valuable gamepiece, bearing words often attributed to Kahless, in a customizable card game which is sweeping Qo'noS. In case you don't have your universal translator handy, here's how to decipher this card:

INTERRUPT  
SUCCESS!

When threatened, fight. When in doubt, surprise them. Brute strength is not the most important asset in a fight. Real power is in the heart. A Klingon does not run away from his battles.

If an opponent attacks you, during that battle your Klingons with Honor add INTEGRITY to STRENGTH. (Not cumulative.)



**Sisters of Duras** – This personnel card is dual-affiliation as well as *dual-personnel* (two personnel in one card). Dual-personnel cards always count as two *personnel*, but only one *card*. Any result which happens to one of the individuals on your dual-personnel card automatically happens to the other, including bonus point adjustments.

Occasionally, dual-personnel cards cause group limits to be modified. For example, suppose one or more of your personnel have been selected, either by choice or randomly, and a limit is in effect (e.g., "one personnel," "two strongest members in Away Team," "three Youth," "maximum of 4 unique crew members," "STRENGTH > 27 from up to four Away Team members"). If one of your dual-personnel cards in the group is causing the group limit to be exceeded, your opponent must choose one of two options: increase the limit to accommodate the excess, or require that the group selection process be repeated. However, if the limit is one, it is always increased to two automatically.




**Spot** – This extremely independent cat does not recognize anyone (or any affiliation) as having authority over her, and thus she is Neutral. Although Neutral is not an affiliation, Neutral cards can work with any affiliation except Borg. Whenever Spot is not "pouncing," her STRENGTH is undefined and thus treated as zero. Like other ANIMALS, she may not attempt missions alone or staff ships.

Whenever Spot is killed (Pfsst!), if she has any lives remaining she immediately pops back to life at the same place (Meow!) but is "stopped." Any cards played on Spot (e.g., Mask of Korgano, Brainwash) are not nullified by her first eight deaths. If Spot dies aboard an outpost or starship being destroyed (and she has any lives remaining), she comes back to life in the vacuum of space, only to suffocate and come back to life again over and over until her remaining lives are gone. Pfsst! Meow! Pfsst! Meow! Pfsst! Meow! ...




**Tallera** – This personnel is the first triple-affiliation card. Triple-affiliation and dual-affiliation cards are collectively referred to as "multi-affiliation" cards.



**U.S.S. Pasteur** – This ship has special equipment (not a personnel) providing the equivalent of one MEDICAL skill. This MEDICAL may be used as one of the seven "personnel types" required by the Kurlan Naiskos. The *U.S.S. Pasteur* also has a new "nemesis" icon  (see the entry for *I.K.C. Chang* above).

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◀ "Quj'ay'vam QaQba' law' Hoch QaQ puS"  
– qeyllS

Early on, we considered translating the premiere set into Klingon, but it was impossible at the time due to the limited vocabulary. Still, the idea of a card that was entirely Klingon, from text to art to even our copyright notice, was too good to pass up.

An early online Fajo announcement hinted at a "six-skilled Romulan," a reference to the sisters' combined Treachery, Leadership, Geology, Greed, Physics and Youth. But what a surprise that this so-called "Romulan" is really two Klingons! The Sisters of Duras seemed like the natural choice for our first dual-personnel card.

We originally debated whether Spot was Federation or Non-Aligned, until it dawned on us that we should consider what Spot thinks she is. And she definitely thinks herself the queen of her own little world. (Given what happened to Data's shipmates, we chose not to argue with her.) Tom Braunlich's original lore for Spot read "Has a pet Soong-type android named Lt. Commander Data." Although we knew that cat people would understand this completely, we opted for lore that's a little more canonical.

The design team originally pondered the possibility that Romulans, as an offshoot of the Vulcan race, might have Mindmeld skill. Unfortunately, *Star Trek* has never established whether Romulans possess this ability. However, the storyline in "Gambit" provided an opportunity to make a Romulan-affiliation personnel that would naturally have this ability. In case you're wondering why a Federation-affiliation

◀ personnel "does not work with other Federation-affiliation personnel," here's a hint: throw a few shady Non-Aligned personnel in your deck and you're ready to attempt Federation missions.

◀ The only ship with a built-in skill, and the only one to match the *Future Enterprise's* enviable RANGE of 13. The *Pasteur* is weaker than the *Chang* and the *Fek'Ihr* in both WEAPONS and SHIELDS, but the nemesis icon and her superior RANGE combine to create an interesting tactical advantage in some situations.

The *Pasteur* is forever linked to the *Chang* by a disruptor blast enhanced with a touch plate of yellow ink. This "connection" could be achieved only in a special set like Fajo. Normally, press sheets are so large that separate pieces of film must be pieced together, which creates "seams." Even with the best possible registration, these seams would be visible if we didn't limit the borders of every card on that press sheet to one solid color. The Fajo cards, on the other hand, are custom-printed on small press sheets, enabling us to expand the full-color print area to include the card borders.