Star Trek™ Customizable Card Game™ Glossary
Version 1.7 – August 2000

This document is comprehensive; it contains all Star Trek Customizable Card Game rules and rulings as of August 2000. We recommend that you discard all rules documents (booklets, supplements, FAQs and Current Rulings) dated prior to August 2000 and refer to this Glossary for all rules questions. Periodic updates to the Rulebook and Glossary will be published in a separate Current Rulings document.

Supplemental rules documents available on the Decipher website include the Borg Rulebook (all Borg-related rules and rulings in one rulebook following the basic Rulebook format) and the Dilemma Resolution Guide (application of the dilemma resolution rules to each dilemma). Many players find these optional documents to be useful references. In addition, the Official Tournament Guide includes full details of tournament scoring.

How to use the Glossary – You do *not* need to read this document from cover to cover. Instead, use it as you would a dictionary, to learn as you go. For example, if you have a gameplay question about a card (or card combination), look up the card title(s) first; if you don't find your answer there, look up the concept or gameplay term you are questioning (battle, capturing, card play, affiliation, skills, downloading, probing, etc.). In many cases, we have included cross-references in **boldface** type to help you find your way.

Entries are arranged alphabetically, ignoring apostrophes and quotation marks and treating hyphens, dashes and colons as spaces (e.g., the entry for Q-Flash is sorted as "Q Flash" and appears before Qapla'!, while K'chiQ is sorted as "KchiQ" and appears after Kahless). Entries for card titles starting with "The" are sorted under the second word of the title (e.g., the entry for The Emissary is in the E's, not the T's). Borg drones are listed by their designations (e.g., Interlink Drone, not Nine of Eleven), except for Seven of Nine and Third of Five.

Some Glossary entries provide revised game text or lore for cards. In most cases, these revisions merely make the proper gameplay of a card more clear, or implement a rule or ruling directly on the card itself. In other cases, the game text revisions represent gameplay changes relative to earlier versions of the cards, in order to correct a wording error, address a gameplay concern, or correct some other problem. These revisions are marked "Errata" and printed in gray type, with the most relevant changes highlighted (or struck out in the case of a deletion). All such revised cards are listed under **revised text**.

A few cards have been reprinted (in the 1995 "beta" printing of the Premiere set, black-border printings of preview cards, reprints in pre-constructed decks, and foil versions) to use the revised wordings. Other cards will use the newer wordings in any future printings. In either case, the game text provided here defines the correct gameplay for *all* versions of the clarified cards as of August 2000.

Other cards have received very slight wording changes, primarily for consistency(for example, changing "All attributes +3" to "Attributes all +3") or to correct typographical errors. Such changes do not change a card's gameplay or understandability, and are not included in this Glossary.

Text in square or angle brackets represents an icon. Most icon designations are listed at the right.

1 Tribble – See **once per turn**.

10 and 01 – Neither of the personnel on this **dual-personnel card** is a **mission specialist**. They are male. See **gender**.

30/30 rule – This deck construction rule states that your seed deck may contain no more than 30 seed cards (not counting missions and sites which seed for free) and your draw deck may contain no fewer than 30 cards.

1962 Roger Maris Baseball Card – You may not trade this artifact for another unless you are immediately able to play that artifact as your own (this does not count as your normal card play). Traded artifacts are returned to their owners at the end of the game. See **in play**.

Abandon Ship! – For this dilemma, a ship's RANGE is considered reduced if it is affected by a card that says that its RANGE is reduced (Baryon Buildup), is -X (Vole Infestation), or is "**disabled**" ("Pup"). A ship that "cannot move" (Menthar Booby Trap) is not considered to have its RANGE reduced. A RANGE enhancement card does not cancel a RANGE reduction for this dilemma. For example, if a ship is RANGE –2 from Baryon Buildup and RANGE +2 from a Plasmadyne Relay, its RANGE is still reduced. A ship is damaged if it has any **damage** markers on it, or if it has received "rotation damage."

You may choose which of your personnel will fulfill the staffing requirements. A [Cmd] personnel may fill a [Stf] requirement. A ship with "no staffing requirements" requires any one matching personnel to staff it (see **ship staffing**). The number of personnel required to staff the ship is a "group limit." See **dual-personnel cards**.

Rescuing or **capturing** the abandoned personnel is a game action. You may not rescue your personnel during your mission attempt or capture your opponent's personnel during his turn. The personnel cannot be rescued or captured by a docked ship.

See **quarantine**.

abduction – Cards such as Assimilate Counterpart and the Talon Drone (Three of Nineteen) allow your Borg to abduct a personnel during personal combat. When this happens, both combatants cease to participate in the battle and may immediately beam away (if possible), but are still "stopped."

The abducted personnel is *escorted* by your Borg present. On later turns you may move it around (like equipment). If the abducted personnel is ever unescorted, your opponent can rescue them with his own personnel present.

Abducted personnel are **disabled**, and do not participate in battles. They are not considered captives and thus may not be rescued by cards such as Rescue Captives. An abducted personnel who becomes assimilated is no longer considered abducted.

aboard – See **present**.

Access Denied – See **Ferengi Ingenuity**.

acquired – See **artifact**.

actions – An action is one operation that you perform in the game. Examples of actions include playing, drawing, or discarding one card, moving a ship from one location to another (possibly passing other locations on the way), moving personnel by beaming or other means, using a personnel's special skill (except "continuous" skills like Shakaar Edon's STRENGTH enhancement), battle (from initiation until a winner has been determined and damage or deaths have been resolved), and attempting or scouting a mission.

Applying **automatic modifiers** (e.g., "your personnel are STRENGTH +2 where present") and checking conditions (e.g., battle affiliation restrictions) are not actions.

Group actions – An action may cause other actions to occur within itself. For example, a personnel battle includes sub-actions of creating a combat pile, individual personal combat engagements, determining the winner of the battle, and discarding killed cards. An action in place of your normal card play, in place of a card draw, etc. may also consist of several sub-actions (such as playing multiple cards under Red Alert!). This is called a "group action," and until it has finished, neither player may initiate any other actions except actions that suspend play, or responses to the group action or a sub-action.

Valid responses may be made to each sub-action of a group action. For example, when a ship is reporting with crew, a player may choose to play an Energy Vortex on the ship, or on a specific personnel being reported. Likewise, you may play Android Headlock or use Hypospray's text in response to a specific combat pairing.

Interrupting actions – You may not interrupt an action by another action, unless the second action:

- is a valid response to the first action or one of its sub-actions; or
- explicitly "suspends play" (according to a card text or rule).

For example, you may make valid responses to the encounter of specific dilemmas during a mission attempt, but you may not play interrupts between dilemma encounters.

Sequence of steps – Every action has three steps that must occur in order:

1. Initiation (declaring the use of a multi-function card, meeting conditions, choosing targets, and paying costs).
2. Optional responses (attempts to cancel or modify the action).
3. Results (gameplay consequences of the action).

These three steps are described in more detail in the following sections.

actions – step 1: initiation – Initiating an action includes any or all of the following, in this order:

- declaring the use of a multi-function card (e.g., you may use Going to the Top to return a personnel to hand OR to download a personnel; you may discard a Space-Time Portal from the table for one of five possible results);
- meeting conditions of rules and game text (e.g., battle affiliation restrictions; an open Alternate Universe Door or Space-Time Portal; game text such as "plays at start of battle");
- choosing targets (e.g., selecting a player to draw cards with Kivas Fajo – Collector; selecting an outpost at which to report a personnel; choosing a ship to attack; choosing a drone to download from your draw deck with the Borg Queen's skill); and
- paying costs required by rules or game text (e.g., using your normal card play to report a personnel card; forfeiting a card draw to initiate a download; using a special download icon).

See **showing your cards**.

actions – step 2: optional responses – After an action has been initiated and before it has begun its result, responses are allowed. For a response to be valid, it must specifically relate to (modify, cancel, nullify, or prevent) the action.

For example, if you initiate a personnel battle at a site, a valid response would be any action that says it "plays at start of battle," occurs "during battle," "cancels (or prevents) a personnel battle," plays when an adversary is "just engaged," etc. Smoke Bomb and Phaser Burns are valid responses to personnel battle. An example of a card that is *not* a valid response to personnel battle is Going to the Top; although returning a personnel to hand or downloading one could affect the outcome of the battle, Going to the Top does not specifically indicate that it is related to battle.

Similarly, Hugh is a valid response to the attack of a Borg Ship dilemma just encountered, because it nullifies that attack. Playing Temporal Rift on the ship and returning the ship to your hand by discarding a Space-Time Portal are *not* valid responses to encountering a Borg Ship (or any other dilemma).

A card play or other action that may occur "at any time" (e.g., playing an Interrupt card, revealing a hidden agenda) is not a valid response to an action unless it specifically relates to that action. For example, a card may not be played via "Devidian Door" to an Away Team during a mission attempt or battle.

However, a card which says it "suspends play" may be played at any time (during the response step or results step of an action), and may temporarily suspend *any* action, whether related or not. Using a special download icon also suspends play. (Revealing a hidden agenda does *not* suspend play.) Thus, a personnel's special download icon may be used to download a card during a mission attempt or battle, and Launch Portal may be used to download and launch a shuttle during battle.

More than one valid response may be made to an action. For example, if I play Palor Toff, you may respond first with Countermanda to place three cards out of play, and then with Amanda Rogers to nullify Palor Toff.

Interrupts and skills that "prevent" an action may be used as a response to that action. If the action thus prevented is a card play, it nullifies that card play. For example, Howard Heirloom Candle "prevents Anya or Salia from morphing this turn." If I play You Dirty Rat on Anya to morph her into a rat, you may respond with Howard Heirloom Candle to nullify You Dirty Rat. (See **battle**.)

When all responses are over, or if neither player chooses to respond, the action has its result.

If a properly initiated card play is nullified, any costs paid are not recovered. However, all results of the card play are canceled. For example, you play Q's Tent and I nullify it with Wrong Door. You cannot play another Q's Tent this turn (a cost of playing the card), but you do not lose the ability to draw cards this turn (part of the results of the Q's Tent).

Responses modifying targets or conditions – If a hidden agenda is activated as a response to an action, all of its effects are retroactive to the start of the initiation of the action, as if the hidden agenda had already been revealed before the action was initiated. Thus, if the hidden agenda invalidates a condition for an action, the action becomes illegal. If the action was a card play, the card returns to your hand. For example, you initiate the play of Activate Subcommands, and I respond by revealing Computer Crash. Since Activate Subcommands requires a download, it is illegal with Computer Crash in play, and it returns to your hand.

If a condition for an action becomes invalid before the action resolves, for any reason other than the activation of a hidden agenda (e.g., through the play of another card in a Manheim effect "hiccup"), it has no effect on the initiation. For example, if you initiate the play of K'chiQ, and I close your Alternate Universe Door with a Revolving Door during a "hiccup," you can still play K'chiQ because the condition was met during the initiation and is not re-checked.

If a target of an action becomes invalid after the action is initiated, then the action is "played out" without results. If the action is a card play, that card is discarded. For example, if you target an outpost to play K'chiQ, and I then destroy the outpost with a Supernova during a Manheim "hiccup," you must discard K'chiQ.

actions – step 3: results – When an action begins to have its results, this typically will cause one or more other actions to occur. For example, the result of Kivas Fajo – Collector is that the target player must draw three cards. Each of the three card draws is an action with its own three steps, and thus each may be responded to (e.g., with Subspace Schism). However, no more responses to the original action (Kivas Fajo – Collector) are allowed between those actions, because Kivas Fajo – Collector's optional responses step is past and it is currently having its result.

actions – taking turns – Players alternate initiating actions. You may initiate the first action of your turn. When your action has had its result or is cancelled, then your opponent may initiate the next action, and so on.

When an action you initiated is in its optional responses step, your opponent has the first opportunity to initiate a response, then (when that response is complete) you may initiate a response, and so on.

Whenever it is your turn to initiate an action, if you do not wish to do so you may "pass." Whenever both players pass consecutively during the optional responses step of an action, that action proceeds to its result.

You must allow your opponent ample time to initiate an action or "pass." If both players want to perform an action at the same time, the player whose turn it is may perform his first and players then alternate actions as usual. For example, if both players wish to make a response to a combat pairing (such as playing an interrupt or using a personnel's "stun" skill), the player whose turn it is may respond first.

You cannot initiate any action (including using your personnels' **skills** which are not **automatic modifiers**) on your opponent's turn except:

- you may make valid responses;
- you may play interrupts (between other actions or as valid responses); and
- you may play a card or use game text that specifies it may be used "at any time" or "every turn," that "suspends play," or that in some other way indicates that the action may be taken on the opponent's turn.

actions – "just" – Some actions may be initiated only just after some other action or condition has occurred, before anything else can intervene. These are typically indicated by the word "just" in game text. It may be a response to another action (e.g., "just initiated," "just played"), or it may be a new action that follows the result of the other action (e.g., "just completed"). An action may be responded to or followed by any number of applicable "just" actions.

"Just" actions always take place before non-"just" actions. This may allow or require you to initiate an action when it would otherwise be your opponent's turn to do so. For example, you initiate a planet mission attempt and solve the mission. Although it is normally your opponent's turn to initiate the next action, you may first play Particle Fountain ("play...on just completed planet mission").

actions – required – Required actions are usually indicated by "must" or "must do nothing but." There are two types of required actions, moving and non-moving.

Moving required actions include Cytherians (you must travel to the end of the spaceline), Incoming Messages (you must return to an outpost), and Conundrum (you must target and "chase" a ship).

Personnel and equipment may be brought aboard the ship at any point in the journey, whether required for staffing or not, by beaming, reporting (e.g., to a Borg Cube or using The Emissary's skill), or any other method that does not involve the ship and crew taking an action such as docking. Personnel and equipment may not be removed from the ship by any means.

The only other action the ship and crew may perform is moving. ("Ship must do nothing but..." should be taken to mean "ship and crew must do nothing but...") It may not cloak or initiate battle, including a counter-attack (though it may return fire if attacked). The crew may not initiate battle against an intruder aboard the ship, though they may defend themselves if attacked.

When a moving required action states that a ship must travel somewhere at "normal speed" or "full speed," it means you must use all of its available RANGE each turn (assuming that the ship is staffed to move), including any **automatic modifiers** such as a Plasmadyne Relay aboard, even if this will place the ship at a hazard such as Gaps in Normal Space. You may stop at intermediate locations.

You *may* use Lakanta's or The Traveler's skills, Where No One Has Gone Before, Wormholes, Transwarp Network Gateways, or other such means to shorten the travel. You are not required to do so.

The ship can be affected by cards played on it or encountered on the spaceline, such as Wormholes, Gaps In Normal Space, etc.

Non-moving required actions include Samaritan Snare (you must attempt the mission, if Federation) and Conundrum after you reach the targeted ship (you must attack the ship).

If a ship is targeted by a non-moving required action, you must perform that action as soon as possible, typically as your next action. Responses to that action (e.g., battle-related cards or Senior Staff Meeting) may be played.

When your cards are required to take more than one action, you may choose the order in which to take those actions. For example, if your Federation ship affected by Cytherians is at Samaritan Snare, you may choose whether to move the ship or attempt the mission as your next action (if you have no available RANGE, you must attempt the mission).

Activate Subcommands – Using this event, you may download a drone which has all three subcommand icons (e.g., Seven of Nine) as any one of the three subcommands. You must also download two other drones of the other two subcommands.

Activate Tractor Beam – The first function of this interrupt allows you to tow one ship for the extent of your available RANGE on the current turn; the interrupt is then discarded. When played for the second function, the interrupt remains on the ship to add the Tractor Beam permanently. You may play two copies of this interrupt on a ship, one to add a Tractor Beam and one to tow a ship. See **towing**.

Adapt: Negate Obstruction – You must play another copy of this interrupt each time you encounter another copy of a dilemma that you wish to adapt to. A dilemma may be nullified by this interrupt *only* just after that dilemma is revealed in a Borg scouting attempt. See **encountered, Q-related dilemma**.

Add Distinctiveness – For this incident, seed cards (which must be placed **out-of-play**) include missions, dilemmas, artifacts, and any other card which is only seedable (has no normal "play" function). See **outside the game**.

Any non-Borg personnel or ships obtained from an expansion pack with this incident are considered assimilated before you report them for duty (thus rendering [AU] icons, for example, irrelevant). Their native quadrant does not change. If played immediately, such cards may be reported without regard to normal reporting restrictions (e.g., ships to any spaceline location or your Borg Outpost; personnel to any of your ships or outposts or to a planet). If you place them in your hand to play later, you must obey all reporting restrictions, including **native quadrant** restrictions.

affiliation – There are nine full affiliations in the Star Trek™ Customizable Card Game™: Federation, Bajoran, Cardassian, Romulan, Klingon, Dominion, Ferengi, Non-Aligned, and Borg, plus a few Neutral cards (also considered an affiliation). Each affiliation has a distinct border color and a unique **affiliation icon** in the upper left corner of each card Personnel or Ship (lower left corner of each Facility card). A few cards are **multi-affiliation**.

Normally, cards from different affiliations are not **compatible**, except Non-Aligned and Neutral cards are compatible with any affiliation except Borg. Special cards such as **treaties** may allow two or more affiliations to work together.

affiliation and ship origin – Some cards, such as tactics, affect "Klingon ships," "Romulan ships," etc. These cards apply to ships currently holding that affiliation as well as ships that "originated" with that affiliation. A ship's class or lore may indicate that its origin is different from its affiliation. For example, the *B'Rel* is a Ferengi-affiliation ship identified in its lore as a "Klingon Bird-of-Prey." It counts as a Klingon ship for Pulse Disruptor and as a Ferengi ship for Ferengi Energy Weapon. The *Cha'Joh* is a multi-affiliation [Rom][Klg] ship of Klingon origin ("Bird-of-Prey"); thus, it is a Klingon ship regardless of its current affiliation mode, but a Romulan ship only in Romulan affiliation mode. A Romulan ship commandeered by Klingons counts as both a Romulan ship and a Klingon ship. The *Naprem* (K'Vort-class "Bird-of-Prey") is of Klingon origin; the *Stolen Attack Ship* ("Jem'Hadar attack ship") is of Dominion origin.

affiliation and species – Cards that affect "Klingons", "Romulans," etc. apply to personnel of that affiliation as well as that **species** (including hybrids). Thus, Worf, K'Ehleyr, and Quark Son of Keldar (in Klingon mode) all count as Klingons for Klingon Death Yell. Ba'el and Simon Tarses count as Romulans for D'Tan's INTEGRITY enhancement (with appropriate treaty). Miles O'Brien (Fajo Collection) will not work with Garak (in either mode), Dukat, or Evek. A "non-Klingon" personnel is neither Klingon by species nor Klingon affiliation.

Espionage cards and cards that refer to an affiliation by its icon (such as Kira Nerys) refer only to affiliation, not to species.

affiliation attack restrictions – See **battle**.

affiliation icon – A round icon in the upper left corner of a Personnel or Ship card or lower left corner of a Facility card, indicating the card's affiliation. Also, a rectangular icon on a Mission card indicating which affiliations can attempt the mission.

Airlock – Either player may use the text of this doorway if his personnel is present with an appropriate target, but only on each of his own turns. The **opposing** personnel (or Rogue Borg) must have lower STRENGTH or CUNNING than the personnel tossing him out. (CUNNING is not defined as an attribute of Rogue Borg, so STRENGTH is the only applicable attribute.) See **battle** – non-battle cards.

Ajur and Boratus – These personnel each have the same special skill: "Once per game, if alone with Archaeology on a planet, may destroy all but 3 seed cards there (random selection)." Ajur (or Boratus) must be on a planet with only one other personnel, who has the skill of Archaeology. Only cards that are seeded face down under the mission may be destroyed. See **once per game, mis-seeds**.

Select the three cards to be retained as for any other **random selection**, by shuffling the cards and allowing the opponent to select three. If the cards' owners would be identifiable by sleeves or orientation, remove the sleeves before shuffling and conceal the card logos from the opponent.

There must be more than three seed cards underneath a mission to be a valid target for this skill. You cannot use the skill solely to shuffle three or fewer seed cards.

Alien Abduction –

Most CUNNING Away Team member (owner's choice if tie) is held by aliens until mission completed OR 3 Leadership present.

Alien Parasites – Although this dilemma has conditions, the Away Team is not immediately "stopped" if they do not meet those conditions. Your opponent's Away Team, the ship or facility they beamed or exited from, and any of his personnel remaining on that ship or facility are now under your temporary control, unstopped. See **control – temporary**. You may make legal moves with the ship and crew until they are "stopped" or until you cannot (or choose not to) take any further actions with them. Then control returns to your opponent, the Away Team is "stopped" and the dilemma is replaced under the mission to be encountered on the next mission or scouting attempt.

If your opponent's Borg scout fails to overcome this dilemma, you may beam the scout back to the ship, and move the ship along the spaceline. You must follow all **Borg** Away Team and battle restrictions.

If you are not playing Borg, you may not use the Borg to attempt a mission, because Borg don't attempt missions; or to scout, because you have no current objective to allow it. If you *are* also playing Borg, you may use the controlled Borg to scout for your own current objective.

If you are playing Borg and control a non-Borg ship and crew, you may use them exactly like any non-Borg ship and crew controlled by Alien Parasites. If they complete a mission, neither player may score the mission points.

The Borg may nullify the dilemma on a second encounter with Adapt: Negate Obstruction.

Alien Probe – See **Telepathic Alien Kidnappers, Battle Bridge side deck, Tribble side deck.**

Alternate Universe Door – A seeded copy of this doorway allows your [AU]-icon cards to enter play. See **Alternate Universe icon**. You may not play this doorway to the table for this purpose.

This doorway can nullify a Temporal Rift at any time during the Rift's effect (not only just after it is played), but only during your own turn (unless downloaded by discarding a Space-Time Portal). This use is a **card play** that returns to your hand rather than discarding (not "showing a card") and may be affected by Energy Vortex.

Alternate Universe icon [AU] – You may normally seed or play cards with this icon *only* if you have an open Doorway card which allows such cards to enter play, such as the Alternate Universe Door or Space-Time Portal. (Using a function of an [AU]-icon card which is only "shown" and not played, such as **Devidian Door**, also requires such a Doorway card at the time the function is used.) See **time location.**

If the doorway allowing your [AU] cards to play is "closed" (e.g., by a Revolving Door card) or discarded (Space-Time Portal), you cannot play additional [AU] cards until it is re-opened or replaced. [AU] cards already in play or already seeded are unaffected by closed or discarded doorways. If the doorway is closed (or has been discarded) when a legally seeded [AU] card is encountered, the [AU] card still has its normal effect. However, if an earned [AU] artifact goes to your hand, you do need an open doorway to play it later.

Altonian Brain Teaser – The phrase "if their CUNNING <15" means "if that personnel's CUNNING <15."

If the most CUNNING personnel (individual) in your Away Team is one member of a **dual-personnel** card, then both of the personnel are "stopped." They pool their CUNNING for the "If their CUNNING <15" clause.

This dilemma does not cancel **bonus points.** If the affected personnel's CUNNING<15, any bonus points (positive or negative) actually scored at that location are not counted in your final score for the game, whether scored before or after the dilemma was encountered. (The points still count for other purposes, such as passing Dead End.) See **Balancing Act**.

- The points from Cytherians are unaffected by an Altonian Brain Teaser at the location where the Cytherians was encountered. However, they *are* affected by an Altonian Brain Teaser at the far end of the spaceline where the points are scored.
- Music personnel are not worth points for a Ressikan Flute while at the location where the Altonian Brain Teaser was encountered, regardless of where the Flute was earned.

Amanda Rogers – Errata:

Nullifies any one Interrupt card just played (except Kevin Uxbridge or another Amanda Rogers card) OR any ~~one artifact~~ **other card** just played as an Interrupt card.

While a Doorway card plays in a similar manner to an interrupt, it is not "played as an Interrupt card" unless its text specifically says so. For example, Space-Time Portal may be discarded from the table to "play as a second Wormhole interrupt." See **card types**.

Amanda's Parents –

Plays on table until any Q-Flash. Each time you play an Amanda Rogers card (except to nullify a [Q] icon card) opponent may take that Amanda Rogers (and any two other cards) from your discard pile and place all three out-of-play.

This Q-icon event appeared in two slightly different versions in the original print run. The correct gameplay is indicated above.

android – "Android" is considered a **species**. The term includes any personnel identified in its title or lore as an android (such as any **Soong-type android**), **Exocomps**, and Commander Data. Androids are affected normally by all cards unless otherwise specified.

ANIMAL – This classification has several important differences from other classifications:

- ANIMALs may not attempt missions alone.
- ANIMALs may not meet ship staffing requirements.
- ANIMALs may not use hand weapons or initiate ship battles.
- ANIMALs may not commandeer or apply their affiliation to a commandeered ship or facility.
- ANIMAL classification is not required, and cannot be used, to staff a Kurlan Naiskos.
- ANIMAL may not be selected as a skill (e.g., by K'chiQ) or classification (by the Soong-type Android).
- Borg do not assimilate (or target for assimilation) ANIMALs.

Otherwise, ANIMALs are affected normally by all cards, including gender-related cards.

Anti-Matter Spread – The phrase "opposing ships' WEAPONS" on this interrupt refers to ships that are **opposing** the ships of the player playing the card. You may not play it on behalf of the Borg Ship dilemma to reduce the WEAPONS of your opponent's ships being attacked by the dilemma.

The reduction of WEAPONS for personnel with CUNNING<8 applies only to Ship cards, including Borg-affiliation ships. The reduction to WEAPONS of 16 applies only to the Borg Ship dilemma.

Anti-Time Anomaly –

Plays on table. Kills literally ALL personnel in play (both players' cards) at the end of your third full turn, unless anti-time anomaly destroyed first.

This event kills all personnel on or off the spaceline in all quadrants including the Delta Quadrant, or at timeline locations, in a Penalty Box, being held by aliens, etc. The only personnel who are protected are those who are time-traveling into the future (i.e., in a Temporal Rift or Time Travel Pod) at the time the Anti-Time Anomaly resolves. Holographic personnel deactivate as usual instead of being killed. Rogue Borg are not personnel, and thus are not killed. See **in play**.

"any" – If a card refers to a specific Star Trek character using the word "any" (e.g., "any Miles"), it refers to any Personnel card representing the specified character (including [AU]-icon personnel and holograms). Impersonators are never considered true representations of the character they depict. Thus, Chief O'Brien is "any Miles" and Montgomery Scott is "any Scotty," while Odo Founder is not "any Odo."

"Any *Enterprise*" means any ship with "*Enterprise*" in its card title. For equipment, "any" (e.g., "any tricorder") refers to any Equipment card designated by the given term in its card title or lore.

"anywhere" – When a card allows a personnel to be reported or relocated to "anywhere," it must be a place where a personnel could normally exist in play (e.g., aboard a ship or facility, or on a planet surface). You may not report or relocate a personnel off the spaceline or timeline (such as to a Penalty Box) or into space. As part of the interim rules, a Borg player may report or relocate his own cards to his Delta Quadrant Borg Outpost location; his opponent may not report or relocate any cards to that location.

Aphasia Device – See **quarantine**.

acquired – See **artifact**.

Arbiter of Succession – The two Klingons targeted by this interrupt may belong to the same player.

artifact – A card type representing a rare object with special powers. Artifacts must be seeded during the dilemma phase, only under planet missions, unless a card allows or requires seeding at a space mission, and you may seed only one artifact under each mission unless otherwise specified (see **mis-seeds**). A seeded artifact is *earned* when the mission is completed, not when the artifact is **encountered**. (The Borg must complete an objective targeting a location before the Survey Drone can *acquire* any artifacts seeded at that location.) "Earned" is synonymous with "acquired."

Artifacts cannot be used until they have been earned or acquired, for example:

- by completing the mission (or, with the Survey Drone, a Borg objective targeting the mission);
- with a card such as The Charybdis or HQ: Return Orb to Bajor; or
- with a card that allows an artifact to be earned without seeding, such as Secret Compartment, Reclamation, or Starry Night,

If an artifact is discarded, nullified, destroyed, or returned to your hand, it cannot be brought back into play unless it is legally earned or acquired again (for example, by re-seeding under Q's Planet and completing that mission, or with one of the cards listed above). (See **Masaka Transformations**.)

An artifact that is "used as equipment" joins your crew or Away Team; some artifacts are placed in your hand to play later; and others are resolved immediately, according to their game text.

When you acquire multiple artifacts or cards seeded like artifacts, you may generally resolve them in any order you choose. For example, if you acquire your opponent's Magic Carpet Ride OCD and your own Varon-T Disruptor, you may choose to have the Varon-T Disruptor join your Away Team before your opponent may relocate your ship and Away Team.

However, if two copies of a non-duplicatable card (seeded by different players) are earned, the first one encountered (the bottom-most card in the seed stack) is acquired and the second copy is discarded. For example, if both you and your opponent seed a copy of Ressikan Flute under a mission, you acquire only the first copy encountered and discard the second. (This also applies if you acquire another instance of a persona which you already have in play, or a Borg counterpart when you already have a counterpart in your collective.)

Assign Mission Specialists – Errata:

Seeds or plays on table. You may download to one of your outposts up to two different mission specialists that you do not already have in play. Also, while in play, each of your mission specialists scores 5 points whenever they use their skill to meet a mission requirement. You may voluntarily discard objective at start of any of your turns. (~~Captain's Order.~~ Unique.)

This objective has two effects. First, it allows a one-time download of two **mission specialists** to an outpost (not to any other type of facility). If you choose to use the optional download, you must do so immediately upon seeding or playing the objective. (The mission specialists are not seed cards.) If you wish to play another Assign Mission Specialists later to download two more specialists, you must first discard the one in play at the start of your turn. (See **unique and universal**.) If the download of the mission specialists is prevented by the activation of **Computer Crash**, this objective remains in play on the table for its second function. The download opportunity is permanently lost.

Second, while you have any Assign Mission Specialists card in play, any mission specialists you have in play (regardless of whether downloaded or played normally) score 5 points when using their skill to complete a mission. The extra points are not limited to the specialists downloaded with the AMS card currently in play.

You decide which of your personnel present use their skills in meeting mission requirements. A mission specialist's skill may be used even if another personnel present also possesses that skill, and a personnel with a skill at the x2 level or higher is not required to use all of his levels of that skill. However, two mission specialists with the same skill may not both score 5 points when satisfying the same skill requirement (unless the mission requires that skill at x2 level or higher, thus allowing both of them to "use their skill"). Multiple copies of the same mission specialist may not score points for the same mission, even if multiples of that skill are required. See **cumulative**.

For example, the mission Reported Activity requires Navigation + Honor x2. It is solved by the following Away Team: mission specialists B'iJik (Navigation), Konmel (Navigation), Kahless (Honor x2), and two copies of Batrell (Honor), plus non-mission specialist Governor Worf (Honor x2 plus other skills). A maximum of 15 extra points may be scored (5 by Kahless, 5 by one copy of Batrell, and 5 by either B'iJik or Konmel, but not both). Kahless is *not* forced to meet the entire Honor x2 by himself, nor is Governor Worf required to use his Honor at all.

Assimilate Counterpart – Simply placing an unabducted target on an Assimilation Table (e.g., by relocating him there with Mysterious Orb) is not sufficient to allow you to probe to complete this objective. You must first battle and abduct the target as stated. See **showing your cards**.

Assimilate Homeworld – If the target of this objective is destroyed (e.g., by a Supernova), discard the objective (and any Stop First Contact or Build Interplexing Beacon suspending it) immediately.

Assimilate Planet – See **point box**.

Assimilate Starship – See **showing your cards**.

assimilated counterpart – See **assimilation**, **counterpart**, **He Will Make An Excellent Drone**.

assimilation – You may assimilate planets or your opponent's personnel and ships by using Objective and other cards that allow assimilation. You may assimilate only cards which you do not already control, and only if a card (or rule) allows it. Cards that allow you to assimilate personnel include the Talon Drone, Assimilation Tubules, Assimilate Counterpart, and Borg Servo. (Your Borg may not assimilate personnel you have captured unless a card or rule allows you to do so.) Assimilate Planet and Assimilate Homeworld allow you to assimilate planets (along with any facilities that may be located there). Assimilate Starship allows you to assimilate ships.

When personnel, ships, or planets are assimilated, they come under your control and undergo specific transformations. See **exchanging cards**.

Personnel assimilation – When your Borg assimilate an opposing personnel, it becomes a Borg *drone* under your control and it undergoes the following transformations:

- Its affiliation changes to [Borg].
- Its name is irrelevant to the Borg (e.g., if you assimilated Wesley Crusher, he would not overcome the Zaldan dilemma). However, your opponent must still obey the **persona** rule (e.g., he may not report another copy of Wesley, or another version of his persona).
- Its classification becomes a regular skill (the first-listed skill).
- Its staffing ability changes to a subcommand icon, and, accordingly, its attributes adapt to service the Collective as follows:

Old Staffing	New Icon	INTEGRITY	CUNNING	STRENGTH
[Cmd]	[Com/Blue]	7	5	5
[Stf]	[Nav/Green]	5	7	5
Neither icon	[Def/Red]	5	5	7

- Its gender, species, **lore**, **restriction box**, and any miscellaneous icons are immediately rendered irrelevant.

Borg do not assimilate (or target for assimilation) ANIMALs or holographic re-creations. Such personnel are excluded from any selections for abduction or assimilation. *All* other personnel may be assimilated normally, including androids and changelings.

In addition to drone assimilation, you may assimilate a male personnel as a *counterpart* by completing the Assimilate Counterpart objective. When this occurs, the counterpart undergoes the same transformations as a drone, with the following exceptions:

- He retains his gender, species, and other lore information for Borg-related cards only. For example, an android counterpart will not trigger a dilemma that says, "If android present..."; a Klingon-species counterpart cannot enable the use of "Klingon use only" equipment; a counterpart is not affected by Male's Love Interest.
- His staffing ability adapts to service the Collective by changing to all three subcommand icons ([Com][Nav][Def]). His INTEGRITY and CUNNING remain the same, and his STRENGTH is +3.
- His previous affiliation remains relevant for your Assimilate Homeworld objective. If he is multi-affiliation, all of his affiliation icons may be used for this purpose.

Your Collective is limited to one counterpart (or personnel targeted as such) at a time. While any personnel is targeted to become a counterpart, that personnel may not be assimilated as a drone and is therefore excluded from all such selections. Dual-personnel cards may not be targeted for assimilation as a counterpart. A counterpart may be converted to a drone with **He Will Make an Excellent Drone**.

Your Borg may assimilate your opponent's Borg personnel. The normal rules for conversion of icons and adjustment of attributes do not apply if the assimilated personnel or ship is already Borg.

- A Borg drone retains its subcommand icon and attributes when assimilated by the opponent's Borg, and simply becomes a member of a different collective.
- If the Borg Queen or a pre-assimilated **counterpart**, such as Locutus of Borg, is assimilated as a drone, it retains all three subcommand icons and the same attributes. Its gender, species, and lore become irrelevant.
- If you assimilate your opponent's pre-assimilated counterpart as a counterpart (with the Assimilate Counterpart objective), he retains all his subcommand icons and the same attributes, and simply becomes a member of your collective. You will score points from the objective for his skill dot icons.

Ship assimilation – When your Borg assimilate an opposing ship, you take control of that ship and it undergoes the following transformations:

- Its affiliation changes to [Borg].
- Its name is irrelevant to the Borg, but your opponent must obey the persona rule.
- Non-Borg staffing requirements adapt to service the Collective:

Old Requirement	New Requirement
[Cmd]	[Com]
[Stf]	[Nav]
Other icon	[Def]
Other requirements	irrelevant

- Its lore and any other icons are irrelevant.
- If your Borg assimilate your opponent's Borg ship, it retains all its staffing icons but is now under your control.

  Any **carried ships** aboard are assimilated (but opposing personnel and equipment aboard are not).

Planet assimilation – When you assimilate a planet, it changes to [Borg] affiliation for purposes of building outposts there.

- If your Survey Drone, Sixteen of Nineteen, is on the planet when it is assimilated, it may acquire any seeded artifacts. If not, any artifacts are placed face up on the planet and may be later acquired by your Survey Drone or by any non-Borg personnel present.
- Any opposing personnel, equipment, and landed ships on that planet are assimilated. Any opposing facilities at that location, all personnel and equipment in or aboard a facility, and all ships docked at a facility are also assimilated. Personnel and equipment aboard a docked ship are not assimilated. You may report cards to an assimilated facility in accord with normal native quadrant reporting rules, i.e., you may report equipment to any assimilated facility in its native quadrant, or a pre-assimilated counterpart to a facility in the counterpart's native quadrant.

Other cards in play at that location are unaffected by the planet's assimilation.

Facility assimilation – There is currently no way to assimilate a facility except as a side effect of assimilating a planet (all facilities at the location are assimilated). Once assimilated, a facility's SHIELDS no longer prevent beaming (as with Borg ships).

Asteroid Sanctuary – This interrupt is a valid response to the initiation of a ship battle. It cancels the battle (but all cards involved are still "stopped"). See **actions – step 2: optional responses, battles**. It may not target a docked ship. See **docking**.

"at any time" – This phrase indicates that an action may be used during any phase of either player's turn, between other actions or as a valid response. It may not interrupt other unrelated actions. See **actions – step 2: optional responses**.

Atmospheric Ionization – This event allows up to 3 personnel to beam, up or down, every turn (e.g., 2 down and 1 up or any other combination).

ATTACK bonus – A feature of **Tactic** cards. In a ship battle, the ATTACK bonus on your current tactic (if any) is added to the total WEAPONS of your ships firing to calculate your ATTACK total. The ATTACK bonus is not an **attribute enhancement**.

attempt – Non-Borg affiliations may make **mission attempts** and **commandeering** attempts. Borg may make **scouting** attempts.

attribute – A feature of Personnel, Ship, and Facility cards. Personnel have three attributes – INTEGRITY, CUNNING, and STRENGTH. Ships have three attributes – RANGE, WEAPONS, and SHIELDS. Facilities may have WEAPONS and/or SHIELDS. See **attribute enhancements, attribute modifiers, undefined attribute, variable attribute**.

attribute enhancements – Attribute enhancements refer only to positive changes in the attributes of a ship or personnel. SHIELD extension from a facility is not an attribute enhancement; thus, Shipwreck and Weak Spot do not affect a facility's ability to extend its SHIELDS around ships. See **attribute modifiers**. ATTACK and DEFENSE bonuses are not attribute enhancements. See **battle**.

The attributes of the *Keldon Advanced* and *D'deridex Advanced* are not enhanced by the presence of Obsidian Order and Tal Shiar aboard; rather, they are reduced if the required skill is not aboard.

attribute modifiers – If more than one card modifies an **attribute** of a ship or personnel, add or subtract first, then multiply. For example, if you have a both a Plasmadyne Relay (RANGE and SHIELDS +2) and a Kurlan Naiskos (all attributes x3) on the *U.S.S. Enterprise* (9-8-9), which also has Strafing Run on it as a damage marker (all attributes –1), its attributes would be:

RANGE and SHIELDS: $(9 + 2 – 1) \times 3 = 30$

WEAPONS: $(8 – 1) \times 3 = 21$.

However, if a card or rule *changes* an attribute to a specific value, instead of adding or subtracting, that change is handled first and is treated as if it were printed on the card. For example, if Data, with normal attributes of 8-12-12, is affected by Frame of Mind, which sets his attributes to 3-3-3, and his STRENGTH is then enhanced +2 by a disruptor, it will be 5. "Rotation" **damage** to a ship, which reduces its RANGE to 5, is an example of a rule that "sets" a value rather than modifying it.

When resolving dilemmas, determining STRENGTH in battle, etc., always apply any relevant modifiers to cards in play. Modifiers do not affect cards in your hand (e.g., for Royale Casino dilemmas). See **automatic modifiers**.

Attributes may not be reduced to less than 0. Reducing a ship's RANGE or personnel's STRENGTH to 0 does not destroy the ship (unless the reducing card says so) or kill the personnel.

An **undefined attribute** may not be modified.

Automated Security System – Because species is irrelevant to the Borg, a Borg of Cardassian species could be killed by this event.

automatic modifiers – Any modifier which simply states that it occurs – without a word such as "may" to indicate that it is optional – is automatic. For example, "While on your ship, RANGE is +1" is an automatic modifier, whereas "if on a ship, may reduce RANGE or WEAPONS by 2 until end of turn" is optional. Automatic modifiers are mandatory.

Away Team and crew – When your personnel are aboard a ship or space facility that you control, they are a crew. *In all other situations*, they are an Away Team. When aboard a ship or facility controlled by your opponent, they are also **intruders**.

You do not have to show your opponent which cards are in an Away Team or aboard a ship, except when necessary for verification. (See **showing your cards**.)

Borg may not form Away Teams unless counter-attacking or unless a current objective or other card allows them to do so. Your **holographic personnel** may not join Away Teams unless you have Holo-Projectors in play.

Cards referring to an Away Team normally do not include crew. For example, the Genetronic Replicator can prevent deaths only in your Away Team, not in a crew. (A few [S/P] dilemmas which incorrectly refer either to a ship's crew or to an Away Team have been revised to include both.)

All your **compatible** personnel aboard one ship or facility (at one site, if a Nor), or on one planet (outside a facility or landed ship) form a single Away Team or crew, excluding personnel who are "stopped," disabled, or in stasis (they form a separate group during your turn). When a dilemma "stops" some of your personnel, they temporarily form a separate Away Team or crew. See **dilemma resolution**. Any such separate groups automatically rejoin with other compatible Away Teams or crews present at the end of your turn.

An Away Team can be associated with only one ship or space facility at a time. If you beam Away Teams from multiple ships or facilities to the same planet, you must designate which single ship or facility the new combined Away Team will be associated with.

An Away Team remains associated with the ship it beamed (or disembarked) from until they board another of your ships or space facilities, become associated with another ship by joining that ship's Away Team, or are separated by the departure of the ship or the Away Team from that location (including the ship time-traveling into the future via Temporal Rift). For example, if you play Memory Wipe on your ship, beam an Away Team to a planet, and move the ship to another location, those personnel revert to their normal affiliations.

Bajoran Civil War – Both downloaded personnel must be ❖, whether they are OFFICER, SECURITY, or Resistance personnel. See **Computer Crash**.

Bajoran Interceptor – When you move this ship from a location in a region to another location in the same region, without "flying past" any location that is not part of the region (e.g., an inserted [univ] Space), your maximum available RANGE is 9 (less any RANGE already used that turn). At all other times (including when the ship is not moving), your maximum RANGE is 5, less the RANGE used that turn. See **regions of space**.

Thus, when moving from Kressari Rendezvous (Cardassia Region, span 2) to Establish Station (no region, span 5), your RANGE is 5 and will be exhausted by the move. When moving in the other direction, your RANGE is also 5, and at the end of the move your remaining RANGE is 3. If you then make a separate move from Kressari Rendezvous to the adjacent Orb Negotiations (Cardassia Region, span 4), your RANGE at the start of the move will be 7 (9 - 2 used), and at the end your remaining RANGE will be 3 (for further moving within the region).

If another card allows this ship to land or take off, it does not use up the one landing or takeoff per turn allowed by the ship's own game text. For example, if Establish Landing Protocols is in play, the ship

may land or take off once per turn using its own text, and land or take off once more per turn using the event's text (and using 1 RANGE).

Bajoran Raider – See **report with crew**.

Bajoran Wormhole – The Alpha Quadrant Bajoran Wormhole card must be placed or inserted adjacent to a Bajor Region location if any are on the spaceline. If not, the doorway may be inserted anywhere on the spaceline that is not within another region, creating a Bajor Region. If one end of the Bajoran Wormhole is destroyed, the other end is discarded also. See **doorways – closed**.

Moving through this pair of doorways can be part of a single movement action to the mouth of the Bajoran Wormhole and through it (continuing along the spaceline upon exit if Wormhole Navigation Schematic is played).

Balancing Act – The point loss for this dilemma is not scored at any specific location and thus is not affected by Altonion Brain Teaser.

banned cards – The only card banned from tournament play is Raise the Stakes. All other issued cards, in all border colors, including foils, are allowed in tournament play.

Barash icon [Bar] – This icon, found on Admiral Picard, Commander Troi, Commander Data, and Ambassador Tomalak, will be developed in a future expansion.

Barclay Transporter Phobia – This interrupt plays as a response to the initiation of transport. The affected personnel refuses all beaming, including the transport just initiated. Place the interrupt on the affected personnel as a marker.

Bareil of Borg – See **counterpart**.

Baryon Buildup – See **attribute modifiers**.

Bashir Founder – This personnel cannot use his special download while aboard a cloaked or phased ship. See **cloaking and phasing**, **WEAPONS**.

battle – A conflict you initiate during the executing orders segment of your turn. Two types of battles can occur: ship battles (which may also involve facilities) and personnel battles (which may also involve Rogue Borg). (A personnel battle is called an "Away Team battle" or "Away Team or Rogue Borg battle" on some cards.) Following are some rules common to both types of battles:

- You may initiate battle only during your own turn.
- You may attack only cards which you do not control, unless a card or rule requires or allows you to attack your own cards. (The Borg Ship dilemma and Rogue Borg are considered *self-controlled*.) However, you may attack an opponent's ship or facility even if you have intruders aboard.
- You may attack cards only if they are present with your cards. Ships, space facilities, and the Borg Ship dilemma can be present together in space at the same location (for ship battle). Personnel and Rogue Borg can be present together on the same planet, ship, facility, or site (for personnel battle). Ships (and the Borg Ship dilemma) can also attack planet facilities at the same location.
- Most affiliations have restrictions on whom they may attack. Normally, an affiliation may attack any affiliation other than their own. There are exceptions:
    Klingon, Non-Aligned, and Neutral forces may also attack their own affiliations.
    Federation forces cannot attack *any* affiliation (except Borg).
    Borg forces may not initiate battle except when allowed or required by a card. When allowed to initiate battle, they may attack any affiliation including opposing Borg.

A "mixed" force is subject to *all* the attack restrictions of its members. For example, a mixed Away Team of Federation and Non-Aligned personnel, or a Federation crew aboard a Non-Aligned ship, is a Federation force, and may not initiate a battle against any affiliation. A Romulan crew aboard a Non-Aligned ship is a Romulan force, and may not be attacked by other Romulans. (The Borg Ship dilemma and Rogue Borg interrupts are always able to initiate battle.) Aboard a Nor you control, your affiliation battle restrictions are determined by all your personnel aboard who are compatible with the station's affiliation. If a card specifically allows you to attack a particular affiliation, then you may attack any forces that include that affiliation, even if other cards are working with them. For example, Admiral Leyton allows you to attack a joint Dominion/Cardassian/Non-Aligned force.

- Each of your ships, facilities, or Away Teams that wishes to initiate an attack must have a leader or (if playing Borg) a [Def] personnel present. A leader is any personnel with Leadership skill or any OFFICER. Each ship or facility must also have at least one personnel of **matching affiliation** aboard (which may or may not be the leader). If the facility is a Nor, the leader and matching personnel must be in Ops.
- No other **actions** can occur during a battle unless a card specifically allows them. For example, you cannot beam personnel off your ship during a battle without a card such as Emergency Transporter Armbands.
- When a battle is over, all cards involved in the battle are **"stopped."** If a properly initiated battle (or "attack") is cancelled, "prevented," or nullified (e.g., with Hugh or I'm a Doctor, Not a Doorstop), all cards involved have still participated in a battle and are "stopped."
- If your opponent attacks you, during your next turn you may initiate one or more *counter-attacks* against any or all of your opponent's ships, Away Teams, facilities, crews (if you have a way to beam through the SHIELDS), etc. which are still at the location of the opponent's attack, regardless of the form of the original attack. When you counter-attack, no leader or [Def] personnel is required and no affiliation restrictions apply. Your opponent, on his next turn, may then initiate his own counter-attack, and so on. Counter-attacking is always optional. A counter-attack is a new battle, not a "continuation" of the previous battle.

Non-battle cards – Cards that kill personnel or damage and destroy ships do not constitute a battle unless they specify that they include a battle or attack. For example, destroying a ship with Romulan Ambush or a Nemesis icon is not a ship battle; tossing a personnel out an Airlock is not a personnel battle (though the opponent may counter-attack on his next turn).

battle – personnel – Personnel battles may also include Rogue Borg. Throughout this section, "personnel" should be taken to mean "personnel or Rogue Borg." **See Rogue Borg Mercenaries**. Special rules also apply to **holographic personnel**.

1. Announce your attack. Identify which one of your Away Teams or crews is attacking and which one of your opponent's Away Teams or crews they are attacking. (The group that you attack may include personnel which are disabled, though they do not engage in personal combat, but not those in stasis.) The battle has now been initiated.

2. You and your opponent may now use any cards that apply at the start of battle. These responses to the battle initiation may include an interrupt such as Vulcan Nerve Pinch or equipment that may report to a just-initiated battle such as D'k Tahg.

3. Shuffle your personnel (not including any which are **disabled**,

stunned or **mortally wounded**) and place them face down to form a "combat pile." Your opponent does likewise.

4. You and your opponent then simultaneously turn over the top card of your combat piles, and these two *adversaries* engage in personal combat. Compare their individual STRENGTH attributes (applying relevant modifiers such as phasers or Lower Decks):

 • If one personnel's STRENGTH is greater than the other's, the higher-STRENGTH personnel may choose to *stun* his adversary (temporarily rotate the adversary card 90 degrees).

 • If one personnel's STRENGTH is more than double the other's, that personnel may choose to *mortally wound* his adversary (temporarily rotate the adversary card 180 degrees).

 • If the two combatants have equal STRENGTH, neither may stun or mortally wound the other.

 Repeat this step until one player's combat pile runs out. Any cards remaining in the other player's combat pile are then turned face up.

 If both cards in a combat pairing have a stun effect, or if both players wish to make a response to a combat pairing, the player whose turn it is has the first opportunity to do so.

5. To determine the winner of the overall personnel battle, compare your total remaining STRENGTH to your opponent's total remaining STRENGTH (applying relevant modifiers). Stunned and mortally wounded cards do not add their own STRENGTH to the total, but may still modify other cards (e.g., a stunned Shakaar Edon still makes other Bajorans stronger). The player with the higher total is the winner, and immediately kills one opposing personnel (random selection from among those not mortally wounded, but including those who are stunned or disabled). If the STRENGTH totals are equal, no one wins or loses the overall battle.

6. After the personnel battle is over, mortally wounded cards die (discarded), stunned cards recover from being stunned, and all survivors of the battle are "stopped."

battle – ship – Ship battles may also include facilities. These rules apply whether **Battle Bridge side decks** are being used by zero, one, or both players.

1. Announce your attack, then identify which of your ships and/or facilities will be firing and which enemy ship or facility they are targeting. You can use any or all of your compatible ships/facilities at that location, but can target only one enemy ship or facility per battle. (Borg Ship dilemmas and Borg-affiliation ships with a Multiplexor Drone aboard are allowed to fire WEAPONS against two or more targets in the same battle. See *multiple targets* at the end of this entry.) If the card you are targeting had been "stopped," it is "unstopped" for this battle. Each of your ships that will be firing WEAPONS must have WEAPONS>0 and be "unstopped," undocked, and uncloaked.

2. If your opponent wishes to return fire during this battle, he must also now identify which one of your ships or facilities at that location he will be targeting, and which of his ships and/or facilities there will be returning fire against that target. (The target must be one of your cards that is involved in your initial attack.) Each of your opponent's ships that returns fire must also have WEAPONS>0, be "unstopped," undocked, and uncloaked, and have a personnel of matching affiliation aboard (but no leader is required). The battle has now been initiated.

3. You and your opponent may now use any cards that apply at the start of the battle. These responses to the battle initiation may include cards which will allow you to draw extra Tactic cards in the

next step, such as Battle Bridge Door or Attack Pattern Delta.

4. Each player who has a Battle Bridge side deck may do the following:

 • draw up to two Tactic cards (or more if allowed by a card played in step 3) from the top of his side deck (he may look at each one before deciding whether or not to draw the next);

 • choose *one* of those Tactic cards (regardless of how many ships are firing) to play face down on the table as his *current tactic* (optional); and

 • place his unplayed Tactic card(s) face-up underneath his side deck. (Used Tactic cards never go to your discard pile. Instead, whenever one of them is discarded or otherwise leaves the table, place it *face up* underneath your side deck. When your Battle Bridge side deck runs out of face-down Tactic cards, shuffle the face-up cards and place them face down again underneath your seeded Battle bridge door.)

 Any current tactics played on the table are then revealed at the same time.

5. Compute your ATTACK total by adding together the total WEAPONS power of all your attacking cards (counting all applicable enhancements from other cards) plus the ATTACK bonus from your current tactic (if any). (The ATTACK bonus is added only once, not once for each ship.)

 Your opponent computes his DEFENSE total by adding the SHIELDS of his targeted ship or facility (counting all applicable enhancements) to the 50% facility SHIELDS extension (if the target is a docked ship) plus the DEFENSE bonus from his current tactic (if any).

 Now compare the two totals to see if you score a hit (but damage is not applied until *after* your opponent's return fire, if any).

 • If your ATTACK total is greater than your opponent's DEFENSE total, you score a *hit*.

 • If your ATTACK total is more than double your opponent's DEFENSE total, you score a *direct hit*.

 • If your ATTACK total is less than or equal to your opponent's DEFENSE total, the target is not hit.

6. If your opponent announced during the initiation of the battle that he would return fire, he does so now. He computes his ATTACK total (including his current tactic's ATTACK bonus) and you compute your DEFENSE total (including your current tactic's DEFENSE bonus). Your ship may suffer a "hit" or "direct hit" as described above.

7. Apply any damage caused by either or both players. If you scored a hit or direct hit on your opponent's ship or facility, indicate the damage as follows:

 • If you are *not* using a Battle Bridge side deck, rotate the target 180 degrees to indicate that it is damaged, with these effects: RANGE is reduced to 5 (if it is already less than 5, it remains the same), Cloaking Device is off line and HULL integrity is reduced by 50%. (If it is damaged again before being repaired, reducing the HULL integrity to 0, it is destroyed.) If you scored a direct hit, HULL integrity is reduced by 100% and the target is thus immediately destroyed.

 • If you are using a Battle Bridge side deck, the *amount* of damage to your opponent is determined by symbols on your current tactic, and the *kinds* of damage are marked by one or more of your Tactic cards (which are referred to as *damage markers*).

 ⇩ This symbol on your current tactic means you place this card on the target as a damage marker.

⚕ This symbol on your current tactic means you draw a new Tactic card from your side deck to place on the target as a damage marker.

- If you are using a Battle Bridge side deck, but you chose not to play a current tactic in this battle (or it was nullified), your opponent suffers *default damage*. Default damage is two cards from your side deck (⚕ ⚕) for a hit, or four cards (⚕ ⚕ ⚕ ⚕) for a direct hit.

  If your side deck is ever completely out of Tactic cards (because they are all in play as damage markers), you will be unable to further damage your opponent until some of your damage markers return to your side deck. You may not mix damage markers and "rotation" damage if you are using a Battle Bridge side deck.

  Some cards, such as Discommendation and Data's Medals, refer to the winner or loser of a battle. The player whose ships and/or facilities sustain the least HULL integrity loss (maximum of 100% loss per ship or facility) during that battle is the winner. (If the STRENGTH totals or HULL integrity losses are equal, there is no winner or loser.)

8. At the end of the battle, discard your current tactic (face-up under your Battle Bridge side deck) unless it was used as a damage marker. Destroyed ships and facilities (and all cards aboard them) are discarded and all surviving ships, facilities, and crews involved in that battle are "stopped." Ships which had been docked at a destroyed facility are *not* destroyed (unless landed on Docking Pads).

9. If a card, such as a dilemma, damages your ship, apply damage as though it received a "hit" in battle. If your ship's damage is indicated by your opponent's damage markers, you may remove one damage marker (random selection) at the end of each of your turns that ship remains docked at an outpost which makes repairs or a Docking Pylons site for the full turn. If your ship's damage is indicated by card rotation, you may repair it by docking at an outpost which makes repairs or a Docking Pylons site for two of your full turns. It is not possible to repair a damaged facility without a special card. See **damage** for more details about damage and repairs.

Multiple targets – Borg Ship dilemmas and Borg-affiliation ships with a Multiplexor Drone aboard are allowed to fire WEAPONS against two or more targets in the same battle. This expands the fire (or return fire) portion of the battle into two or more engagements. Each engagement has only one target, but it is possible to have multiple cards firing upon that target.

Compute separate ATTACK and DEFENSE totals for each engagement, repeatedly using the appropriate bonuses from each player's current tactic each time. In other words, each player is limited to one current tactic for the battle, but it will apply to each engagement.

If your multiplexed Borg ship scores a hit (or direct hit) against two or more targets and your current tactic has a ⇩ [down] symbol, use that card as the damage marker for one of those targets (your choice) and treat that symbol as ⚕ [flip] for damage to each remaining target. All damage markers drawn from your side deck must be placed on the hit targets randomly, without looking at the markers before placing them; choose a ship, draw and place the markers for it, choose another ship, and so on.

Because ships and facilities destroyed in battle are not discarded until the end of the battle, you cannot retrieve any damage markers from targets at -100% HULL integrity to use in separate engagements of the same battle.

Battle Bridge Door – The second function of this doorway enhances the WEAPONS of only those ships and facilities involved in the battle, and only for the duration of that battle.

Battle Bridge side deck – This **side deck** is made up of **Tactic** cards which increase your offensive and/or defensive capabilities during ship battle and also indicate **damage** affecting your opponent's ships and facilities. You can have as many Tactic cards in your side deck as you like, even duplicates. The side deck is activated during the doorway seed phase by a Battle Bridge Door card placed face up on top of the side deck. See **battle – ship**.

Your Tactic cards are not part of your normal hand, and thus are not affected by cards such as Alien Probe and Energy Vortex. Your used Tactic cards do not go to your discard pile. Instead, whenever one of them is discarded or otherwise leaves the table, place it *face up* underneath your side deck. When your side deck runs out of face-down Tactic cards, shuffle the face-up cards and place them face down again underneath your seeded Battle Bridge Door.

beaming – Beaming uses transporters to transfer personnel, equipment, and tribbles over short distances. There is no limit to the number of times you can beam during your turn. To beam cards down to a planet surface, announce the beaming, remove the cards from the ship or facility, and place them in a pile crosswise on the Mission card at that location. All cards in a group beam simultaneously unless you specify otherwise.

You can also beam cards between ships and/or facilities that you control (or may use). The ships and/or facilities must be at the same spaceline location and **compatible** with any personnel beaming aboard. (For example, you could beam your Bajoran and/or Non-Aligned personnel onto your Bajoran or Non-Aligned ship, but you could not beam your Federation personnel aboard your Bajoran ship without a treaty.) Announce the beaming and move the cards between the ships or facilities.

You may not beam any card into space unless a card specifically allows you to do so.

To beam to or from a ship or facility, its SHIELDS must be conceptually dropped (by any player who may use the ship or facility), or a card or rule must allow dropping or beaming through the SHIELDS. Thus, you may not beam cards to or from an opponent's ship or facility which is protected by SHIELDS >0, unless a card or rule allows it. If SHIELDS=0 or are disabled or off line, you may beam freely. (Also, Borg ship/facility SHIELDS do not block transporter beams, except during ship battle.)

All ships and facilities have their own transporters unless the card indicates otherwise. However, because dropping a large space station's SHIELDS to permit beaming is risky, you are not allowed to beam cards (except tribbles) to, from, or within a Nor without a special card. Thus, you cannot beam from a ship docked at the Nor to the planet it orbits, between two docked ships, or between a docked ship and an undocked one.

If a card, such as Extradition, allows your personnel to beam aboard an opponent's ship or facility, they must beam from your ship or non-Nor facility with transporters at the same location. Such cards do not "provide" transporters, allow you to use the opponent's transporters, or allow beaming from a Nor unless specified.

Special beaming cards, such as Near-Warp Transport or Emergency Transporter Armbands, are a form of beaming and do not allow you to overcome any normal obstacles to beaming, such as Atmospheric Ionization, being "stopped," etc.

Beware of Q – When you seed this objective (and have a Q-Continuum side deck), you must declare which function you are

seeding the card for. If you wish to use both of the first two functions, you must have two copies in play.

The first function does not require a Q-Continuum side deck or a seeded Q-Flash. It allows seeding of Q-icon dilemmas only (not other Q-icon card types).

When you use this objective to replace a dilemma with a Q-Flash at a location where you seeded another Q-Flash, the second one revealed is discarded as a **mis-seed**. The second function of this objective can be used to replace a dilemma seeded at **Empok Nor**.

If a mission has already been solved (or a Borg objective targeting it has been completed), seeding a Q-Flash under it does not allow it to be solved again, or targeted with another Borg objective.

See **encountered, Q-icon cards, scouting locations**.

Big Picture, The – You may satisfy either requirement of this event at any point before or after it is played. Once you have solved (or scouted) both a space mission and a planet mission, the event no longer affects you.

Birth of "Junior" –

Place on ship. End of each turn, RANGE reduced by 1; if reduced to 0, ship destroyed. Nullify with 3 ENGINEER.

A ship whose RANGE is **disabled** by **"Pup"** is *not* considered to have RANGE=0 for Birth of "Junior," and thus is not destroyed.

Black Hole – If this doorway "pulls in" the last location on either end of the spaceline, it stops alternating and continues to pull in locations from the remaining side. Cards that can close a **doorway** (e.g., Revolving Door and Door-Net) suspend the Black Hole's game text and, as a result, are not pulled in.

When a ship in a Temporal Rift (or Time Travel Pod) is located at a spaceline location that is pulled into a Black Hole, the ship is not immediately discarded, because the ship is time traveling and thus not at that location "in the present"; the card only indicates where it will eventually reappear. Move the ship to the Black Hole location itself until it reappears.

This doorway may only be played between two of the missions named ❖ Space, not other universal space-location [S] missions.

Blended – This dilemma's requirement of "any Scotty" refers to any representation of the Montgomery Scott character. See **"any"**.

Bok – See **ranks and titles, Non-Aligned**.

bonus point area – When you score points from any card with a **point box**, that card (unless it remains on a target) is placed in a "bonus point area" near your discard pile, as a reminder of those points, even if the card says to discard it. This is not part of your discard pile and is unaffected by cards such as Res-Q, Fire Sculptor, etc.

If points are scored from a card without a point box (such as Lack of Preparation), that card is discarded when resolved, not placed in the point area. You must keep track of such points by another method.

bonus points – Bonus points are defined as points (whether positive or negative) that come from any source other than Mission cards and [Borg Only] Objective cards. See **bonus point area.**

If a card, such as **Intermix Ratio** or **Altonian Brain Teaser**, says that some bonus points "do not count toward winning," those points are not counted in your final score for the game, either for determining a winner and loser or for calculating differential. They still count for other purposes, such as passing Dead End.

Boratus – See **Ajur and Boratus**.

Borg – There are a number of important differences between the Borg and other affiliations. An overview is presented here. (A Borg

Rulebook, containing all Borg-related rules, is also available on the Decipher website.)

The Collective and Hive – All of your Borg affiliation cards in play make up your Borg *collective*. All of your Borg affiliation cards at one spaceline location (or time location), whether in space, on a planet aboard a ship or facility, etc., make up a Borg *hive*. Some cards may affect your entire collective; others may affect all your Borg in one hive. In a Borg vs. Borg game, each player has a collective, and both may have hives at the same location.

Borg Personnel – Most Borg Personnel cards represent **drones**. A drone's lore lists its "Identification" (which identifies it as a particular type of drone), a description of its "Task," and its "Biological Distinctiveness" (species of origin; however, the species of Borg drones is irrelevant to the Borg). The Borg Queen and assimilated **counterparts** such as Locutus of Borg are not drones.

Gender is irrelevant to the Borg. Borg drones list no gender; and while the Borg Queen and counterparts have gender, Borg personnel are not affected by gender-related game text on non-Borg cards (e.g., Love Interests, Matriarchal Society).

Borg personnel have no classifications, though several of the personnel types appear as skills. Needed **skills**, including personnel types, which do not appear on Borg Personnel cards may be obtained by assimilation of opposing personnel or by using the Borg Queen's selectable skill. Regular skills (including the Borg Queen's selected skill) may be shared throughout a Borg hive using the **Interlink Drone**'s skill. Your Borg may also share CUNNING using the **Unity Drone**'s skill.

Borg special skills provide many functions supplied by Equipment cards for other affiliations (e.g., STRENGTH enhancement for personnel, RANGE and SHIELDS enhancement for ships). They may also use **Equipment** cards, subject to certain limitations.

Each Borg drone has an icon identifying which *subcommand* it is assigned to within the Borg collective. Subcommand icons are used primarily to staff Borg ships, but also have other uses indicated by cards.

[Com] (blue) – Communication drones facilitate a hive's ability to share skills and CUNNING, adapt to hazards, etc.

[Nav] (green) – Navigation drones enhance warp capabilities, maintain and expand the Collective's transwarp network, deal with navigational hazards, etc.

[Def] (red) – Defense drones initiate battle and enhance offensive and defensive capabilities.

The Borg Queen and counterparts each have all three subcommand icons, but may each meet only one **ship staffing** requirement at a time. See **Seven of Nine**.

Borg Affiliation Ships – Borg SHIELDS do not block transporter beams (except during ship battle). Thus, your opponent may freely beam to and from your Borg ship. You may use your Borg ship transporters to beam through your opponent's SHIELDS if you have a Transport Drone (Two of Eleven) aboard your ship.

All Borg ships have a bonus point box. These bonus points are earned by your non-Borg opponent whenever he destroys your Borg ship in battle (and only in battle).

Borg-affiliation ships are not affected by Plasma Fire, Warp Core Breach, Isabella, Into The Breach, Hugh, or the second function of Anti-Matter Spread. (They are affected normally by the first function of Anti-Matter Spread, like any other ship.)

The Delta Quadrant and Borg Outpost – All Borg affiliation cards (except assimilated counterparts) have a △ icon and are native to the

Delta Quadrant. Thus, they follow normal quadrant rules for seeding **facilities** and reporting cards (see **reporting for duty**). Because no missions exist yet for the Delta Quadrant, the following interim rules apply to using the **Borg Outpost**:

- When playing Borg you may seed one Borg Outpost on your side of the table, away from the spaceline. This seeded outpost represents both an outpost and a location (but not a "spaceline location," because there is no Delta Quadrant spaceline yet). There is currently no way to establish a Borg Outpost in the Delta Quadrant during the play phase.
- This outpost/location is conceptually in the Delta Quadrant and its location is completely unknown to your opponent. Thus, your opponent (even if also playing Borg) may not move to your outpost or target the outpost, the location itself, or any cards at the location in any way. For example, he may not play a Revolving Door to close a Transwarp Network Gateway played at the outpost, a Temporal Rift on a ship located at the outpost, or a Brain Drain on a personnel at the location.
- You may move your own Borg ships to and from this outpost (location) using cards such as **Transwarp Network Gateway**, Transwarp Conduit, and Wormhole. You may not move your opponent's ships to this outpost/location (even if he is also playing Borg).
- Just as other affiliations may build an outpost "at any location" with a matching affiliation icon, Borg may build an outpost "at any location" they've assimilated (even a homeworld), if a Borg ENGINEER is present as specified on the Outpost card. Although you may build Borg outposts on the Alpha or Gamma quadrant spacelines in this manner, you may not report cards for duty at such outposts (because the outpost is not native to the quadrant). You may report your Borg to the Alpha or Gamma quadrant using cards as Borg Cube, Borg Scout Vessel, and Retask.

Cooperation – Borg don't mix or cooperate with cards of other affiliations. Players using [Borg] affiliation cards may not stock *any* non-Borg personnel, ships, or facilities in their game deck or any side decks. Because Site cards have no affiliation, a Borg player may include them in his deck. If a player has Borg and non-Borg cards present together (The Naked Truth, Frame of Mind, etc.), normal **house arrest** rules apply. (A card bearing the "Borg Use Only" [BO] icon in its title bar can be stocked in your deck and used *only* when playing the Borg affiliation.)

Objectives – Unlike other affiliations, Borg never attempt missions. Instead, a Borg player uses Objective cards to accomplish goals such as destroying a ship, scouting a space location, or assimilating a planet. Some Borg objectives score points; others confer different benefits, such as disrupting the timeline (see **Stop First Contact**). (You must still seed exactly six missions. Card elements which represent the location, rather than the mission, still apply; these include span numbers, planet and space icons, and italicized game text such as Quash Conspiracy's *"No ship-to-ship beaming at this location."*)

When you are playing Borg and you have an uncompleted [BO] (Borg Use Only) Objective card face up in play, this is defined as your *current objective*. You are limited to one [BO] current objective at a time. You may have any number of non-[BO] objectives in play at a time. (You may also have other [BO] cards such as incidents in play.)

When you play (or activate) a Borg Objective card, you must immediately target an appropriate location, ship, or personnel as specified by the objective. Objectives may target solved or unsolved mission locations. The objective then allows your Borg to scout the ship or location, initiate battle, abduct a target, etc. See **scouting, scouting locations, scouting ships**.

Your Borg must complete scouting (if an objective involves scouting) and meet any other listed requirements (such as having Borg present at the location) before you may *probe* (usually at the end of your turn) to determine your current objective's outcome (and score its points, if any). See **probing**.

Scoring points – A Borg player scores points, both positive and negative, only from [BO] cards and cards which specify that they affect Borg. When you or your Borg are confronted with any other card which is point-related, play out the card but ignore the points. (If that card presents a choice, you must choose an option which is not point-related, if possible.) Points you score from completing [BO] *objectives* are non-bonus points. *Any* other points you score are bonus points (for example, points from the [BO] Add Distinctiveness incident or the negative points from Balancing Act).

Away Teams – Your Borg may not form Away Teams (either on a planet or on an opponent's ship or facility) except when counter-attacking or when allowed by your current objective or another card (e.g., Emergency Transporter Armbands, Near-Warp Transport, Iconian Gateway, Devidian Door).

Battle – Your Borg may not initiate battle except when counter-attacking or when allowed by your current objective (e.g., Assimilate Counterpart, Eliminate Starship) or another card (e.g., Conundrum, The Issue Is Patriotism). Subject to these restrictions, they may attack any other affiliation, including Borg.

Each of your ships, facilities, or Away Teams that wishes to initiate an attack must have a [Def] personnel, except when counter-attacking.

Your Borg may abduct and/or assimilate opposing personnel during personal combat using appropriate cards. See **abduction, assimilation**.

Assimilation – You may assimilate planets or your opponent's personnel and ships by using Objective and other cards that allow **assimilation**. When personnel, ships, or planets are assimilated, they come under your control and undergo specific transformations. You may assimilate only cards which you do not already control, and only if a card (or rule) allows it. The Borg do not commandeer.

Borg-affiliation ships – See **Borg**.

Borg Cube and Queen's Borg Cube – These ships allow reporting of Borg personnel and Borg Use Only [BO] equipment aboard. Other equipment must be reported by another method, such as at a Delta Quadrant Borg Outpost.

Personnel may report to this ship using its game text even while affected by a moving required action. See **actions – required**.

Borg Outpost – See **Borg** for interim rules for use of this outpost. The only way to play a Transwarp Network Gateway at a Borg Outpost in the Delta Quadrant is by using its special download icon, since the Borg Outpost is not a "spaceline" location (which is required for normal play of the Gateway).

Borg Queen – This personnel's enigma ✦ icon indicates that she is neither universal nor unique, and thus is not affected by cards that specifically affect either universal or unique personnel. However, each player may have only one Borg Queen in play at any time. See **unique and universal**, **skills**, **Interlink Drone**.

Borg Scout Vessel – See **report with crew**.

Borg Servo – The personnel assimilated by this dilemma remains on the ship or planet where he was assimilated, until the Borg player can beam him to his Borg ship.

Borg Ship – This dilemma attacks *only* when it is first encountered; when it moves to a new location at the end of every turn; and when a target arrives or appears at its location. A "target" is any ship or facility that may normally be targeted in a ship **battle**. When encountered and when it moves to a new location, it attacks *all* targets at that location. When a target arrives at (and stops at) or appears at its location, it attacks only that target. (A moving ship may fly past the dilemma and avoid being attacked.) A target may "appear" by decloaking, reappearing from a Temporal Rift, or reporting.

If you have "unstopped" ships at the location of a Borg Ship dilemma during your turn, they may attack the dilemma. It will return fire against all ships (and facilities) that attacked it (but not other targets that were not involved in the attack).

The battle is conducted according to normal ship battle rules, with the exception that the Borg Ship dilemma fires on multiple targets (see **battle – ship**). Hits, direct hits, and damage to the dilemma are calculated and applied as if it were a ship. Its bonus points are earned when a non-Borg player destroys the dilemma in battle (and *only* in battle).

Battle Bridge side decks affect this dilemma as follows:

- When battling the Borg Ship dilemma, you may use a current tactic and may place damage markers on the dilemma if appropriate.
- The dilemma does not use either player's Tactic cards; thus, your ships and facilities it hits suffer *default damage* if your opponent is using a Battle Bridge side deck (or card rotation damage if your opponent is not). See **damage**.
- When the dilemma is attacking both players' cards, it does so as two separate battles. The player whose turn it is chooses which happens first.
- If both players have damaged the Borg Ship dilemma but only one of them has a Battle Bridge side deck, some of the dilemma's damage will be indicated by damage markers and some of it will be indicated by card rotation. The card rotation damage is equivalent to HULL -50% and combines with the damage markers to determine whether the Borg Ship dilemma is destroyed.

The Borg Ship dilemma attacks Borg-affiliation cards normally. It is not a ship and is not affected by cards that affect ships (such as Calamarain, Q-Net, Wormholes, etc.) or by Plasma Fire, Warp Core Breach, Isabella, Into The Breach, or the first function of Anti-Matter Spread. See **Hugh**.

Borg subcommand icons – See **Borg**.

Borg Use Only icon [BO] – A card bearing this icon in its title bar can be stocked in your deck and used only when playing the Borg affiliation.

"bottom seed card" – The "bottom seed card" at a mission is the card on the bottom of the "mission stack" (the first card you would encounter if attempting the mission).

Brain Drain – When this interrupt doubles the effects of Interphasic Plasma Creatures, all the affected player's personnel are STRENGTH-4. See **showing your cards**.

Brainwash – This event does not change a captive's affiliation, but makes it **compatible** with your personnel and removes *all* affiliation-based restrictions on using the Brainwashed personnel "as your own." (See **capturing**.) Examples:

- Galen will work with the Federation if Brainwashed, or with a Brainwashed Federation personnel (even if not Brainwashed himself).

- A Brainwashed captive in your crew or Away Team does not add affiliation-based attack restrictions (e.g., a Brainwashed Federaton captive will not prevent your Klingons from initiating battle).
- A non-Borg captive, Brainwashed by the Borg, is not assimilated and thus may not share skills with the Borg or scout, but may attempt missions of his affiliation (the Borg may not join the mission attempt and the Borg player may not score the mission points). The captive's skills may be used for other purposes, such as using SCIENCE to enhance SHIELDS with Metaphasic Shields.
- A Borg captive, Brainwashed by a non-Borg captor, will work with that affiliation, but may not join mission attempts. The captive's skills may be used in other ways, such as using Transporter Skill to nullify an Anti-Matter Pod. A Brainwashed Talon Drone could assimilate an opposing personnel stunned in battle (it would immediately be placed under house arrest or would become a separate Away Team).

Breen CRM114 – Your Away Team using this disruptor to damage a planet facility or landed ship is making a special kind of attack; thus a leader is required and the Away Team is subject to its normal attack restrictions. The attack automatically succeeds; place one damage marker on the target from your Battle Bridge side deck (no damage is applied if you aren't using the side deck). Cards involved in the attack are "stopped" and your opponent is allowed to counter-attack there normally. See **damage**, **once per turn**.

You must have a Breen or arms dealer present to report this Equipment card, even when reporting by using another card (e.g., Devidian Door, Security Office), but not to acquire a Breen CRM114 seeded at Search for Weapons.

B'Rel – See **affiliation and ship origin**.

brig – See **capturing**.

Brunt's Shuttle – See **report with crew**.

Brute Force – To solve this mission, your Away Team must have at least 3 personnel and a total STRENGTH greater than 10 times the number of personnel. For example, if there are 4 personnel in the Away Team, its total STRENGTH must be greater than 40.

Build Interplexing Beacon – See **Stop First Contact**.

Calamarain – This event is not affected by cards that affect ships, such as Q-Nets or Wormholes, and cannot move through the Bajoran Wormhole. The Calamarain's owner moves it as if it were a ship. Discard the event after either use (damaging a ship or killing Mortal Q). Calamarain cannot damage a cloaked ship. See **cloaking and phasing**, **Explore Interstellar Matter**.

This event may not cause damage that will destroy a ship. When used with a Battle Bridge side deck, it causes default damage. Draw the two **damage** markers from your side deck, one at a time, and place each one on the ship unless it would destroy that ship (in which case discard that damage marker instead).

cancel – Act of preventing an action (such as a card play or a battle) from having its result. Any costs paid to initiate that action remain paid. When you cancel an action that was limited to once per turn, that action may not be initiated again during that turn. See **nullify**.

Captain's Log – Errata:

Plays on table. ~~Any of your personnel aboard a ship he or she commanded or captained (as referenced in ship lore) raises~~ **Each of your ships with its matching commander aboard is** SHIELDS +3 and WEAPONS +3. (Not cumulative.)

See **matching commander**.

captives – See **capturing**.

capturing – Some cards and rules allow you to capture your opponent's personnel (never a personnel you control). Captured personnel are **disabled** while they are captives (unless affected by Brainwash). The captives will be *escorted* by your personnel as follows:

- When first captured, captives are immediately relocated to one of your crews or Away Teams at that location, if possible.
- Otherwise, the capturing card remains in play and serves as a temporary "trap" to hold the captives on your side of that location until your personnel can arrive to take them into custody. (If there is a planet at that location, the trap is on the planet.) Your ship with transporters (in space) or your Away Team (on a planet) can subsequently take custody of the captives if present with the trap, then discard the trap card.

Each of your crews and Away Teams may escort any number of captives, and may move them around like Equipment cards.

At any given time a captive can be in one of three conditions: (1) *held* by a trap, in a Brig, or by escorting personnel, (2) *Brainwashed*, or (3) left *unattended*. You may change the captive's condition during your turn.

You may not initiate battle against personnel you have captured, unless a card or rule (e.g., **white deprivation**) allows or requires it.

All captured cards are returned to their owner at the end of the game.

Brigs – Some cards allow you to add a Brig to a ship or facility. While you control the ship or facility, you may move captured personnel into and out of the Brig during your turn (while in the Brig they are *held* but not *escorted*). If your opponent commandeers or assimilates the ship or facility, his personnel may subsequently release any of his other personnel held captive in the Brig (if present).

Rescue – Captives that are *held* or *Brainwashed* may be rescued only by using a card that specifically rescues or releases captives (such as Rescue Captives, His Honor The High Sheriff of Nottingham, or Prisoner Exchange). *Unattended* captives, however, are conceptually "tied up and left behind" and thus may be rescued by their owner's other personnel present, without any special card. Whenever a captive is rescued or released, all **capturing-related cards** played on that captive are discarded.

"capturing-related card" – This phrase, used on Prepare the Prisoner, includes any card that

- captures personnel or prevents their capture;
- specifically affects captives or allows them to be used in any way
- has an effect when a captive is taken or escorted; or
- downloads, nullifies, or modifies another capturing-related card (specified by title).

Examples of capturing-related cards include Thine Own Self, Ilon Tandro, Wolf, Brainwash, Rescue Captives, Impersonate Captive, Holding Cell Door, Fajo's Gallery, Gul Madred, and Madred.

card draw – A "card draw" refers to any card drawn from the draw deck (not a **side deck**), either as the player's end-of-turn draw(s) or through the use of a card that specifies that you "draw cards," such as Kivas Fajo – Collector. (Cards chosen from your deck using a Betazoid Gift Box are not "drawn.") Each card drawn is a separate action.

An action that is "in place of one card draw" may replace any card draw. Unless the action is restricted to once per turn, you may replace as many card draws as you are entitled to. For example, downloads with the Borg Queen's special skill may replace any or all of the three card draws from Kivas Fajo – Collector. The replacement action must be performed at the time you would normally make that card draw.

You may perform as many actions as you like each turn that have the restriction "draw no cards this turn" (e.g., playing a Q's Tent, downloading with Ops). You may not then draw any more cards for the remainder of the turn, by any means (normal card draw, Kivas Fajo – Collector, Masaka Transformations, etc.), or use an ability (such as the Borg Queen's special skill) that allows you to perform an action in place of a card draw.

card play – A "card play" refers to any card played by any means (normal card play for the turn, normal interrupt or doorway play, a card played "for free," downloaded into play, Devidian Door, etc.), except those "drawn" from a **side deck** (such as a Tactic card drawn from a Battle Bridge side deck). Card plays are of two types, **reporting for duty** (Personnel, Ship, Equipment, and Tribble cards) and other card plays (all other card types). See entries for specific card types for details of playing that card type.

Your "normal card play" is defined as your one allowed card play on each turn. Although optional, this must take place before **executing orders**. Interrupts and doorways do not use up (or count as) your "normal" card play. All other playable card types use your normal card play unless otherwise specified, or unless brought into play via a mechanism such as **downloading**.

Cards are always played face up, unless they have a **hidden agenda** icon. Except when playing a hidden agenda card, announce the name of the card when you put it into play. Your opponent may examine any card that you play face up at the time of play, but not later unless allowed by a rule or card. (See **showing your cards**.)

An action that is "in place of your normal card play" must be performed when you would make your normal card play. Such an action may be a *group action* with several sub-actions; interrupts may not be played between those sub-actions. See **actions**. Only one such "replacement" action may be performed each turn. For example, two Spacedoors will not allow you to download two ships.

card title groups – Cards (other than Personnel and Ship cards) are grouped together in terms of their interactions with other cards by words contained in the card titles, whether followed by a colon, an em dash, or neither. Examples:

- Kevin Uxbridge and Kevin Uxbridge: Convergence are both nullified by Q2.
- Incoming Message: Attack Authorization and Incoming Message – Federation are both nullified by Subspace Interference.
- Klingon Disruptor and Cardassian Disruptor Rifle both overcome Zaldan.

Personnel and Ship cards are covered by the **persona** rule. A Personnel card is never grouped with a non-Personnel card (for example, Kivas Fajo and Kivas Fajo – Collector are not grouped together). See **"any"**.

card types – Some cards, such as Telepathic Alien Kidnappers, refer to a "card type." The current card types are Mission, Time Location, Dilemma, Artifact, Ship, Personnel, Equipment, Facility, Site, Event, Objective, Incident, Doorway, Interrupt, Tactic, Tribble, and Trouble. Card types are not broken down by affiliation for gameplay purposes.

Outpost, Station, and Headquarters are not considered separate card types; they are all Facility cards. Q-icon cards are not considered separate card types; a Q-icon dilemma is a Dilemma card, etc.

A card that says it is "played as" or "used as" another card type counts as both card types for all purposes. (But a card that "seeds like" a dilemma does *not* count as a dilemma.) For example, an artifact that plays as an Event card can be nullified by Kevin Uxbridge: Convergence. An artifact that is used as an Equipment card may be stolen by a Procurement Drone, discarded to satisfy Rebel

Encounter, or (if reclaimed from discard pile with Reclamation) reported in any way that an Equipment card may be reported (e.g., outposts, Devidian Door). Artifacts must still be earned legally before use.

Cardassian Trap – See **dilemma resolution, capturing**.

Cargo Bay - You begin a "cargo run" (as described on this site) when one or more of your personnel aboard a facility pick up one or more Equipment cards and bring them aboard your ship. You must announce the run and show your opponent which personnel and equipment are involved (but you do not have to specify now which personnel, equipment, or Cargo Bay you will use to complete it). When that ship arrives at a different facility any number of turns later, any of those same personnel who has been a member of the ship's crew since the run was announced may take any of those equipment cards to the Cargo Bay to complete the cargo run.

Your ship can take any path from the starting facility to the ending facility, giving you credit for each mission passed (except starting and ending locations). You may count each mission only once per cargo run. See **passing locations**.

While you may have multiple ships making cargo runs concurrently, a single ship's crew can complete only one at a time, earning card draws or Latinum downloads for only one piece of equipment. To deliver any additional equipment, a crew must begin a new cargo run.

Cargo Rendezvous –

ENGINEER + Physics + INTEGRITY>30
OR Greed + Treachery + CUNNING>32

carried ships – One ship may not be carried aboard another ship unless a card, such as Engage Shuttle Operations or Borg Sphere, allows it. If the "mother ship" is destroyed, any ship it carries is also destroyed. If a carried ship is destroyed, the "mother ship" is damaged.

Game text that allows you to launch carried ships also allows you to load or recover such ships. For example, Engage Shuttle Operations allows you to launch shuttlecraft from, and re-load them aboard, your ships with Tractor Beam and ENGINEER. Launching and loading require full staffing (see **movement**).

Personnel aboard a carried ship are also part the crew of the carrying ship, or are intruders if the carrying ship is controlled by a different player.

Cards that may not target docked ships also may not target carried ships. See **docking**.

Cha'Joh – You may simultaneously switch the affiliations of this ship and of the Sisters of Duras aboard. See **multi-affiliation cards, affiliation and ship origin**.

Chamber of Ministers – The sentence "A Nor may coexist here" on this facility overrides the normal rule that you may not establish more than one facility at a location. However, Chamber of Ministers is not required in order to seed Deep Space 9/Terok Nor at Bajor. "A Nor" is a reference to the type of station (allowing Deep Space 9 or Terok Nor to seed there), not to the card named "Nor," which may not be established at a Bajor region location.

changeling – A species. All changelings are **shape-shifters**. (But not all shape-shifters are changelings.) See **assimilation**.

Characterize Neutrino Emissions – You may seed any number of *different* Orb artifacts (no duplicates) under this mission, regardless of whether the artifacts may normally be seeded in space, in place of the single artifact normally allowed at a mission.

Chief O'Brien – See **once per turn**.

Chinese Finger Puzzle –

If android present, crew or Away Team is stopped until end of turn and androids are stopped for X full turns, where X = number of androids present. Discard dilemma.

Chula: The Chandra – For a personnel to continue past this dilemma, at least one attribute number must match the same attribute on the randomly selected personnel. INTEGRITY must match INTEGRITY, CUNNING must match CUNNING, and/or STRENGTH must match STRENGTH. Apply all relevant **attribute modifiers**.

If a **dual-personnel card** is randomly selected, all personnel with at least one attribute number matching *either* of the dual personnel would continue. (Do not add the attribute numbers together.) If a single personnel is randomly selected, a dual-personnel card will follow him if either of the dual personnel has an attribute that matches.

Clan People –

To get past, must have Kai Opaka present OR CUNNING>38 from up to five Away Team members.

clarifications – See **revised text**.

classification – A personnel's classification is found only in their classification box. A **personnel type** such as MEDICAL in the skills box is a skill, not a classification. A card referring to "MEDICAL-classification personnel" refers *only* to personnel who have MEDICAL in their classification box. Borg personnel have no classification. See **skills**.

cloaking and phasing – A ship may cloak or phase if it has a Cloaking Device or Phasing Cloak (either in its game text or added by another card). To cloak or phase a ship, turn the Ship card face down; to decloak or dephase, turn it face up. You may cloak, decloak, phase, or dephase your ship only during your own turn, unless a card allows otherwise, and only if it is not "stopped." A ship may perform only one cloaking, decloaking, phasing, or dephasing action each turn and it may not be cloaked and phased at the same time. A ship may not enter play cloaked or phased.

Cloaking and phasing are separate game conditions; thus, cards such as Tachyon Detection Grid, La Forge Maneuver, T'Rul, and the Tachyon Drone do not affect phased ships (but Engage Cloak specifically states that it applies to both cloaking and phasing).

A cloaked or phased ship is invisible; in addition, a phased ship is "out of phase" with the universe and thus can fly through planets and other obstructions and cannot interact in any way with the rest of the universe. While phased, the ship receives a RANGE enhancement as indicated on the card providing the phasing ability.

A cloaked or phased ship (and its crew) cannot be affected by any external action that would require that a lifeform could see or sense the ship. For example, the ship may not be attacked, boarded (e.g., with Invasive Beam-In), or targeted with Establish Tractor Lock, Long-Range Scan, Romulan Ambush, Rogue Borg, or Isabella; a crew member may not be targeted by Protection Racket (unless the threatening Ferengi is aboard the ship).

A cloaked ship *can* be affected by cards representing external cosmic phenomena, spontaneous events, or inanimate objects that are independent of the visibility of the ship. For example, a cloaked ship may not pass through a Q-Net and may be damaged by Stellar Flare or Anti-Matter Pod, destroyed by Supernova or Black Hole, disappear into a Temporal Rift, or be returned to hand with a Space-Time Portal. However, a phased ship is *not* affected by any external phenomena such as these. Both phased and cloaked ships are vulnerable to global effects caused by changes in the timeline, such as Anti-Time Anomaly and Stop First Contact. A cloaked or phased ship may also receive

communications that do not depend on the visibility of the ship (e.g., an Incoming Message).

A cloaked ship may execute all normal movements, including docking, undocking, landing, taking off, launching, and loading, using RANGE, Wormholes, Transwarp Network Gateways, or Bajoran Wormhole. A phased ship may move only by using RANGE; for example, it may not move through the Bajoran Wormhole. A phased ship may not dock, land, or load; if it phases while docked, landed, or carried, it "passes through" the ship or planet and ends up in space. Your opponent may verify the RANGE of your cloaked or phased ship.

A cloaked or phased ship, and its crew, may not affect anything external to the ship. Thus, it may not initiate battle, attempt or scout a mission, allow probing for an objective with an external target (e.g., Assimilate Planet, Establish Gateway), provide opposition for Patrol Neutral Zone or a ship presence to maintain Post Garrison, play Hail on a passing ship, use a tractor beam, or load or unload personnel or equipment (either by beaming or by walking on or off while docked at a facility) or a carried ship. It *may* scan a mission, because the scan does not affect the mission.

A cloaked or phased ship is affected normally by cards or actions that are internal to the ship. For example, Plasma Fire and Auto-Destruct Sequence may be played on a cloaked or phased ship, and you may probe to complete Assimilate Counterpart if the target is on an Assimilation Table aboard the ship. Also, cards may report to a cloaked or phased ship (when reporting is allowed by a card such as Ready Room Door, Borg Cube, or The Emissary).

cloaking device – This **special equipment** makes a ship invisible and invulnerable to attack. See **cloaking and phasing**.

Coalescent Organism – This dilemma can be passed on to *anyone* who is present at the end of the turn, no matter who owns the personnel. The dilemma is played on the selected personnel. Discard the dilemma if the personnel dies alone or from some other cause.

collective – All of one player's [Borg] affiliation cards in play.

Colony – The Away Team must be "in" this facility to score points. See **facility**.

commandeering – When your opponent first establishes a facility or reports a ship, he controls it. (It is also "controlled by" the affiliation printed on the card.) You may subsequently commandeer that facility or ship using a card that allows commandeering. For example, you may commandeer a Nor by having any of your Computer Skill personnel **unopposed** at its Ops site, as stated in the Ops text. You may commandeer a ship using a card such as Commandeer Ship or Outgunned.

When your Away Team commandeers a ship or facility, it comes under your control, and its affiliation changes to match the affiliation of one of the non-ANIMAL commandeering personnel (your choice).

You continue to maintain control of the facility or ship, even if you have no personnel aboard. However, your opponent may retake control by bringing unopposed Computer Skill to Ops, or by using a ship-commandeering card.

You may commandeer only cards which you do not already control, and only if a card allows it. (Borg may not commandeer a ship or facility; instead, they must use a card that allows them to assimilate it.) See **Empok Nor**, **docking, facility** – control of facilities.

Commander Data - This personnel is an **android**.

compatible – Your cards of different affiliations may mix and work together only if they are compatible.
- Cards with the same affiliation icon are compatible with each other.

- Non-Aligned and Neutral cards are compatible with *all* affiliations except Borg.
- Borg cards are not compatible with *any* other affiliation.
- If a card allows cards of different affiliations to "mix" (or "mix and cooperate"), those cards are compatible with each other. Some cards that make different affiliations compatible are Treaty cards, Brainwash, Ferengi Trading Post (only while aboard), and Memory Wipe (seeded).

Compatible personnel, ships, and facilities can all be shared by the player as if they were one affiliation. However, you must still have a personnel of **matching affiliation** when required by a card or rule.

Example: If you have a Treaty: Romulan/Cardassian in play, your Romulan, Cardassian, and Non-Aligned cards are compatible with your Cardassian Outpost, with Central Command, and with a Cardassian Nor, but your Klingon cards are not. (Only your Cardassian cards match the facilities.)
- Your Romulan and Non-Aligned cards may report to your Cardassian Outpost, to Central Command, or to a Cardassian Nor (but may not be downloaded using the Ops text, which requires a matching affiliation).
- Your Romulan and Non-Aligned personnel may staff your [Car] ship, if at least one [Car] personnel is aboard (see **ship staffing**).
- You may attempt a mission using a mixed Romulan/Cardassian/Non-Aligned crew or Away Team as long as at least one personnel matches one of the mission's affiliation icons.
- Your Romulan forces may assist your Cardassian forces in battle, but your Klingon forces may not.

If a card allowing compatibility is nullified or destroyed, incompatible personnel aboard a ship or facility are placed under **house arrest**. If a mixed Away Team is on a planet, the incompatible personnel form a separate Away Team.

See **"does not work with"**.

Compromised Mission – You may attempt this mission with a crew containing a personnel of the affiliation matching an icon on the end facing you. See **mission**.

Computer Crash – You may activate this **hidden agenda** event as a response to an attempt to play a Q's Tent or a card requiring downloading (e.g., Activate Subcommands), or an attempt to download a card (e.g., by using the Borg Queen's skill or any special download icon). The Q's Tent or card requiring downloading becomes an illegal card play and returns to the owner's hand; an attempted download is simply aborted (and does not use up any resource). See **actions – step 2: optional responses**.

If you initiate the play of a multi-function card such as Bajoran Civil War, and select a function that requires a download, it may be responded to by the activation of this event. The card returns to your hand; you may then play it for its other function, but you are not required to do so.

A card may allow but not require downloading, and thus may be played despite Computer Crash. For example, Assign Mission Specialists plays on the table for an ongoing effect, and additionally allows the download of two personnel. If Computer Crash is activated in response to the attempted download, the download cannot be made, but the card remains in play.

You may not activate this event during the seed phase in response to your opponent's seeding of a card allowing an immediate download, such as Ultimatum.

Construct Depot – This mission may not be attempted or scouted by the opponent. See **mission**. You may not download a Remote Supply Depot if you already have a **facility** at this mission location.

control – temporary – When you temporarily control a ship and crew with a card such as **Alien Parasites** or Neural Servo Device, treat the ship and personnel as if they were your own with regard to attempting missions, encountering dilemmas and Q-Flashes, scoring points, playing cards that play on "your ship" (such as Auto-Destruct Sequence), etc. The only exception is that you may not bring the personnel aboard one of your ships or facilities and you may not bring your personnel aboard their ship.

You may use only "legal moves" – e.g., the ship and crew must still obey affiliation attack restrictions, may attempt only missions of appropriate affiliation, must obey Borg Away Team restrictions, etc. Within those constraints, you may move the ship, abandon personnel on planets, engage in battle, attempt missions (if you solve a mission, you score its points unless playing Borg), etc.

Only your own treaties, ship enhancement cards, etc. apply to the controlled cards (other than cards played on the ship). Thus, your Bynars Weapons Enhancement would increase the ship's WEAPONS, while your opponent's Metaphasic Shields would not increase its SHIELDS. A Kurlan Naiskos on the ship would continue to enhance it if properly staffed.

Conundrum – When you fail to overcome this dilemma, your ship and crew are "stopped." Once "unstopped," you must target, chase and attack one of your opponent's ships. You may not target a cloaked or landed ship, or a Borg ship at its Delta Quadrant outpost. You may change targets at any time. If the target at any time becomes invalid (it cloaks, lands, moves to the Delta Quadrant, or leaves play), you must target a different ship. If at any time there are no valid targets in play, the dilemma is discarded. Moving to a different spaceline or to a time location does not make the target invalid. Once you have attacked a target ship, the dilemma is "cured" and discarded. This dilemma represents a *required action.* See **actions – required**.

countdown icon [2][3][4] – When your card with a coundown icon enters play (is played face up, activated, or encountered), it nullifies itself at the end of the specified number of your turns (not counting your opponent's turns). For example, your card with a countdown of 3 nullifies itself (discarded) at the end of your third turn. If the card enters play during your turn, it counts down at the end of that turn. All cards with countdown icons count down only at the end of their owner's turns, regardless of when they were played or who encountered them (for dilemmas). A convenient way to keep track of your countdown icons is to turn the card 90 degrees at the end of each of your turns.

Countermanda – This interrupt is nullified by Amanda Rogers. It is not an Amanda Rogers card and may not be nullified by Q2. See **card title groups, discard pile**.

counterpart – A counterpart is a Borg personnel with "assimilated counterpart" in his lore, or a personnel assimilated with the objective Assimilate Counterpart. An "assimilated counterpart" may be used as a "matching counterpart" for the objective Assimilate Homeworld. A counterpart may not be downloaded or affected by cards that specify drones.

Your collective is limited to one counterpart in play at a time, even if that counterpart has an [AU] icon. This restriction is similar to the **persona** and "Unique" card rules, which allow you to have only one copy of a unique personnel (or its persona) in play at a time, one Dead End, etc. Thus, if you have one counterpart in play, you may not play or assimilate another, and if you acquire another one (e.g., from a **Cryosatellite**), the second one must be discarded. A counterpart may be converted to a drone with **He Will Make an Excellent Drone**.

The assimilated counterparts are native to the Alpha Quadrant and may not report to a Borg Outpost in any quadrant (see **facility, native quadrant**). An assimilated counterpart mayreport to a Borg Cube in any quadrant, to an assimilated facility native to (and located in) the Alpha Quadrant, or by any other legal reporting method that does not require reporting to a facility. See **assimilation**.

counting cards – At any time, you may count the cards in your own hand. You may request that your opponent count his own hand and tell you the correct count. You may also count the seed cards under a mission and check their orientation to determine the owners.

Covert Installation –

(Lore) **Neutral Zone Region • Devora**

crew – See **Away Team and crew**.

Crew Reassignment – The ship to which a personnel may report using this event must have the icon as one of its staffing icons. For example, the *Starship Enterprise* has an [AU] icon, but not as a staffing icon (its staffing icon is [OS]). [AU] personnel without an [OS] icon may not report to this ship with Crew Reassignment. See **ship staffing** (special staffing icons).

Crisis – Because the ship at the location is not actually attempting the mission, the ship and crew are not "stopped" if this dilemma is not overcome. Only the attempting Away Team is "stopped."

Crosis – See **Rogue Borg Mercenaries**.

Cryosatellite –

Seed at a space location. May seed one additional artifact and up to 3 [AU] personnel here. They are earned when Cryosatellite earned; then discard Cryosatellite.

All cards seeded with this artifact count as seed cards. They are seeded one at a time, not as a group. See **personnel – seeded**.

If you earn your Cryosatellite containing another copy of a unique personnel you already have in play (or another version of the same persona), the one in the Cryosatellite is discarded. See **unique and universal**. If the Cryosatellite contains two versions of the same persona (e.g., Lakanta and The Traveler) or two or more assimilated counterparts (e.g., Tomalak of Borg and Gowron of Borg), the first one encountered will join your crew while any others will be discarded. You may not select one to keep or leave personnel on the Cryosatellite.

Crystalline Entity – This dilemma is an exception to the normal rule that dilemmas affect only the personnel in the crew or Away Team that encounters the dilemma. It "kills all life on ship," including tribbles, intruders, and personnel who are "stopped," disabled, etc., and not participating in the mission or scouting attempt.

If this dilemma is encountered after DNA Clues with **Lore** in play, 6 MEDICAL and 2 SCIENCE are required to pass the dilemma. See **dilemma resolution**.

cumulative – If a card is *cumulative*, multiple copies of the card can have the same effect on the same **target**(s) at the same time. Damage markers (Tactic cards) are cumulative, as are cards specifically marked "cumulative". All other cards are *not cumulative.*

While you may have multiple copies of a non-cumulative card in play, they cannot have the same effect on the same targets at the same time. Also, multiple copies of a non-cumulative card "played" or "placed" *on the same card* may not have the same effect at the same time, even on different targets.

Targets may include cards (e.g., personnel, ships) or a player. An action (such as beaming, ship movement, a battle, or a mission attempt) is not a target.

Examples of *effects* include modifying skills, attributes, or mission or dilemma requirements; killing a personnel; damaging a ship; and generating benefits (such as card draws or points) for a player.

For purposes of cumulativity only, all end-of-turn actions (or start-of-turn actions) are considered to occur "at the same time." Multiple responses to a single action (such as a battle) generally resolve one at a time, and thus are not restricted by cumulativity rules (unless they generate a continuing effect).

Cards that may be played or have effects "once per (each, every) turn" are covered by the **"once per turn"** rule.

Examples:

- HQ: War Room: Multiple copies may not enhance the attributes of the same personnel at the same time.
- Science Kit: Multiple copies may not add multiple SCIENCE skills to the same personnel at the same time.
- Reflection Therapy: Multiple copies may not replace multiple skills on one personnel at the same time.
- Process Ore, Colony: You may not process ore at more than one Nor or score points at more than one Colony (start-of-turn actions) each turn. (The player is the target.)
- Telepathic Alien Kidnappers, The Traveler: Transcendence: Multiple copies of each card do not allow you to "guess" multiple cards or draw multiple extra cards (end-of-turn actions) each turn.
- Transwarp Conduit: This card generates a continuing effect (for the rest of the turn). A second copy played on the same ship while the first is still in effect will not quadruple its RANGE.
- Automated Security System, Dal'Rok, Establish Tractor Lock: If multiple copies are played or placed on the same Ops, mission, or ship, only one copy of each card can kill a personnel each turn or immobilize a ship, even if different targets are present.
- Fajo's Gallery: Multiple copies will not generate additional card draws when you capture a unique personnel.
- REM Fatigue Hallucinations: If two copies on the same group of personnel are cured at the same time, only one will score points.
- Universal personnel: Multiple copies of the same universal personnel may not score points for Colony, Ressikan Flute, or Assign Mission Specialists at the same time. (But they may be used to meet mission or dilemma requirements.)
- Android Headlock, Antique Machine Gun, Barclay Transporter Phobia: The effects of multiple copies of each of these cards occur as separate actions (not at the same time) and have different targets, and are thus not restricted by cumulativity rules.
- Romulan Disruptor: This card is marked "cumulative." Each personnel present with three disruptors will be STRENGTH +6.

current objective – See **Borg**.

Cyber Drone (Five of Eleven) – This personnel's special skill only prevents Borg personnel from entering **stasis**, and cannot release them from stasis once established. For example, a Cyber Drone in a group of Borg relocated to an unsolved Qualor II Rendezvous would prevent them from entering stasis, but it cannot release them if brought there after the relocation.

It does not prevent ships from being placed in stasis (e.g., by the Quantum Singularity Lifeforms dilemma), though it can prevent the Borg personnel aboard from entering stasis.

Cybernetics – For each Cybernetics skill you have present where personnel may normally report for duty, you may report one

android "for free" each turn. For example, if you have Dr. Soong on your outpost, you may report two androids aboard for free each turn. (The presence of Cybernetics skill aboard a ship or on a planet does not allow androids to report there.)

Cytherians – This dilemma represents a *moving required action.* When it is encountered, the mission or scouting attempt immediately ends. If Mission Debriefing is in play, the crew is "stopped" before they can use any remaining RANGE to move that turn. The dilemma does not relocate your ship; you must use normal ship **movement** to travel to the end of the spaceline. See **actions – required**.

Dabo – See **probing**, **Writ of Accountability**.

Dal'Rok – This dilemma is an exception to the rule that dilemmas affect only the personnel in the encountering crew or Away Team. Even at first encounter, *all* personnel at the location (including the opponent's) must be checked for lowest total attributes. The total attributes >150 required to nullify the dilemma must be in one crew or Away Team. See **ties**.

damage – When you are using a **Battle Bridge side deck**, any damage to your opponent's ships or facilities, whether from a "hit" in battle, dilemmas, or other causes, is indicated by damage markers, which are Tactic cards from your side deck. The damage results appear at the bottom of each Tactic card. See **battle – ship**.

Some damage results are immediate and have a one-time effect (such as killing a crew member or downloading a Warp Core Breach). Other damage results have an ongoing effect (such as reduced attributes or off-line transporters) as long as that damage marker is in play. Most damage markers also specify a reduction to HULL integrity. When a ship's or facility's HULL integrity is reduced to 0%, it is destroyed.

Multiple copies of the same damage marker are **cumulative**, including reductions to attributes and HULL integrity.

If your side deck is ever completely out of Tactic cards (because they are all in play as damage markers), you will be unable to further damage your opponent until some of your damage markers return to your side deck. You may not mix damage markers and "rotation damage" on your opponent's ship.

If you are *not* using a Battle Bridge side deck, any damage to your opponent's ship (from a hit in battle or from a card such as a dilemma) is indicated by rotating the target 180 degrees to indicate that it is damaged, with these effects: RANGE is reduced to 5 (if it is already less than 5, it remains the same), Cloaking Device is off line, and HULL integrity is reduced by 50%. If you scored a direct hit in battle, HULL integrity is reduced by 100% and the target is thus immediately destroyed. If a ship with "rotation damage" is damaged again before it is repaired, the additional HULL integrity reduction of 50% also destroys the ship.

You may never substitute rotation damage for damage marker symbols (e.g., Breen CRM114, HQ: Orbital Weapons Platform). To use such symbols you must have a Battle Bridge side deck.

"Off line" – When a damage result indicates that something is "off line," the affected item may not be used in any way as long as that damage marker is in play. **Attribute enhancements** being off line affects all enhancements to the specified attribute (but ATTACK and DEFENSE bonuses are conceptually based on battle strategies and tactics, and thus are not considered enhancements to WEAPONS and SHIELDS).

Default damage – When you are using a Battle Bridge side deck, sometimes your opponent's ship or facility will be damaged when you do not have a current tactic (such as when encountering a dilemma or during a battle in which you choose not to play a current tactic). Whenever this occurs, the default damage is two cards from your side

deck, or four cards for a direct hit. (Default damage should not be confused with "card rotation" damage, which applies *only* when you are not using a Battle Bridge side deck.)

Order of damage results – In most cases, the sequence in which you apply damage results will not matter. Occasionally the order may be significant. In these cases, carry out immediate damage results first and check the HULL reduction last.

For example, suppose the HULL integrity of your opponent's ship has already been reduced by 80% when it is damaged again, and the two damage markers from your side deck each specify one casualty and HULL -30%. If your opponent wants to play an Escape Pod, he must suffer both casualties first, so the Escape Pod saves only the remaining crew.

Repair – If your ship's damage is indicated by your opponent's damage markers, you may remove one damage marker (random selection) at the end of each of your turns that ship remains docked at an outpost that makes repairs or a Docking Pylons site for the full turn.

Whenever a ship or facility is fully repaired by a card such as Defense System Upgrade, Exocomp, or Spacedock, remove all of its damage markers. Damage markers are also removed if the ship or facility leaves play for any reason (for example, being returned to hand or placed out-of-play).

If your ship's damage is indicated by card rotation (because your opponent is not using a Battle Bridge side deck), you may repair it by docking at an outpost that makes repairs or a Docking Pylons site for two of your full turns.

Any outpost can make repairs unless its text says it does not. A Spacedock played on an outpost allows immediate repair of ships that dock there, even if the outpost itself does not allow repairs. Facilities may be repaired only by a card that allows it.

Data's Body – This personnel counts as a seed card if "reported" at your outpost during the seed phase.

When Data's Head and Data's Body are present together, you may declare them to be attached (or detached) as desired during your turn. See **disabled**. When attached, Data's Head is no longer treated as an artifact (and thus is immune to Disruptor Overload, for example); instead, the two cards together are considered a single Personnel card. If the combination is discarded, the two cards are no longer "attached" in any way; like any other **artifact**, Data's Head may not be re-used if retrieved unless it is re-earned.

Data's Head – See **Data's Body**.

Data's Medals – See **battle – personnel, battle – ship**.

Dathon – This personnel's special skill nullifies Tamarian-related dilemmas (El-Adrel Creature and Shaka, When the Walls Fell). He is the matching commander of the **Tama**.

D'deridex Advanced – This ship is considered D'deridex-class for any card that requires that class of ship, such as Romulan Ambush, unless otherwise specified. Tomalak is *not* its matching commander.

Having Tal Shiar **skill** aboard is not an **attribute enhancement**. If no Tal Shiar skill is aboard, RANGE is considered reduced

Dead End – This dilemma is discarded only if the player first encountering it overcomes it by having at least 50 points. Otherwise, it is placed atop the mission and remains there permanently (unless nullified by Dropping In); you may re-attempt the mission if you have more than 50 points, but this does not nullify or discard the dilemma. Although it will stop a Borg scout on initial encounter, it does not prevent later scouting.

Dead in Bed – This interrupt kills any one personnel in stasis (your choice).

Deanna Troi (First Contact) – This personnel must be part of the "stopped" Away Team to "unstop" them. For example, if two other personnel in her Away Team are "stopped" by Parallel Romance, they become a separate Away Team. She may not "unstop" them because she is not part of that Away Team. See **once per game**.

Deep Space 9 – Deep Space 9 and Terok Nor are two versions of the same conceptual station, which is not duplicatable (see **unique and universal**). Thus, if a player seeds Deep Space 9 during the dilemma phase, his opponent may not seed Terok Nor during the facility phase; it is instead placed out-of-play. See **Chamber of Ministers**.

Benjamin Sisko does not confer "matching commander" benefits on this station; matching commanders are defined only for ships.

Deep Space Station K-7 – Like all stations, this station does not have built-in reporting, docking, or repair functions. No sites may play here. However, because this station is at a **time location**, compatible personnel and equipment native to the timeline may report aboard the station using the time location's reporting function.

default damage – See **damage**.

DEFENSE bonus – A feature of **Tactic** cards. In a ship battle, the DEFENSE bonus on your current tactic (if any) is added to the SHIELDS of your ship that is being fired upon (plus any SHIELDS extension from a facility where the ship is docked), to calculate your DEFENSE total. The DEFENSE bonus is not an **attribute enhancement**.

Deliver Supplies – The ship used to solve this mission, whether it is a freighter or transport, must be in orbit with Transporter Skill aboard. See **dual-icon missions**.

Delta Quadrant – No missions (even those without point boxes) may be placed in the Delta Quadrant. The only location that may currently exist there under the interim rules is the Borg Outpost.

Delta Quadrant icon $\triangle$ [DQ] – Personnel, ships, and facilities with this icon are native to the Delta Quadrant. See **native quadrant**.

destroy – See **nullify**.

Destroy Radioactive Garbage Scow – You may not reduce the same mission's points more than once with multiple copies of this interrupt. See **cumulative**. The points are not bonus points because the mission's value is reduced. If the mission has already been completed, no points are lost.

Devidian Door – Although this doorway itself is never "played," it has an [AU] icon and represents the use of an [AU] effect. Thus, you must have an open doorway (e.g., Alternate Universe Door or Space-Time Portal) which allows the play of [AU] cards in order to play a personnel or equipment card with a Devidian Door. (The use of the [AU] function counts toward your limit of one [AU] card per turn allowed by a Space-Time Portal, so you may not report an [AU] card using only the Space-Time Portal.) If the doorway is closed afterwards, you may still show the Devidian Door on your next turn. "Showing" the Devidian Door cannot be affected by an Energy Vortex.

"Showing" the Devidian Door may occur at any time during your next turn, and is a game action. If the game ends on or before your next turn, you must immediately show the doorway from your hand. If you do not show the door when required, you automatically lose the game with a 0 (-100) score. (See **winning the game**.) If you report multiple cards by saying "Devidian Door," you must show the same number of Devidian Doors from your hand during your next turn.

See **actions**, **"at any time"**, **"anywhere"**, **Ophidian Cane, Persistence of Memory, reporting for duty**.

dilemma – A type of card hidden beneath Mission cards, which create hidden challenges to be dealt with when attempting missions. Dilemmas must be seeded during the dilemma **seed phase**. Dilemmas are of three types: planet [P], space [S], and space/planet [S/P].

Dilemmas are **encountered** and resolved one at a time during a misison or scouting attempt. Each dilemma describes what happens when your crew or Away Team encounters it. It may list certain skills, attributes, equipment, or other requirements to overcome, cure, or nullify the dilemma; specific types of personnel that it affects; and various results such as damaging a ship or "stopping," disabling, or killing personnel. Some dilemmas have **bonus points** that you score when you overcome the dilemma. See **dilemma resolution**, **dilemma timing**.

dilemma resolution – This section applies to dilemmas seeded under a mission (or Empok Nor), including Q-icon dilemmas seeded as [S/P] dilemmas (e.g., Hide and Seek, or with Beware of Q). It does *not* apply to Q-icon dilemmas encountered during a Q-Flash. Unless otherwise specified, all references in this section to a "mission attempt" include scouting or commandeering attempts. An overview explaining how to apply the rules in this section can be found under **dilemma resolution – summary**. Also see the supplemental Dilemma Resolution Guide for application of the rules to specific dilemmas.

Dilemmas are encountered and resolved one at a time. When you attempt a mission, slide out the bottom seed card under the mission, turn it over, and read it. (Dilemmas are meant to be read by the encountering player.)

Each dilemma may have one or more of these features, described in more detail below: a *trigger*, *targets*, a *nullifier*, *conditions*, and/or a *cure*. Nullifiers, conditions, and cures are collectively referred to as *requirements*. For example, Ancient Computer, Isolinear Puzzle, and Phased Matter all include requirements for ENGINEER (conditions, nullifier, and cure, respectively). However, No Loose Ends targets ENGINEERS but does not require that skill.

A requirement such as STRENGTH>40 refers to the total STRENGTH of the Away Team or crew. When requirements or targets include attributes, apply any relevant attribute modifiers, such as Lower Decks, phasers, The Emissary, etc. A requirement for a personnel type, such as MEDICAL, may be met by either a skill or a classification, unless otherwise specified. A requirement for multiples of a skill, such as "2 Navigation", may be met by two personnel with Navigation or by one personnel with Navigation x2. (However, a requirement for "a personnel with 2 Navigation" must be met by a single personnel.)

If a card "doubles a dilemma's effects" (Howard Heirloom Candle), it doubles only the results, e.g., kills two personnel instead of one. If a card "doubles a dilemma" (Taar, Lore), it doubles all features of the dilemma (requirements, results, point values). If a dilemma is affected by a card that adds or subtracts requirements and another that doubles requirements, add or subtract first, then double. A requirement may not be reduced below zero.

Only personnel in the crew or Away Team attempting the mission may trigger, be targeted by, overcome, nullify, or cure a dilemma during the mission attempt. Personnel who are "stopped," disabled, in stasis, intruders, etc. are not affected by dilemma text targeting "crew," "entire crew," "all crew," "Away Team," or "entire Away Team" (which refer only to the crew or Away Team facing the dilemma). If a dilemma "stops," disables, or places in stasis part of the crew or Away

Team, they are no longer participating in the attempt and thus may not affect or be affected by subsequent dilemmas.

Only dilemmas using broader terms such as "all life on ship" or "personnel at this location" can affect personnel not involved in a mission attempt, when the dilemma is encountered. Dilemmas that enter play and have continuing effects may affect other personnel, even the opponent's, after the mission attempt is over. See **Crystalline Entity, Dal'Rok, present, "stopped."**

Trigger – An element that must be present (or a situation that must exist) for the dilemma to have any effect. This is stated at the beginning of the dilemma and is often preceded by the word "if". If the trigger is not present, discard the dilemma immediately without effect (unless it has an "otherwise" clause with an alternate effect). Examples:

"If the Traveler: Transcendence is affecting you…"

"If this is a Federation Ship…"

"'Stops' SECURITY androids and OFFICER androids, if any present. Otherwise, kills one non-android Away Team member…"

Targets – The targets of a dilemma include the cards it affects (e.g., personnel selected to die), a personnel, ship, or facility that the dilemma is placed on, or a target destination for a relocation.

Targets may be chosen by random selection, opponent's choice, or owner's choice. When a dilemma specifies a superlative such as "strongest," "most CUNNING," or "highest total attributes," and there is a tie, the opponent of the player encountering the dilemma gets to choose. If a card specifies that two target personnel are to be selected but only one personnel is present, it selects that one.

If no personnel remain to be targeted by a dilemma just encountered, because you used game text that allows you to remove them, replace that dilemma under the mission (the mission attempt ends). For example, Elim Garak ("May avoid any random selection") encounters Armus – Skin of Evil. If you choose to have Elim Garak avoid the random selection, there is no one left to be targeted by Armus, and it is replaced under the mission. Another card that might remove all personnel before you can resolve a dilemma is Flight of the Intruder.

However, if a dilemma targets cards with specific characteristics (e.g., a personnel with Empathy, a male, a non-Cardassian), and there are no cards present with those features, discard the dilemma immediately without effect, as when a trigger is not present. (This does not include personnel with specific characteristics which are required as a condition for overcoming the dilemma. See Conditions below.)

Also discard the dilemma if there is no ship or facility to place the dilemma on, or no destination for a relocation (e.g., "furthest planet" when there is no other planet on the spaceline).

Nullifiers – A dilemma may list skills, attributes, other characteristics, personnel, equipment, an action, or a card play that can nullify the dilemma. Also, another card may state that it nullifies a dilemma. (Some form of the word "nullify" is always used; conditions and cures are not nullifiers.) If the nullifier is present (or a nullifier card is played) when the dilemma is encountered, the dilemma is discarded and has no effect. Some dilemmas that enter play or have a lasting effect on a personnel or ship may also be nullified after the initial encounter. (Such a nullifier acts similar to a cure.) A dilemma with a countdown icon self-nullifies after the specified number of turns of the player who seeded it, and is discarded at that time. Examples:

"Nullify dilemma with Shelby OR 4 SECURITY."

"To nullify, evacuate ship at your outpost until end of turn."

"Nullify with Plexing."

"Nullifies Tamarian-related dilemmas where present." [Dathon]

Conditions – One or more skills, personnel, equipment, attribute totals, or other characteristics that must be present to avoid the ill effects of a dilemma, often indicated by "unless" or requirements "to get past" the dilemma. A few dilemmas have conditions that apply to the player rather than the Away Team (see last example). Examples:

"Unless SECURITY and MEDICAL present..."

"To get past requires Empathy, Diplomacy, Morn or any Scotty."

"To get past, most CUNNING MEDICAL present must help aliens (relocated with dilemma...)" [Note: the MEDICAL is not considered a target for purposes of dilemma resolution.]

"Unless you have at least 50 points..."

Not all uses of "unless" identify conditions. If a dilemma has a delayed effect "unless" the required skills, etc. are present by a specified time, that is a cure, not conditions. See the last example under Cure.

If your Away Team or crew can meet the conditions of a dilemma, they automatically overcome and discard it. You cannot choose not to overcome a dilemma with conditions. See **meeting requirements**.

Cure – One or more skills, personnel, equipment, or other characteristics that, if present, will cancel a dilemma's ongoing or delayed effect. Diseases most commonly have cures. An action, such as playing a card or returning a ship to the outpost, can also be a cure. When the requirements for a cure are met, the dilemma is discarded. Examples:

"Cure with 2 MEDICAL and Biology."

"Cure with Emergency Transporter Armbands, Timepod Ring, or new ENGINEER arriving."

"[Ship] is destroyed at the end of your second full turn unless 2 SCIENCE OR 2 ENGINEER aboard by that time."

When a dilemma has an effect that can be cured, that effect happens; then, if the required skills are still present, it is cured immediately, before proceeding to the next dilemma. This is different from a dilemma with a nullifier, which is discarded before taking effect.

"Stopping" – A dilemma only "stops" the Away Team or ship and crew if it has conditions and you fail to overcome those conditions. (See **"stopped"**.) A dilemma without conditions never "stops" personnel unless it explicitly says it does. If not "stopped," the remaining Away Team or crew must continue the mission attempt.

Entering play – Any dilemma with a **long-term effect** "enters play." The dilemma may state that it is played on table or placed on a personnel, ship, facility, mission, or the spaceline; or it may be implied that it enters play as a marker for an ongoing effect. A dilemma that enters play may have a continuous effect or one that occurs at the start (or end) of each turn of the player encountering it or every turn of both players. Such a dilemma will be discarded when it is nullified, cured, expired, or otherwise destroyed. For example, when a dilemma is placed on a personnel, it will be discarded if the personnel is discarded for any reason. Examples of dilemmas that enter play are Borg Ship, Harvester Virus, Nitrium Metal Parasites, Rascals, Hyper-Aging, Lethean Telepathic Attack, and Interphasic Plasma Creatures.

Discarding – A dilemma is discarded without effect if a required trigger or a target with specific characteristics is not present, or if it is nullified.

If a dilemma has conditions, and you do not overcome it, replace the dilemma under the mission to be encountered again, unless it enters play or says "discard dilemma" or "mission continues." When you overcome the dilemma, discard it. For example, if you do not overcome the following dilemmas: Ancient Computer is replaced

under the mission; Gravitic Mine ("Discard dilemma") and Garanian Bolites ("Mission continues") are discarded; Lethean Telepathic Attack is placed on a personnel; Interphasic Plasma Creatures plays on the table.

If a dilemma has no conditions, it is discarded after you follow its instructions (unless it enters play), whether it has any effect or not. Examples include Maman Picard, Ooby Dooby, and Shot in the Back.

Choices – Some dilemmas require the player to make a choice between ways to resolve the dilemma. Once you make your choice, carry out that part of the game text and ignore the other choice. Examples:

"Abandon mission attempt until any player has completed a different mission OR continue but lose points if you fail this turn."

"One Away Team member is killed OR beam up that personnel at a penalty."

Tarellian Plague Ship's requirement for a MEDICAL to "volunteer to beam over" is not a choice; it is a condition for overcoming the dilemma. Dilemmas with choices do not generally have conditions.

Point boxes – A dilemma may have a positive or negative bonus point box. The points are scored when you overcome its conditions (e.g., Chalnoth), when you cure it (e.g., Hyper-Aging), or according to the dilemma's instructions (e.g., Cytherians, Borg Ship, Edo Probe). Place the dilemma in your bonus point area, even if says to discard it. (Discard the dilemma if you are playing Borg.) You do not score bonus points for a dilemma that is nullified or discarded for lack of a trigger or targets, or when you fail to meet its conditions or cure it.

Scouting vs. mission attempts – Dilemma text such as "mission continues" or "abort mission" refers to both mission and scouting attempts (for the Borg, they mean "scouting the mission continues" and "abort scouting of the mission"). However, dilemma text referring to "mission attempts," "attempting a mission," or "solving a mission" does not include scouting attempts.

dilemma resolution – summary – Resolve a dilemma by checking its features in the following order:

1. If a required *trigger* is not present (and there is no "otherwise" clause), discard the dilemma without further effect, and continue the mission attempt.

2. If the dilemma specifies *targets* with specific characteristics, and no such target is present, discard the dilemma without further effect, and continue the mission attempt.

3. If you *nullify* the dilemma with skills, personnel, etc. present, or by playing a card or taking a specified action, discard it without further effect, and continue the mission attempt.

4. If the dilemma has *conditions*, check to see if the crew or Away Team meets the conditions.
   - If you meet the conditions, discard the dilemma (place in your bonus point area if it has a point box). The crew or Away Team must proceed with the mission attempt.
   - If you do *not* meet the conditions, carry out the dilemma's instructions. The Away Team or ship and crew are "stopped" and the mission attempt ends (unless the dilemma says "mission continues"). Unless the dilemma says "Discard dilemma" or "mission continues," or it enters play (placed on a mission, ship, personnel, or the spaceline), replace it under the mission, face down under the stack, to be encountered again.

5. If the dilemma does *not* have conditions, carry out its instructions. The ship and crew or Away Team are not "stopped" (unless the dilemma explicitly "stops" one or more cards), and remaining personnel must continue the mission attempt. Discard the dilemma unless it enters play (place in your bonus point area if it

has a point box).

6. If the dilemma has a *cure*, first it takes effect. Then, if the skills still remain in the crew or Away Team to cure it, discard the dilemma (place in your bonus point area if it has a point box) before proceeding with the mission attempt. Any temporary effects such as disabling are cancelled when you discard the dilemma.

dilemma timing – A mission, scouting, or commandeering attempt is a single **action**, with sub-actions of encountering seed cards (and for a mission attempt, completing (solving) the mission). An attempt may not be interrupted except by valid responses and **actions** that suspend play.

You may make valid responses to the encounter of specific dilemmas during the attempt or to the results of a dilemma. For example, Eyes in the Dark is a valid response to any dilemma, Q2 to any Q-related dilemma, and Howard Heirloom Candle to Anaphasic Organism, Empathic Echo or Coalescent Organism; Strike Three is a valid response to a battle initiated by the Cardassians downloaded with Sleeper Trap. A dilemma may also be interrupted by a card or action that "suspends play." See **actions – step 2: responses**.

Diplomatic Conference –

One V.I.P. from each of three aligned affiliations + one Non-Aligned V.I.P.

This mission creates a temporary "all-way treaty" on the planet surface, but only during the mission attempt (it does not extend to other actions, such as building a Colony with Gi'ral and Tokath). Form your Away Team with personnel from any affiliations (at least one personnel's affiliation must match one of the mission icons) and attempt the mission normally. The three V.I.P.s of different aligned affiliations may be from any three affiliations, not just the affiliations whose icons appear on the mission.

"direct hit" – If your ATTACK total is more than twice your opponent's DEFENSE total, you score a *direct hit* on the target ship. See **battle , damage**.

disabled – A disabled personnel is conceptually unconscious. While similar in some ways to personnel in **stasis**, they are not affected by cards that specifically affect personnel in stasis. Personnel may be disabled by a card (e.g., Hypospray, Ktarian Game) or by a rule (e.g., captives are disabled unless Brainwashed). They remain disabled until the card or effect is cured or nullified.

Disabled personnel may not use any of their game text, attributes, icons, lore, skills, or traits (such as gender, species, matching commander status, etc.), and may not perform any actions such as attempting a mission or defending themselves in battle. However, they may be beamed or moved like Equipment cards. For example, a disabled Treachery personnel would not allow you to download personnel there with Recruit Mercenaries; a disabled android aboard a ship at Paxan "Wormhole" cannot prevent that ship from being relocated. See **present**. (If a personnel worth bonus points when killed, such as Aamin Marritza, is killed while disabled, the disabling effect ends when he is killed and the points are scored.)

When a crew or Away Team that includes disabled personnel is attacked in personnel battle, the disabled personnel do not engage adversaries, but may be randomly selected to die at the end of the battle.

A ship attribute that is "disabled" (e.g., by "Pup") is an **undefined attribute**. A disabled attribute or special equipment does not disable the ship itself. When **special equipment** is disabled (e.g., by Vole Infestation), it is "off line" and not usable for any purpose (see **damage**).

discard pile – You may not rearrange or look through cards in any player's discard pile unless a card allows you to. For example, Palor Toff – Alien Trader allows you to look through (but not rearrange) your discard pile to choose a target card. You must discard face up, and any time you retrieve a card from your discard pile (except for seed cards to be placed under a mission such as Q's Planet, or with Hide and Seek), you must show it to your opponent.

When you "exchange" a card for one in your discard pile (e.g., Palor Toff – Alien Trader, Res-Q), selecting the target card is part of the "results" step of the action. (Only the discard pile itself is targeted in the "initiation" step.) For example, you initiate the play of Res-Q without naming an intended target; your opponent may respond with Countermanda, removing three cards from your discard pile before you look through the pile and select a card to exchange for.

Unless otherwise specified, *all* discarded cards go to the original owner's discard pile. Cards with point boxes for which you score the points discard to your **bonus point area**.

Cards from your **Q-Continuum side deck**, **Battle Bridge side deck**, and **Tribble side deck** do not go to your discard pile, but instead are "discarded" by placing them face up under the side deck. (When face-up cards are encountered in one of those side decks, shuffle the face-up cards and place them face down under the seeded doorway.)

A discarded **artifact** may not be reused, even if returned to your hand, unless you re-earn it. When a card is discarded, all effects on that card end and are not reactivated if the card is retrieved and replayed. For example, if a personnel affected by Frame of Mind is killed and discarded, he is no longer affected by Frame of Mind if he is replayed. (But **once per game** text may not be used again.)

discarding – You may not discard cards from your hand or from the table unless a card or rule allows or requires you to do so.

When a mission allows or requires you to discard a card as part of its requirements, or for extra points, that card must come from the crew or Away Team attempting the mission, not from your hand. (The discard must take place at the time the mission is solved.) All other discards (e.g., for Static Warp Bubble) come from the hand unless otherwise specified. A single discard cannot satisfy two discard requirements. For example, the required discard for Static Warp Bubble cannot also be used to reopen a Spacedoor.

Cards that have a **long-term effect** on one or more personnel, such as Barclay's Transporter Phobia or Brain Drain, are "played on" the affected personnel, even if the card text does not say so explicitly. The card functions as a reminder of the effect, and will only be discarded if nullified, cured, or expired, or if the personnel is discarded.

See **in play**.

Discommendation – See **battle – personnel, battle – ship**.

Distortion Field – Errata:

Plays crosswise face up on any planet location. On each of your turns, flip card over. While face up, prevents any beam down/**up** here unless Pattern Enhancers in play.

You *may* play two copies of this event on the same mission on different turns so that one will always be face up. The **cumulative** rules do not restrict this because the mission is affected at different times. The card must be flipped during the turn on which you play it.

Distortion of Space/Time Continuum –

Plays on any ship. "Unstops" ship, crew and ship's Away Teams and restores any of this turn's RANGE already used by that ship.

See **Away Team and crew**.

Dixon Hill's Business Card – In Federation Standard, this interrupt/event would read:

Interrupt: 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.

Event: 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.)

If you play this card as an interrupt when one of your own personnel was killed, the selected personnel is captured by your opponent. See **reporting for duty**, **capturing**.

DNA Clues – Once this dilemma is placed on the mission and the choice is made either to continue or to "stop" (if possible), the altered MEDICAL requirements for further dilemmas encountered at that location affect both players. The DNA Clues dilemma is not **encountered** again, so no future Away Team or crew can alter those requirements. The dilemma remains on the mission even after the mission is solved. The MEDICAL requirements may be reduced to zero.

docked ships – See **docking**.

docking – You must indicate which of your ships are docked (placed under an outpost, or on top of docking site at a Nor) and which are undocked (placed on the spaceline). When a space facility allows a ship to report there, the ship must report docked. Docking or undocking is a form of **movement** and requires the ship to be staffed. Docked ships are protected by extension of 50% of the facility's SHIELDS, but may not attempt missions or fire WEAPONS. Docked ships are *not* damaged or destroyed when the facility is destroyed (unless landed on Docking Pads).

The following cards may *not* target a docked ship (or a **carried ship**): Asteroid Sanctuary, Loss of Orbital Stability, Near-Warp Transport, Temporal Rift, Wormhole (on a ship as it undocks or launches), and Temporal Wake (to force it to follow another time-traveling ship). All other cards that target a ship may target docked or carried ships (if applicable) unless otherwise specified on the card.

Any card or rule that requires a ship to "return to" a space facility implies that it must dock at that facility. For example, a ship must dock at an outpost to be repaired by a Spacedock there or to cure REM Fatigue Hallucinations.

You may not undock a ship docked at an opponent's facility (even a commandeered ship) unless specific game text allows it (e.g., Croden's Key, Docking Ports).

Docking Pads – Errata:

This site is located on the **Habitat Ring**.

No other cards (such as Establish Landing Protocols) are needed to enable ships with no staffing requirements to land (dock) and take off (undock) at this site. The site itself allows the ship to land and take off. A ship docked at the Docking Pads site is both docked and landed, and is subject to the rules applying to **landed ships**.

While a docked ship is normally not affected when the facility is destroyed, a ship docked at Docking Pads is actually "aboard" the Nor and thus would be destroyed along with the facility (all cards "aboard" or "in" a destroyed facility are discarded).

"does not use" – See **equipment**.

"does not work with" – A card that "does not work with" a particular group (affiliation, species, specific skills) cannot mix or cooperate with cards of that group in any way, in the same way that cards of incompatible affiliations cannot work together without a treaty (see **compatible**). For example:

• Lore "Does not work with [Fed] affiliation." He doesn't mix with

[Fed] personnel, cannot board a [Fed] ship, and cannot report to or board a [Fed] outpost or headquarters.

• Miles O'Brien "does not work with Cardassians." He doesn't mix or cooperate with personnel of Cardassian species or affiliation, even under treaty. If he is aboard your ship, it cannot assist another of your ships in battle if it has Cardassians aboard, just as a Non-Aligned ship with a Romulan aboard is a Romulan force and cannot assist your Klingon ship without a treaty.

If a personnel is inadvertently placed in a situation where he is mixing with cards that he "cannot work with," he will form a separate Away Team or (on your ship or facility) be placed under **house arrest**. For example, Solkar "does not work with personnel who have Treachery." If your opponent boarded your ship and played Reflection Therapy on one of your crew to give him Treachery, Solkar would be placed under house arrest. You may not deliberately place your personnel in such a situation.

"Does not work with" restrictions that are affiliation-based are overcome by any card that allows cards to mix "regardless of affiliation," such as Brainwash or the Ferengi Trading Post.

doorway – A card type representing a physical door or a passage to another time or place in the space/time continuum. A seedable Doorway card must be seeded during the **doorway phase**, unless otherwise specified. Playable doorway cards do not use your normal card play and may play whenever an Interrupt card play is legal, but *only during your own turn* . (If its text explicitly states that it may play **"at any time,"** it may also be played during your opponent's turn.) There is no limit to the number of Doorway cards you may play per turn, unless stated otherwise on a card.

Doorways that remain in play may be "closed" (made inactive) by other cards, such as Revolving Door. When a doorway is closed, its ongoing game text related to its "doorway functions" is not active. For example, no cards may be taken from a closed side deck and a closed Ready Room Door does not protect an event from nullification. Game text relating to how the doorway is played (e.g., creating a spaceline location and its span) or nullified, terms such as "Not duplicatable" or "Unique," and icons such as [AU] or [Ref] that are not part of the game text are not affected. Thus, while a ship may not pass through the Bajoran Wormhole if either end is closed, it may still stop at the location and requires 1 RANGE to move to the location. Also, another Bajoran Wormhole may not be played in either quadrant if the existing one is closed.

Doppelganger – A "duplicate" for purposes of this event is another copy of the exact same card. Other instances of the same **persona** are not duplicates, even if the card title is the same. For example, Jean-Luc Picard (Premiere) is not a duplicate of Jean-Luc Picard (First Contact) or Galen. The "duplicate" which is discarded is the one which was not moving.

"double turn" – When a card allows you take double turns, you take one complete turn from beginning to end, then another complete turn from beginning to end (not one turn with two card plays, two end-of-turn card draws, etc.). A double turn counts as two of your full turns.

downloading – When you "download" a *target card*, you first look through any or all of four places: your hand, draw deck, Zalkonian Storage Capsule, and Q's Tent (if open). (If there is more than one possible target card for the download, you do not name a specific target before looking for and choosing one.) When you choose the target card you must show it to your opponent (even if it has a hidden agenda icon), then you must immediately play or report the card, *unless* the card allowing the download:

• requires or allows you to download to hand (e.g., Quark's

Isolinear Rods, 1st Rule of Acquisition); or
- works "in place of one card draw" (e.g., Blood Oath, Borg Queen), in which case you may either play the card or place it in your hand (however, you may not download from your hand to your hand).

If you are required to play the card but cannot, the download is invalid.

Other rules for downloading are as follows:

- A card or rule may allow or require a download from another source, such as your discard pile (Examine Singularity) or from a side deck (Storage Compartment Door; also see **Tactic**).
- Downloading does not count as your *normal* card play, and is not considered a **card draw**. If the card is played or reported, this **card play** is subject to all normal responses, such as nullification. It is "played from" the source it was downloaded from, e.g., "played from your hand" or "played from your draw deck."
- If a card says "download in place of one **card draw**," you may use this ability each time you are allowed to draw a card.
- If the downloaded card has a hidden agenda icon, you may not activate it as part of the download (unless it is a valid response, or was downloaded by a *special download* icon).
- Although some downloads are optional, others *require* you to download a certain target card (or group of target cards). If you cannot do everything required, the entire download is invalid. To verify that you could not carry out the download, your opponent is allowed to look through your hand, draw deck, Zalkonian Storage Capsule, and Q's Tent (if open), or any other source specified for the download.
- Attempting a download usually requires the expenditure of some resource such as playing a card, using a special icon or forfeiting a card draw. That resource remains used even if the download is invalid.
- If you attempt a download using a resource such as your card draw and the download is invalid because no target card is available, you may not attempt to use that download again unless a downloading source is replenished (discard pile regenerated into the draw deck) or reopened (a closed Q's Tent).
- If any player looks through your draw deck or any side deck during a download, you must reshuffle it afterwards.
- If you can download multiple cards to a specific destination, you must download all cards to the same destination.
- A download does not suspend play, except for *special downloads* and cards that specify that they suspend play.
- Downloads allowed by a special download icon ▼ have special requirements. See **downloading – special download**.

When a card is downloaded into play, you must obey all normal requirements for playing that card, whether stated in the rules or the card's game text.

Downloading Ships, Personnel, and Equipment: When a card allows a download of a Ship, Personnel, or Equipment card without specifying a destination, or when the download is allowed by a facility or site, you must obey all normal reporting requirements.

When a card *other than* a facility or site allows a download of a Ship, Personnel, or Equipment card to a *specific destination* (such as "download to here," "to this location," "to one of your ships," "to an outpost," etc.), the specific destination overrides normal reporting requirements related to *where* you play the card (e.g., a compatible facility, appropriate site, native quadrant). It does not override any restrictions on the downloaded card, such as an [AU] card requiring an open Alternate Universe Door or Space-Time Portal. (A special

download [SD] icon also implies a specific destination for cards played at a spaceline or timeline location.) Examples:

- Wall of Ships: "Downloads any Enterprise." All normal requirements apply. The ship must report to a compatible facility (and appropriate docking site at a Nor) in its native quadrant (except Enterprise-C), and reports docked at a space facility. An [AU] ship requires an appropriate doorway.
- Admiral Riker: "[SD] Any Enterprise (if aboard your matching facility)." The ship may report anywhere in space at the location of the matching facility Admiral Riker is aboard. It may report undocked, in the Gamma Quadrant, etc. An [AU] ship requires an appropriate doorway.
- Recruit Mercenaries: "Downloads ... Treachery personnel ... to where you have Treachery present." A facility is not required, and native quadrant is not required even if downloaded to a facility.
- Sleeper Trap: "may download to one site or planet here up to three different [univ] Cardassians and one hand weapon." The cards may be downloaded to any one site at the location, regardless of the personnel classifications or the normal requirement to report a hand weapon to Security Office.
- Empok Nor: "each player may download to station any number of different compatible Site and Equipment cards." Because a facility allows the download, you must obey the site restrictions for downloading equipment (e.g., MEDICAL-related equipment to Infirmary).

Downloading Facilities: When a card allows you to download a facility to a location, you must meet all normal requirements for building (playing) the facility, unless *specifically* overridden by the card text. These requirements include a non-homeworld, matching affiliation mission for outposts, no other facility controlled by you at the location, and any play requirements in the facility's game text (such as an appropriate ENGINEER for building an outpost). Examples:

- You may not download Primary Supply Depot with Establish Dominion Foothold, because that outpost may only be seeded, not built. You may download Remote Supply Depot only to a non-homeworld, [Dom] mission where you have no other facility and where you have a Dominion ENGINEER.
- Subjugate Planet specifically states that you may download Remote Supply Depot to the non-homeworld, non-[Dom] planet mission targeted by the objective. This overrides the matching affiliation requirement, but not the requirement for a Dominion ENGINEER.

Downloading Sites: When a card allows the download of a Site card to a facility, the site must be allowed to exist on that facility. For example, you may not download Garak's Tailor Shop to Empok Nor, because that site plays only on Terok Nor or DS9.

downloading – special download – A card with a special download icon ▼ allows you to suspend any action at any time (even during your opponent's turn) while you download the specified target card and immediately play it. If the card is played at (or to affect something at) one particular spaceline or timeline location, the special download icon must be at that location. (If it is not possible to play the card according to these rules, then the target card may not be downloaded.) For example, Arandis may download Jamaharon at any time to nullify a Horga'hn (because that artifact is not specific to any location), but may download it to relocate a male to Risa only if she is at his location. See **suspends play**.

When you use a special download icon to download a **hidden agenda** card, you must play that card to the table, then immediately

activate it and follow its game text (targeting something at the location of the special download icon if applicable).

A card with this icon allows a special download only **once per game**, no matter how many copies of that card you use during the game. On a Personnel card, this icon is defined as a special **skill**.

Dr. Farek – See **Non-Aligned**.

Dr. Q, Medicine Entity – This Q-interrupt may affect Event cards on ships, personnel, or any other cards present at a spaceline location.

Dr. Reyga – See **Non-Aligned**.

Dr. Soong – This personnel may "reprogram" only those **androids** which have variable features chosen when it reported for duty. He may replace the classification and/or gender of the ❖ Soong-type Android, and may replace one or both of Lal's two selected skills with regular skills present with her at the time of reprogramming. He may reprogram androids belonging to either player, but only once during each of his owner's turns.

Dr. Soong's "nemesis" is Lore. See **nemesis icon**.

draw – See **card draw**.

draw deck – Your draw deck may be of any size, as long as it contains *at least* 30 cards. You may put any card in your draw deck (except **Tactic**, **Tribble**, **Trouble**, and **Q-icon cards**), although you should avoid cards that must be *seeded* rather than *played* – such as dilemmas – because normally there is no way to use them in your draw deck. You may include as many copies of each card as you like.

"draw no cards this turn" – See **card draw**.

drone – A Borg drone has "Drone" as part of its Identification. All personnel your Borg assimilate are drones unless assimilated as a counterpart using the Assimilate Counterpart objective. The Borg Queen and counterparts are not drones and may not be downloaded or affected by cards that specify drones.

D'Tan – This personnel's special skill works on himself as well as on others, giving him an INTEGRITY of 8.

dual-affiliation – See **multi-affiliation**.

dual-icon missions – Dilemmas of all types, and Q-Flashes, may be seeded at a dual-icon mission. To begin or continue a mission or scouting attempt, or to solve such a mission (even using alternate requirements provided by an objective such as Subjugate Planet), you must have both a crew on a ship in orbit and an Away Team on the planet. Thus, if either the crew or the Away Team is "stopped," disabled, killed, or otherwise removed, the attempt immediately ends. (If either group is "stopped," the other group is also "stopped.")

Space dilemmas affect the crew. Planet dilemmas affect the Away Team. When a Space/Planet dilemma (or a Q-icon card) is encountered, the player attempting the mission chooses whether it applies to the crew or to the Away Team. (When a Q-Flash is encountered, X = the number of personnel in the crew and Away Team combined.)

See **scouting locations, mission attempt**.

dual-personnel cards – A dual-personnel card, such as Sisters of Duras, always counts as two *personnel*, but only one *card*. Anything which happens to one of the individuals on your dual-personnel card automatically happens to the other. If the card is dual-affiliation, both personnel must have the same affiliation at the same time. If a dilemma affects members of a crew or Away Team individually, examine each individual on the dual-personnel card separately. However, in a personnel battle, both individuals on the card jointly engage a single adversary, combining their STRENGTH values together to determine the outcome of the personal combat. Dual-personnel

cards may not be targeted for assimilation as a counterpart. See **personas** – persona replacement.

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., "most CUNNING personnel," "two Away Team members," "three Youth," "maximum of 4 unique crew 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. If there is no way to avoid selecting a dual-personnel card that causes a group limit to be exceeded, your opponent must allow you to select it.

Examples of group limit modifications:

- Armus – Skin of Evil selects one personnel to die. If a dual-personnel card is selected, the group limit of one is automatically increased to two.
- Rascals selects four unique personnel. If one card selected is a dual-personnel card, the opponent may increase the group limit to 5, or require the selection process be repeated.
- You choose Bochra [Stf] and the Sisters of Duras [Stf + Stf] to staff a Mercenary Ship (requires [Stf][Stf]) for the Abandon Ship! dilemma. Your opponent may allow the group limit of two (personnel required for staffing) to be increased to three, or he may require you to select two individual cards with [Cmd] or [Stf], or to use the Sisters of Duras to satisfy both staffing requirements.
- The previous example, except with the T'Pau (requires [Stf]). You may use the Sisters of Duras to staff the ship, because the limit of one is automatically increased to two.

Dukat of Borg – See **counterpart**.

duplicatable – See **unique and universal**.

Duranja – "In play for uniqueness only" means that another instance of the same unique **persona** may not be reported, as if the personnel were still in play. The card is not **in play** for any other purpose.

each turn – See **turn**.

earned – See **artifact**.

Echo Papa 607 Killer Drone – This Equipment card does not engage adversaries in personal combat. It is used only at the end of a personnel battle to increase your total STRENGTH. It cannot contribute STRENGTH for other purposes (overcoming dilemmas or solving missions). It is not a hand weapon or a weapon. The STRENGTH goes up by 10 after each separate personnel battle.

Edo Probe –

Abandon mission attempt until any player completes a different mission OR continue but lose points if you do not solve mission this turn.

Although this dilemma has no conditions, if you choose the first option (to abandon the mission attempt), the dilemma is returned under the mission and you cannot continue. The Away Team or crew is not "stopped."

Edo Vessel – Any time this ship is fired upon (even by return fire), there is a 50/50 chance that the attack is nullified. You may determine the 50/50 chance by any agreeable, random method (e.g., coin toss).

Elim Garak – This personnel is removed from the "pool" before any random selection is made. Even if he is the only personnel present, it is still considered a random selection, which he can avoid, if a card

specifies a random selection. See **mission attempt**, **dilemma resolution** (targets).

The personal combat phase of a personnel battle is not considered a "random selection," so this personnel cannot avoid personal combat and may be **stunned or mortally wounded** in battle. He may avoid the random selection for death at the end of the battle if he is not stunned, disabled, or in stasis.

Eliminate Starship – See **showing your cards**.

E.M.H. Program – Although this **holographic personnel** may be downloaded to an outpost, he will be deactivated until taken aboard a ship with a holodeck (or any ship with Holo-Projectors in play). If downloaded to a ship attempting a mission, he joins the crew attempting that mission, even during a dilemma (because this download suspends play).

Emergency Transporter Armbands – Errata:

Beam your Personnel up or down at any time, except during a dilemma (unless specifically permitted). May be used during battle before the winner is determined.

To use this interrupt, your ship or facility must have transporters to "control" the armbands. It does not overcome any barriers to beaming, such as the SHIELDS of opposing ships, cards such as Distortion Field, being "stopped," Katherine Pulaski's beaming restriction, or Barclay Transporter Phobia. With the exception of Firestorm, this interrupt may not be used to "escape" a dilemma.

Beaming your personnel "up or down" includes beaming them between ships or between a ship and facility at the same location (including a landed ship).

You may play this interrupt at any point from the initiation of a personnel battle up to the point of determining the winner, either before or between combat pairings. You may not interrupt a combat pairing. You may play this interrupt to beam personnel to or from the ship after the initiation of a ship battle and before the actual attack, between the attack and the return fire, or after damage is assigned and before the ship is destroyed.

Emissary, The – "All other Bajorans" includes your opponent's Bajorans (including his Emissary, if in Bajoran mode) and Federation personnel of Bajoran species (Ro Laren, Sito Jaxa). See **affiliation and species**, **reporting for duty, Ops**.

Empok Nor – This facility allows both players to seed dilemmas that are "related to Empok Nor" (i.e, have "Empok Nor" in their lore) underneath the Facility card, which must then be encountered and resolved before the facility can be commandeered. To do so, simply announce that your Away Team in Ops is making a "**commandeering** attempt," then encounter and resolve the dilemmas as you would for a mission or scouting attempt. Once there are no longer any dilemmas to be encountered, any player's Away Team may commandeer Empok Nor normally with a Computer Skill personnel unopposed in Ops. (The actual commandeering is a separate action from the commandeering *attempt*, which does not require Computer Skill.)

You may deliberately mis-seed cards that are not Empok Nor dilemmas under this facility as a bluff. When discovered, such mis-seeds are placed out of play as usual. However, if you reveal your own mis-seeded card when making a commandeering attempt, you may not commandeer Empok Nor as long as it remains uncontrolled. (If your opponent commandeers it, you may then commandeer it from him.)

The game text on all Site cards on Empok Nor is inactive until it is commandeered, other than the Ops text allowing commandeering, docking site text allowing docking and undocking, and any text related to the placement of the sites (including the module locations and the Commander's Office placement restriction). (However, a card that plays on a site, such as Weapons Locker, may be played on an uncommandeered Empok Nor site.) Because the station is Neutral before it is commandeered, all non-Borg affiliations are **compatible** with the station.

When this station is first commandeered and flipped over, each player may download to the station any number of different compatible Site and Equipment cards. The commandeering player performs all of his downloads first, then the opponent. While the downloaded cards must all be different for each player, both players could download copies of the same card (but not the same unique site). These downloads are all results of the action of commandeering the station. Thus, a Computer Crash will cancel all downloads attempted at that time.

Even though this station seeds uncontrolled, for purposes of seeding or building other facilities there, you remain its owner. Thus, you may not seed or build another facility at the same location.

empty ship – An *empty ship* has no personnel or Rogue Borg aboard. See **occupied ship**.

encountered –Seed cards are encountered (or "faced") only when they are just revealed in a mission, scouting, or commandeering attempt. Thus, dilemmas that enter play, such as Cytherians, Borg Ship, Coalescent Organism, and Friendly Fire, are not considered "encountered" when they affect you later on the spaceline.

Normally, an **artifact** is moved to the back of the seed stack when encountered. It is not earned until the mission is completed, unless a card allows it.

A **mis-seed** is not "encountered" when revealed. For example, a [P] dilemma mis-seeded at a [S] mission may not be replaced by a Q-Flash with Beware of Q, and does not "use up" the effect of a Senior Staff Meeting if it is the first dilemma revealed. Also, an Orb artifact mis-seeded at a [S] mission could not be earned with HQ: Return Orb to Bajor.

A dilemma is not considered to be "encountered" if it is a unique dilemma which is discarded because another copy is already in play (e.g., Dead End). See **unique and universal**.

A card is not revealed or encountered when looked at outside of a mission, scouting, or commandeering attempt, as with a Scan card or Ocular Implants.

end of spaceline – See **spaceline**.

end of turn – See **turn**.

Energy Dampener – A type of ship **special equipment**. It has no built-in functions but is used by the Breen Energy-Weapon Dampener card.

Energy Vortex – You may play this interrupt to prevent the play (but not the activation) of a hidden agenda card. Thus, you will not know the identity of the card whose play you prevent. It may not be played to stop the "showing" of a Devidian Door or when a card is downloaded or played from any place except the hand. See **downloading, Battle Bridge side deck, Tribble side deck**.

The replacement card may be a copy of the original. The replacement card play may in turn be interrupted by another Energy Vortex; in that case, the original card may now be played.

The replacement card play must be legal. For example, if you have already used your normal card play this turn and play a Doorway card which your opponent interrupts with Energy Vortex, you may not play an Event card instead. You may not play a card that has no legal target (for example, Kevin Uxbridge when there are no events in play).

If you have any card in your hand that you may legally play, you *must* play it. For example, if your only card is Kevin Uxbridge, you must play it if there is any event in play that Kevin may nullify. If you have no legal card to play, you must allow your opponent to verify it by looking through your hand. See **verification**.

Engage Cloak – When a cloaked (or phased) ship placed on this objective is about to decloak and is returned to its former location, it decloaks *after* it makes any of the allowed movements. No other actions may be performed between the movements or between the last movement and decloaking. See **cloaking and phasing**.

The movements allowed for each full turn on the objective are separate movements of up to the ship's RANGE. For example, a ship with RANGE 8 which stays on Engage Cloak for three full turns may make three separate movements of up to RANGE 8 each, not a single movement of RANGE 24.

A cloaked ship on this objective is not on the spaceline. It may be targeted by any card which may normally target a cloaked ship and which does not require the ship to be present or at the same location with anything else. For example, it may be targeted by Tachyon Detection Grid but not by La Forge Maneuver.

If the ship's original location is destroyed by a Black Hole, upon decloaking the ship must be returned to the Black Hole location.

Engage Shuttle Operations – This event allows shuttles to be loaded and carried aboard, and launched from, a ship with Tractor Beam and an ENGINEER aboard. (See **carried ships**.) Launching a shuttle from the ship uses no RANGE. Landing on or taking off from a planet requires the full normal movement RANGE of the shuttle. Launching, loading, landing, and taking off require full staffing. See **movement**.

"Shuttles" include ships with "shuttle" in the ship name or class. Runabouts are not shuttles.

Engage Shuttle Operations: Dominion – Jem'Hadar attack ships, which may be carried aboard another ship using this event, include Dominion ships with "attack ship" in the ship name or class. Any card which affects **Engage Shuttle Operations** by name (such as Launch Portal) also affects this card. See **card title groups**. This event does not allow shuttles or attack ships to land or take off.

enhancements – See **attribute enhancements**.

enigma icon ✶ – See **Borg Queen**.

Ensign Tuvok –

Once per game, may cancel ship battle at same nebula.

See **nebula, battle – ship**.

equipment – A card type, representing portable devices such as phasers, tricorders, and plasmadyne relays which enhance the performance of your Away Team, crew, or ship.

Equipment cards are not carried by a specific personnel, but "belong to" the entire crew or Away Team. If an entire Away Team is killed, the equipment remains, but may not be taken or used by the opponent unless a card allows it. (See **stealing**.) Equipment can "work" unattended unless its text requires the presence of personnel. For example, you may use the Orb of Prophecy and Change without any personnel present, and a Plasmadyne Relay enhances the SHIELDS of an empty ship.

Because Equipment cards have no affiliation icons, they may be reported and carried in Away Teams or aboard ships (even by Borg) without regard to affiliation compatibility. Thus, a Bajoran Phaser may be reported to a Federation Outpost and carried by a Federation Away Team. However, to use equipment that is restricted to the use of a specific affiliation/species, the Away Team or crew must contain at least one member of that affiliation or species. (See **affiliation and**

species.) Because the Borg are not compatible with non-Borg personnel, they are normally unable to use such equipment. (The **Procurement Drone** overcomes affiliation restrictions for use of *stolen* equipment only.) Once the requirements to use the equipment are met, it enhances *all* personnel specified by the card (e.g., "each of your personnel present"), not just the affiliations required to use the card.

Thus, Cardassian Disruptor ("Cardassian and Non-Aligned use only") enhances the STRENGTH of *all* personnel in an Away Team or crew containing any Cardassian by affiliation or species OR any Non-Aligned personnel.

"Use" of affiliation/species-specific equipment means deriving any benefit from it, including its stated game text purposes (e.g., enhancing STRENGTH), overcoming a dilemma (Zaldan), or solving a mission (Samaritan Snare) or increasing its points (Kressari Rendezvous).

A personnel whose restriction box states that he "does not use" a type of equipment may be in the same Away Team with it but is not affected by it. For example, Odo's STRENGTH is not enhanced by hand weapons in his Away Team.

If an Equipment card, such as a Tricorder, grants a skill to personnel of a particular classification, *only* that classification (not a skill) will allow the equipment to function, and only a skill is granted (not a classification). (Borg may not gain skills from such equipment, because they have no classifications, but they could use a Tricorder to pass Alien Labyrinth.)

An Equipment card is "related to" a **personnel type** if it has that personnel type in its game text. Thus, an Engineering Tricorder is both MEDICAL-related and ENGINEER-related.

See **movement**.

equipment – ship – See **special equipment**.

erase – See **holographic personnel and equipment**.

errata – See **revised text**.

Espionage cards – These events allow you to attempt a mission with personnel of a different affiliation from that printed on the Mission card. (Normally, a personnel of **matching affiliation** must be in the crew or Away Team.) They do not override cards that prevent you from attempting or solving an opponent's mission, such as Treaty: Federation/Romulan/Klingon. The affiliation reference does not include species (see **affiliation and species**); species is not relevant to mission attempts.

Espionage Mission –

(Lore) **Sector 001 Region • Earth**

Establish Gateway – If there is already a Transwarp Network Gateway at the location where you complete this objective, you may use the Transwarp Network Gateway you download to move your ships through the network (instead of playing it on the spaceline).

Establish Tractor Lock – A cloaked or phased ship may not be targeted with this objective. Phasing an already-targeted ship breaks the tractor lock and discards the objective; cloaking an already-targeted ship does not. See **cloaking and phasing**.

Establish Trade Route – See **mission attempt**.

Evek – See **Non-Aligned**.

event – A card type representing an event that took place in the Star Trek universe. It may play on and affect another card, or may play on the table to have a widespread effect on various aspects of the game. While most events have a lasting effect on the game (unless the card is nullified or destroyed), a few say to discard them after use because their effect is intended to be temporary. A seedable event may be

seeded during any **seed phase** unless otherwise specified. Playing an Event card uses your normal card play.

every turn – See **turn**.

exchanging cards – When a card in play is assimilated or exchanged for another card (e.g., persona replacement, one Founder morphing into another, Young Jem'Hadar exchanged for a universal Jem'Hadar), you do not re-check the conditions (or targets for playing a card) for any cards already played on it. Such cards remain in play unless their results are now inapplicable. For example, you would discard Adapt: Modulate Shields from an Equipment card that morphed into a Founder using In the Bag, or discard Reflection Therapy if the skill it was replacing did not exist on a new version of a persona just exchanged. However, damage can apply to both a Borg Ship dilemma and a Borg Cube, so any damage would transfer when **Retask** is played.

executing orders – After you play a card from your hand (or choose not to do so this turn), you can execute orders – that is, move and/or use your cards already in play. There is no limit on the number of orders you may execute in one turn. Executing orders includes the following actions during your turn:

- Moving personnel and equipment (see **movement, beaming, walking**)
- Staffing and moving ships (see **ship staffing, movement**)
- Attempting missions (see **mission attempt**)
- **Scouting** locations or ships (if playing Borg)
- **Commandeering** facilities or ships
- Engaging in **battle**
- Any other action that may not take place during the "play a card" segment of your **turn** (and which is not a start-of-turn or end-of-turn action)

To execute orders, you may use any combination of your cards on the table. After completing one action, you can use the same cards to complete another action. You can continue taking actions until the cards are **"stopped."**

Actions that you take during your opponent's turn are not executing orders.

Exocomp – This personnel is an **android**. Its **gender** is neuter.

Explore Interstellar Matter – If you have more than one copy of this mission on the table when you play Calamarain, your opponent may start your Calamarain at any one of those missions. See **"for free"**.

Extradition – You may take only one personnel captive with this dilemma, regardless of the number of SECURITY personnel you beam onto the ship. The captive must have lower STRENGTH than the *total* of the SECURITY personnel. See **Makbar**.

The dilemma does not allow a download of the SECURITY personnel, "provide" transporters, or allow **beaming** from a Nor. For example, the Cardassians downloaded to a planet or site with a preceding Sleeper Trap may not be used to take a captive with Extradition.

Eyes In The Dark – This interrupt adds the regular **skills** and attributes to the crew or Away Team as a whole, not to a single personnel. For example, if Kova Tholl is selected from the opponent's ship, your crew's total INTEGRITY is +8, total CUNNING is +6, and total STRENGTH is +2, plus one Diplomacy skill is added to the crew's pool of skills.

facility – A card type representing installations throughout the galaxy. There are three kinds of facilities: outposts, headquarters, and stations. (These are not considered separate card types.)

- Your *outpost* represents a remote space facility where your personnel, ships, and equipment may report for duty, and where ships may dock and be repaired.
- A *headquarters* represents an affiliation's center of government on its homeworld, where both players' personnel, ships, and equipment may report for duty.
- A *station* represents any one of a variety of installations such as mining stations, colonies, etc. The Cardassian-origin mining facilities of the same design as Deep Space 9 are referred to collectively as "Nors" and are always used in conjunction with another card type, **sites**. Stations allow reporting, docking, and repairs only as specified by game text on the station or its sites.

Card references to the "outpost phase" mean the facility phase. However, card references to the outposts (or stations) themselves do not include other facilities. For example, a Spacedock may be played *only* on an outpost, not on a station or headquarters.

Seeding and building facilities – Seedable facilities seed during the facility **seed phase** unless otherwise specified (e.g., Deep Space 9). Building a facility during the play phase uses your normal card play.

Most outposts state "seed one" in game text, allowing each player to *seed* only one copy of that Outpost card. A few just say "seed," allowing you to seed multiple copies. Additional copies may be *built* during the play phase if the game text allows it. The game text of each headquarters (and some stations) specifies that it is *not duplicatable*. A station that is not so labelled may be seeded or built in multiple. (See **unique and universal**.)

You may seed facilities (and build stations and headquarters) of any affiliation regardless of the affiliation(s) you are playing. All outposts that read "Seed one if playing [affiliation] OR build..." have received errata and now read "Seed one OR build..." You may build an outpost where you have a compatible ENGINEER of the specified affiliation or species at a suitable mission location. (See **affiliation and species**.)

Facilities may seed only in their **native quadrant** (but may be built during the play phase in any quadrant, if appropriate). You may seed or build an outpost only at a mission (either [P] or [S], belonging to either player) with a **matching affiliation icon** (unless the outpost's text specifies otherwise, such as the Neutral Outpost). (Special interim rules apply to the **Borg Outpost**.) You may not seed or build any non-Borg outpost at any **homeworld** mission, regardless of affiliation icon. A headquarters may be seeded or built only on the specified homeworld. Stations may be established only at the locations specified on the cards. You may not seed or build any facility at a location where you already have a facility, unless one allows another to "co-exist" there (e.g., Chamber of Ministers). (However, you could have two facilities at a location as a result of moving or commandeering one.)

Most facilities (including all outposts) are conceptually located "in space," even when seeded or built at a planet location. (A few, such as headquarters, specify that they are seeded or built on a *planet*.) Only space facilities allow ships to dock.

Using facilities – You may not use your opponent's outposts, unless a card allows it. Both players may use headquarters and stations, regardless of ownership, unless otherwise specified. Your personnel must be compatible with a headquarters to report to, enter, or exit the facility.

Whenever you have personnel or ships aboard (or docked at) a facility, stack them on top of the appropriate site (for a Nor) or underneath the Facility card (for any other facility). Stack personnel aboard a ship docked at an outpost underneath the Ship card; stack

personnel aboard the outpost itself between the Ship card and the Outpost card.

For personnel to use a planet facility (such as by scoring points at a Colony), you must indicate that they are "in" the facility by stacking the Away Team under the Facility card, rather than on top of the Mission card.

All facilities have transporters, unless otherwise specified. However, you may not beam cards (except tribbles) to, from, or within a Nor unless a card allows it. See **beaming**.

All outposts allow ships to dock. Other space facilities allow **docking** only if specified in their text (or the text of a docking site). Ships cannot dock at a planet facility. When docked at a space facility, a ship is protected by the extension of 50% of the facility's SHIELDS (the number is added to the docked ship's SHIELDS), but may not attempt missions or fire its WEAPONS, even in retaliation. (Ships receive no protection from the SHIELDS of a planet facility.)

Damaged ships may be repaired by docking at an outpost or Docking Pylons site for a period of time. See **damage**. No other facilities can make repairs.

Control of facilities – When you seed or build a facility, you control it, and it is under the control of the affiliation whose icon is printed on the card, regardless of the affiliations you are playing or treaties in effect. (**Empok Nor** seeds uncontrolled.) Thus, Deep Space 9 is under Bajoran control when you seed it, even if you are playing Federation (with or without a treaty).

When you commandeer a Nor, it is under the control of the **commandeering** affiliation. For example, if you commandeer your opponent's Deep Space 9 with your Romulan Away Team, its affiliation changes to Romulan, as though it were printed on the card. (Though it is flipped to the Terok Nor side, its affiliation is *not* Cardassian.) See **Ore Processing Unit**.

Reporting cards for duty – When a facility (or its site) allows you to report a card for duty, you may do so only if that card and the facility are both in their **native quadrant**. Equipment cards are native to all quadrants and thus may report to any appropriate facility that is in its native quadrant. See **reporting for duty**.

You may report any **compatible** cards to your outpost. Ships report docked.

Headquarters cards allow both players to report any compatible cards and to use the game text on the headquarters card. Reporting is *not* restricted to the cards listed on a Headquarters card, such as Cardassian Guls and Legates, which report for free. (See **ranks and titles**.) Ships report in orbit of the planet.

You may report cards to sites only in accordance with the text of the Station and Site cards (**matching affiliation**, compatible, or "regardless of affiliation," as specified). Each site lists in its game text what kinds of cards may report to that site (personnel classifications, types of equipment, staffing requirements for ships). Ships report docked at an appropriate docking site. Reporting to any site is allowed *only* if that Nor has at least one docking site. Stations without sites (such as Colony and Deep Space Station K-7) do not allow reporting of cards unless the station itself has text explicitly allowing reporting.

Battle – Facilities participate in battle and are damaged or destroyed in the same manner as ships. See **battle – ship**, **damage**. When a facility is destroyed, all personnel aboard or "in" the facility are killed. Ships docked at the facility are *not* destroyed (except those landed on Docking Pads).

facility phase – See **seed phases**.

Fair Play – When this event is in play, **Espionage cards** will *not* allow you to solve an opponent's unique mission. You may not solve your opponent's unique mission without a **point box** (e.g., Q's Planet).

Activating this hidden agenda is a valid response to solving a mission, a sub-action of the mission attempt. After the last seed card has been resolved, check conditions (having a matching affiliation personnel and the mission requirements present) for solving the mission, after which your opponent may respond by activating Fair Play, which prevents solving the mission. It is not a valid response to the initiation of a mission attempt, because it does not specifically modify a mission attempt. See **actions – step 2: responses**.

far end of spaceline, farthest planet, etc. – See **ties**.

Ferengi Bug – See **Telepathic Alien Kidnappers**.

Ferengi Ingenuity – When affected by Access Denied, this dilemma reads as follows: "If one personnel present has 3 Computer Skill, discard dilemma. Otherwise, to get past, place on 2 most CUNNING Computer Skill personnel present ("stopped" during countdown)."

FGC-47 Research – The minimum span for this mission is 0.

Firestorm – Errata:

Kills all Away Team members with INTEGRITY<5 ~~unless thermal deflectors present~~ (but Away Team may escape using Emergency Transporter Armbands). Discard dilemma.

The original text on this dilemma referring to Thermal Deflectors is redundant; that event specifies that it nullifies Firestorm.

"for free" – A card that plays (or reports) "for free" does not count as your normal card play. However, it must be played at the beginning of your **turn**, at the same time as your normal card play, unless otherwise specified.

Forced Labor Camp - This objective refers to two existing planet locations: Cardassia IV (Rescue Prisoners) and Ligos VII (Distress Mission). See **mission attempt**.

Founder – This characteristic is a "political" designation, not a species. A personnel is identified as a Founder in its name (card title). Although Founders are changelings (a species) and shape-shifters, the terms are not interchangeable. For example, Odo is a changeling but not a Founder. A card that refers to a Founder (e.g., "your Founder") means any Founder, not necessarily the card named ❖ Founder.

Frame of Mind –

One personnel present (random selection) now becomes Non-Aligned with attributes of 3-3-3 and only two skills (opponent's choice). Cure with 3 Empathy present.

The personnel affected by this dilemma **"loses affiliation"** (as with Memory Wipe). All skills are lost and any two regular skills in the game may be selected. See **timeline disruption, skills** – removing skills, selecting skills.

Friendly Fire – This dilemma is discarded immediately if its conditions (2 Leadership and 2 SECURITY) are met when encountered. It is not placed on the mission to count down. See **dilemma resolution**.

Full Planet Scan –

Glance at all seed cards located under one planet mission for twenty seconds.

"full speed" – See **actions – required**.

full turn – See **turn**.

game deck – There are two parts to every customized game deck: the **seed deck** and the **draw deck**. In addition, you may have one or more optional **side decks**.

game text – Gameplay information in the large text block at or near the bottom of each card (or on each end of a Mission card). See **mission**.

Gamma Quadrant icon Γ **[GQ]** – Personnel, ships, and facilities with this icon are native to the Gamma Quadrant. See **native quadrant**.

Gaps In Normal Space – This event creates a spaceline **location** of unspecified type. If the event is nullified (discarded), the "gap" in the spaceline is closed. Any cards played directly on the event are also discarded. Any ships or other cards at that spaceline location are relocated to one adjacent spaceline location by the player who nullified the event.

Garak –Errata:

May replace anyone **present** randsomely selected to die ~~here~~.

Garak Has Some Issues – The personnel affected by this dilemma is only "stopped" until the beginning of the next turn, as usual.

gender – Whenever a personnel's gender is not indicated by the card's image, game text, title, or lore, that personnel is considered to be male. Gender may be male, female, or neuter (which includes androgynous, such as Soren).

Genetronic Replicator – This event affects only Away Teams, not crews. (See **Away Team and crew**.) Thus, it can prevent the death of your personnel aboard an opponent's ship, but not aboard your own ship. The 2 MEDICAL required to prevent deaths must be present in the Away Team with the personnel selected to die (e.g., in the combat group for a personnel battle, or in the Away Team facing a dilemma), and must not themselves be stunned, disabled, mortally wounded, or otherwise selected to die. For example, Genetronic Replicator cannot save anyone from Barclay's Protomorphosis Disease because all MEDICAL present are targeted to die. See **battle**.

Personnel are not **"stopped"** by the use of this event, although they may be "stopped" by the action or card that would have caused their deaths (e.g., battle, failing to overcome a dilemma).

Gift of the Tormentor – You cannot encounter this Q-interrupt from your own Q-Continuum. Only your opponent may face cards from your **Q-Continuum side deck**. You may not play this card as a normal interrupt or seed it under a mission with Beware of Q (that objective allows seeding of Q-icon dilemmas only, not Q-interrupts or Q-events). See **Q-icon cards**.

Because this Q-interrupt specifies that it is placed in a discard pile, it overrides the rule to replace it face up beneath your Q-Continuum side deck.

Gi'ral – For this personnel to work with Tokath to build a Colony, they must be present together in the same Away Team, requiring a treaty or other card to make them **compatible**.

Going To The Top – In order to download a personnel with this interrupt, the personnel card must be identified by one of the listed **ranks and titles** in its card title or lore. Thus, Kahless may be downloaded ("Installed as a ceremonial Emperor..."), but not Gowron, whose lore does not state that he is a chancellor.

Gomtuu – This ship's WEAPONS are an **undefined attribute.**

In a ship battle that includes Gomtuu, determine your ATTACK total normally, with Gomtuu contributing 0. Regardless of whether you score a hit, determine at this time (before damage is applied) whether Gomtuu is able to "hurl" the target; it may do so only if the target's SHIELDS (*not* the DEFENSE total) are less than 9. If so, "hurl" the ship after any damage for a hit or direct hit is applied. "Hurling" a ship does not in itself damage the target.

Empathy x2 is a staffing requirement, not a special ability of the ship.

Gowron of Borg – See **counterpart**.

Guest Quarters – "Not cumulative" on this site means that if you have two Guest Quarters sites in play, you may not use the text of both sites to replace one card draw with a double draw. If you are entitled to two card draws during a turn, you could replace each of them with the double draw from one of the two Guest Quarters sites.

Guramba – A Nausicaan skill from a word meaning "courage." Wherever your crew or Away Team has Guramba, your opponent must have two **leaders** present (or two [Def] personnel) in order to initiate a *personnel* battle (unless counter-attacking). Guramba has no effect on ship battle.

Hail – Although the ship targeted by this interrupt is not "stopped" (e.g., it may initiate battle or attempt a mission), it may not move this turn. See **passing locations**.

hand weapon – A hand weapon is any Equipment card (or card "used as equipment") which is identified in its title or lore as a phaser, disruptor or weapon. See **Echo Papa 607 Killer Drone**.

Hate Crime – See **species**.

Hawk – See **nebula**.

He Will Make An Excellent Drone – When converted to a drone with this interrupt, a Borg "assimilated counterpart" (e.g., Locutus of Borg) retains all three subcommand icons and its normal attributes. Your opponent's personnel that you assimilated as a counterpart is transformed as if originally assimilated as a drone, i.e., it retains one subcommand icon and attributes based on its original staffing icons. In either case, its gender, species, and lore become irrelevant. See **assimilation**.

headquarters – A kind of **facility**.

here – In the context of a specific site, the word "here" (or "there") means at that site. In the context of a spaceline location or timeline location, it means anywhere at that **location** (e.g., on the planet, aboard a ship in orbit, on a facility there).

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. See **objective**.

hidden agenda [HA]– Cards with this icon represent secret objectives or other clandestine strategies. When you seed or play such a card, announce it as a hidden agenda card and place it face down on the table without showing it to your opponent (this counts as your turn during that seed phase, or as your normal card play, as appropriate). While face down, its identity is concealed and thus it is immune to general-use cards (e.g., Kevin Uxbridge).

You may *activate* a hidden agenda card by turning it face up at any time (see **actions**), between other actions or as a valid response to another action (see **actions – step 2: responses**). Activating a hidden agenda does *not* suspend play. (A seeded hidden agenda may not be activated until after the play phase begins.) This immediately activates the card's game text. If there are any conditions specified by the card, you must meet them at this time (if you cannot, you must immediately turn the card face down again). Once activated, the card remains face up until removed from play.

When you use a special download [SD] icon to download a hidden agenda card, you must play that card to the table, then immediately activate it and follow its game text (targeting something at the location of the special download icon if applicable).

You may not seed or play a card as a hidden agenda if it does not bear a hidden agenda icon. If you violate this rule, you forfeit the

game (upon request, you must demonstrate your compliance at the end of the game). (See **winning the game**.)

If a card such as The Line Must Be Drawn Here or Mirror Image is activated in response to the play of one of the cards affected by it, it takes effect immediately in reference to that card play. For example, if you activate The Line Must Be Drawn Here in response to your opponent playing Kevin Uxbridge, he loses 5 points for playing that card.

Hide and Seek – This Q-icon dilemma/event can be used in three different ways:

   1. Seed it directly under a mission like a normal dilemma.

   2. Seed it face down on the table as a "hidden agenda" event.

   3. Stock one or more copies in your Q-Continuum side deck; whenever your opponent faces one, you decide whether it is a dilemma or an event (the latter is played face up on table).

The first two uses do not require you to have a Q-Continuum side deck or a seeded Q-Flash doorway.

If you encounter one copy of this card seeded under a mission as a dilemma, and another copy during a Q-Flash encountered under the same mission, both cards have their effect. A second copy would be discarded only if both were seeded under the mission, or if both were encountered during a single Q-Flash. See **Q-icon cards**.

The universal personnel which triggers discarding of the dilemma is "stopped."

When your opponent overcomes his own Q dilemma, you activate this card seeded as an event *after* he discards the remaining dilemmas; thus the discarded dilemmas may be among those you seed under the mission.

Hippocratic Oath – This dilemma may not relocate across quadrants except when the Aid Fugitives mission is in play (in which case, it *must* relocate there). See **movement between quadrants**. If there is no other planet on the spaceline where this dilemma is encountered (and Aid Fugitives is not in play), discard the dilemma for lack of a target planet.

To pass this dilemma, the most CUNNING MEDICAL personnel must be able to relocate to another planet and still have MEDICAL skill after relocating. If he is unable to meet these conditions, or if there is no MEDICAL present, the Away Team or crew is "stopped" and the dilemma is replaced under the mission. (You may not choose to relocate a MEDICAL of lower CUNNING.) For example, if the most CUNNING MEDICAL is:

   • a **holographic personnel**: he deactivates upon attempted separation from the controlling ship.

   • a Borg which has MEDICAL skill through skill-sharing: it cannot relocate because it will lose the MEDICAL skill when it leaves the hive.

   • an OFFICER enhanced by a Medical Kit: the Medical Kit must relocate with him.

His Honor, The High Sheriff Of Nottingham – When you choose the second option on this Q dilemma ("return a captive to this location"), you select one of your personnel held captive by your opponent to be returned to the location of your crew or Away Team which encountered the dilemma. The dilemma has no effect on any of your opponent's personnel whom you are holding captive. See **capturing**.

"hit" – If your ATTACK total is more than your opponent's DEFENSE total, you score a *hit* on the target ship. See **battle – ship, damage**.

hive – All of one player's [Borg] affiliation cards at one location, whether in space, on a planet, aboard a ship or facility, etc.

holographic personnel and equipment – Holograms are realistic re-creations of living beings and things using holographic, transporter, and replicator technology. Holographic personnel and equipment exist in computer memory, but have physical form and strength when projected. Holographic cards look like other Personnel and Equipment cards, with a yellow, "reconstructed molecule" [Holo] icon identifying them as holographic.

Holographic cards enter play like other personnel and equipment, typically by reporting to a compatible facility, and can be loaded aboard any ship. When they board, they are symbolically loaded into the ship's computer memory. However, because they need technology (like a holodeck or holoprojector) to interact with the real world, they are *deactivated* when reported and remain so until aboard a ship with a holodeck. While a hologram is deactivated, it is treated as if **disabled**.

Once aboard a ship with a holodeck, holographic personnel can act as a member of the ship's crew or help accomplish space missions, but they cannot leave the ship in an Away Team without a holoprojector. (If you take them to your ship or facility without a holodeck, they deactivate.)

Holo-Projectors is an Event card that allows holographic cards to be used aboard all your ships, as well as projected to an Away Team on a planet or aboard an opponent's ship or facility. Conceptually, the Holo-Projectors event represents the installation of holodeck and holoemitter technology aboard all of your ships. Holograms in Away Teams are considered to be controlled by the ship from which they are projected, and must remain at the same location as the controlling ship. Holograms may not be projected to or from a cloaked ship.

If the Holo-Projectors card is destroyed, the ship cloaks or the holographic personnel are separated from the location of the ship, the holograms are immediately deactivated and returned to the ship. When projected to an Away Team aboard an opponent's ship, the holograms will deactivate if either ship's cloak is engaged. If the controlling ship is destroyed, any holographic cards associated with the ship are also destroyed (unless they are saved by a card such as Escape Pod, where they will be deactivated).

You may not deliberately deactivate your holograms except by taking them onto your ship or facility without a holodeck, or by moving the ship away from their location. When holographic cards are deactivated and returned to their controlling ship, they automatically reactivate at the start of your next turn.

Holographic equipment follows the same rules as holographic personnel. They require a holodeck or Holo-Projectors to use, and if a holographic card is destroyed or abandoned (by the projecting ship moving away), it returns to the ship and is deactivated until the start of your next turn.

While there are a few important differences between holographic and other personnel noted below, in all other respects, holographic personnel should be treated exactly like normal personnel. They have skills and attributes, can participate in crew or Away Team activities, may fly ships if they meet the staffing requirements, "beam" to Away Teams normally (and thus may be affected by Barclay Transporter Phobia), and may be "stopped" like other personnel. They do not require any "supervision" from non-holographic personnel.

Death and Destruction: When a personnel would normally be killed, in battle or by a dilemma or other card, or when an Equipment card would normally be destroyed (for example, by Disruptor Overload), a holographic card is instead deactivated and returned to its ship.

Erased: Any holographic card which is erased is discarded (not deactivated).

Discarded: If a card requires a Personnel or Equipment card to be discarded (e.g., Tarellian Plague Ship, Rebel Encounter), holographic cards are discarded (not deactivated).

Dilemmas: Holographic personnel are affected normally by all dilemmas. If a dilemma separates the hologram from the controlling ship (by attempting to relocate it to another location, such as Love Interest or Hippocratic Oath, or off the spaceline, such as Penalty Box; or by relocating the ship, such as Go Back Whence Thou Camest), then the hologram deactivates as usual. A dilemma that removes the hologram from the Away Team, but keeps it at the same location, affects holograms normally (e.g., Make Us Go).

Capturing: When a hologram is captured, it is not immediately deactivated, but if the ship the hologram is associated with moves away from the location, or if the capturing player tries to move the hologram away from the location of that ship, it then deactivates (and is released).

Assimilation: Borg do not assimilate (or target for assimilation) holographic personnel. Such personnel are excluded from any selections for abduction or assimilation.

Battle: "Holographic safety protocols" normally prevent holograms from killing other personnel. Holographic personnel may only stun non-holographic adversaries (a "killed" holographic adversary will deactivate). If total STRENGTH at the end of a battle is entirely derived from holograms, they may win the battle but may not kill an opposing personnel or Rogue Borg.

Intruders: When intruders are aboard an empty ship, or a ship whose crew is all holographic, they may erase (discard) all holographic re-creations associated with that ship.

homeworld – Most affiliations have their own homeworld, as indicated in the lore of the relevant Mission cards:

Alter Records	– "Bajor … Bajoran homeworld"
Orb Negotiations	– "Cardassia Prime … Cardassian homeworld"
Intelligence Operation	– "Founders' homeworld … Dominion homeworld"
Espionage Mission	– "Earth … Federation homeworld"
Deliver Message	– "Ferenginar … Ferengi homeworld"
Expose Covert Supply	– "Qo'noS … Klingon homeworld"
Cloaked Mission	– "Romulus … Romulan homeworld"

The affiliation "matching a homeworld" (e.g., as referenced on HQ: Secure Homeworld) is the affiliation to whom the homeworld belongs, not the affiliation(s) whose icons may be printed on the mission. (An affiliation may not normally attempt their own homeworld mission, except with HQ: Secure Homeworld or an appropriate Espionage card.)

Only affiliations have homeworlds. The Symbiont Diagnosis mission is not considered a homeworld because "Trill" is not an affiliation.

No outposts may be seeded or built on any homeworld. Other facilities may be established there if the location meets the requirements of the Facility card.

Horga'hn – When you earn this artifact, you may take another turn immediately following your current turn.

You "use" the Horga'hn (for purposes of cards such as Temporal Narcosis and Writ of Accountability) each time you choose to take a **double turn**. You are not required to take double turns.

house arrest – Your personnel may mix only if they are **compatible**. If you have incompatible personnel together aboard your ship or facility (or at one site), the personnel who are incompatible with the ship or facility (or the minority group, if all are at a site or compatible with the ship or facility) are placed under house arrest until they are transferred to a planet or a compatible ship or facility, or walk to another site.

While under house arrest they may not staff a ship, attempt missions, participate in battle, etc. (See **present**.) Only your own personnel may be placed under house arrest. Intruders, captives, etc. are not under house arrest.

House arrest normally occurs when a treaty (or other card making your personnel compatible) is nullified, or when you acquire an incompatible personnel aboard a ship (e.g., from a Cryosatellite or The Naked Truth). You may not voluntarily place your personnel in a house arrest situation. For example, without a treaty, you may not report a Klingon to a Romulan Outpost or Romulan headquarters (or to a Neutral Outpost where you have Romulans present), beam your Klingons aboard your Romulan ship, allow your Klingons and Romulans to stop at the same site, or switch Major Rakal's affiliation to Federation while she is aboard a Romulan ship. See **treaties**.

HQ: Defensive Measures – For this objective, "attempting" to seed a copy of a mission means seeding a copy. For example, if both you and your opponent seeded ❖ Patrol Neutral Zone, he may attempt your copy. (Duplicated unique missions which are stacked are always considered "your mission.")

HQ: Ferengi Credit Exchange – This incident has three separate options: "score 2 points," "draw one card," and "place any one card from discard pile beneath draw deck." You may choose only one option for each Latinum discarded.

HQ: Orbital Weapons Platform – This incident may "fire upon" a target even if you do not have **damage** markers to place on it, and may still exclude the target from battle. It may "fire upon" an opposing ship that was not participating in the attack; that ship becomes involved in the battle (and is therefore "stopped" afterward).

HQ: Return Orb to Bajor – The Mysterious Orb may be earned upon encounter by the [Orb] personnel affected by this objective, but it may not be "returned to Bajor" for the card draw or points, because it cannot be "present" with that personnel on Bajor. See **encountered**, **present, stealing**.

HQ: Secure Homeworld – See **mission attempt**.

HTSBEG – Holographic Tal Shiar Barbering and Engineering Guild. Covert intelligence agency jointly operated by Romulans, Bolians, and disguised quantum singularity lifeforms. Rumored to have infiltrated Sector 001 Headquarters and to have significant influence on expansion plans in the quadrant.

Hugh – This interrupt nullifies the attack of the Borg Ship dilemma (for the rest of the turn), not the Borg Ship dilemma itself. All cards targeted by the cancelled attack are "stopped." See **battle**. It does not nullify any other Borg-related dilemmas.

HULL integrity – If a ship or facility (or the Borg Ship dilemma) has its HULL integrity reduced to 0, it is destroyed. See **damage**.

human – See **species**, **timeline disruption**.

Hunter Gangs – See **zero**.

Husnock Outpost – You may seed more than one of these outposts at separate missions, but you may not build any additional ones during the game.

Hyper-Aging – See **quarantine**.

I.K.C. Bortas –

Flagship commanded by Gowron during the Klingon Civil War of 2367-68.

I.K.C. T'Ong – This ship can report to any **spaceline end**, in any quadrant. The game text does *not* allow it to "**report with crew**," but with just three crew members.

Iconia Investigation –

(Lore) **Neutral Zone Region • Iconia**

Impersonate Captive – This objective replaces all of the Founder's **skills** (both special and regular) with just the regular skills of the impersonated captive.

impersonators – See **persona, infiltration icons**.

implant card – This phrase, used on Assimilation Table, refers to any card with the word "implant" in the title, such as Optical Implants.

Impose Order – After this mission has been solved, non-Borg players can "steal" its points back and forth from each other (slide the Mission card toward whomever stole the points last).

"in orbit" – A ship is "in orbit" or "orbiting a planet" when it is in space, undocked, at a planet location. A docked ship is not considered to be "in orbit" even if the facility is orbiting a planet.

in play – A card is "in play" if it
   • has been played or seeded face up; or
   • has been exchanged for a card already in play; or
   • has been activated by turning it face up (hidden agendas); or
   • has been encountered like a dilemma or during a Q-Flash; or
   • has been earned or acquired like an artifact (unless placed in the hand for later play).

If a card in play is discarded (including to the bonus point area), placed out-of-play, or returned to a player's hand, draw deck, or side deck, it is no longer "in play." Any cards played on (or aboard) that card are treated likewise (except cards which are protected from Borg timeline disruption; see **Stop First Contact**).

Thus, a Personnel card is "in play" whether reported for duty, exchanged for another persona version, or recovered from an earned Cryosatellite. The personnel aboard a Cryosatellite are not "in play" until the Cryosatellite is earned and the personnel come aboard the ship. Personnel who are captured, in a Penalty Box, "held" by a dilemma, or "lost" to Thine Own Self, and cards in a **Temporal Rift** or Time Travel Pod, are still in play.

Cards may exist in the following states:
   • in your hand, draw deck, side deck, or Zalkonian Storage Capsule
   • seeded or played face down
   • in play
   • in your **discard pile**
   • in your **bonus point area**
   • **out-of-play**
   • **outside the game**

When an effect depends on another card "in play" or when another term not specifying "present," "with," or "location" is used, it may benefit from either player's card (unless "your" or "opponent's" is specified, as with Ressikan Flute or Flaxian Assassin). Examples:
   • Your opponent's Kareen Brianon enhances your Ira Graves' skills.
   • Your K'nera scores points if either player's Korris or Konmel is killed in battle.

incident – A card type similar to an Event card. It may play on and affect another card, or may play on the table to have a widespread effect on various aspects of the game. Most incidents have a lasting effect on the game (unless the card is nullified or discarded according to its game text). A seedable incident may be seeded during any **seed phase** unless otherwise specified. Playing an Incident card uses your normal card play.

Incoming Message – Federation, etc. – See **outpost**.

Incoming Message: Attack Authorization – This interrupt allows you to attack another of your own ships.

infiltration icons <Fed><Klg><Rom><Baj> – A personnel who has one of these icons may infiltrate your opponent's cards by reporting to your opponent's side of the table, wherever your opponent is allowed to report cards of that affiliation, but only if your opponent has seeded or played any cards of that affiliation (or attempted to do so). (Cards seeded face down by your opponent must be earned before they will allow you to report an infiltrator of that affiliation. Multi-affiliation cards count only for the affiliation mode(s) your opponent has actually used.) A card that you seeded or played (e.g., with The Naked Truth), even if subsequently controlled by your opponent, does not allow you to infiltrate in this manner.

For example, you may report Lovok Founder to your opponent's facility if he seeded a Romulan Outpost; attempted to seed Office of the Proconsul (but you seeded one first); played any Romulan-affiliation ships or personnel (even if they are no longer in play); or earned Major Rakal from a Cryosatellite and selected (or later switched her to) Romulan affiliation (but not if you reported Major Rakal to his Away Team with The Naked Truth).

Such a personnel may also report for duty normally, and may infiltrate later in the game, during either player's turn, if present with an opponent's crew or Away Team that is **compatible** with the infiltration icon. When infiltrating this way, it is not necessary that your opponent have seeded or played cards of that affiliation.

While your personnel is infiltrating, the following rules apply:
   • The infiltrator's affiliation changes to match that of the infiltration icon.
   • The infiltrator is part of your opponent's crew or Away Team, and may not be treated as an intruder by your opponent. (Thus, your opponent's cards cannot initiate battle against your infiltrator, and vice versa.) However, you may still treat your infiltrator as an intruder for cards such as The Walls Have Ears.
   • The infiltrator may not benefit from most equipment while infiltrating; your equipment cannot be present in your opponent's Away Team, and your opponent's equipment benefits only their own personnel. (I.P. Scanner is an exception.)
   • Whenever any of the opponent's personnel present beam, walk, relocate, attempt a mission, participate in personnel battle, etc., your infiltrator may choose whether or not to participate.
   • Your infiltrator may also move independently during your opponent's turn (or your own turn) by beaming, walking, etc. He may control the opponent's transporters and SHIELDS long enough to move or beam himself to, from, or between your opponent's ships, outposts, etc.
   • Your infiltrator may choose whether or not to help meet the opponent's ship staffing requirements, but the opponent still controls the ship.
   • Other than as stated above, the infiltrator may not take actions.

Your infiltrator stops infiltrating if he or she is "exposed," which can happen during either player's turn in one of three ways: (1) voluntarily; (2) by a card play such as Caught Red-Handed; or (3) by being present with any version of the persona he or she is impersonating. When "exposed," that personnel
   • reverts to its previous affiliation;
   • may be treated as an intruder by your opponent, if aboard the opponent's ship, outpost, etc.; and

- cannot infiltrate again until after being away from (not present with) all of the opponent's personnel.

If a case of incompatible affiliations arises involving an infiltrator, the infiltrator may choose whether to be exposed or placed under **house arrest**.

infiltrators – See **infiltration icons**.

Intercept Maquis – Although only one ship and crew may attempt this mission at a time, the total WEAPONS>14 required to initiate the attempt may be supplied by multiple ships at the location. See **WEAPONS**.

Interlink Drone (Nine of Eleven) – This personnel enables skill-sharing within a **hive**. All regular **skills** are shared, including those that do not actually appear in skills boxes, such as the selected skill of the Borg Queen and the classifications of assimilated personnel which have been converted into skills. Sharing skills is not optional.

Example: you have an Away Team on a planet consisting of two Borg:

Bio-med Drone	[Com]	Biology, MEDICAL
Tactical Drone	[Def]	SECURITY

and you have a Borg ship orbiting that planet with the following crew:

Borg Queen [Com][Nav][Def]		Empathy as "selected" skill
Gibson (assimilated)	[Def]	OFFICER, Navigation x2
Astrogation Drone	[Nav]	Navigation, Computer Skill
Guard Drone	[Nav]	MEDICAL, Computer Skill
Interlink Drone	[Com]	No regular skills but enables sharing in same hive.

Identify the highest individual level of each different *regular* skill among all of these Borg. (Special skills may not be shared.) In this example, these skills are Biology, MEDICAL, SECURITY, Empathy, OFFICER, Navigation x2, and Computer Skill. Thus, each of these seven Borg has every one of these skills (not just the [Com] Borg).

Now suppose the Bio-med Drone is killed. Because there is no longer a [Com] Borg on the planet, only the five crew members on the ship share skills (they each have Empathy, OFFICER, Navigation x2, Computer Skill, and MEDICAL).

A Borg does not have shared skills until after **reporting for duty**.

Intermix Ratio – This event does not cancel **bonus points**; it simply prevents bonus points in excess of your non-bonus points from counting toward a winning score. Example:

You have 20 non-bonus points and 80 bonus points. 80:20 is greater than a 1:1 ratio, so the excess 60 bonus points do not count toward winning. A total of 40 points (20 non-bonus + 20 bonus) count toward winning. However, if you encountered the Dead End dilemma, you would pass it, because you actually have 100 points.

If you score another 30 non-bonus points, you now have 50 non-bonus points and 80 bonus points. The excess is now only 30 points, and 50 of the bonus points count toward winning, so you win with 100 points.

Your bonus point total is the total of your positive and negative bonus points; e.g., if you have 45 bonus points and then lose 10 points to Edo Probe, your bonus point total is 35. If your bonus point total is negative, you have no "excess bonus points" and the ratio will be negative (less than 1:1), so Intermix Ratio has no effect on your score.

Interrogation – You do not lose any points already scored with this event if the interrogated personnel is rescued. For example, if on three successive turns your opponent answers "Four," "Four," and "Five," you score a total of 12 points (1+1+10) and then return the captive to your opponent's outpost. See **Madred, outpost**.

interrupt – A card type which generally has a temporary impact on the game, and is then discarded (though a few remain in play permanently or until a **countdown** has expired). An interrupt does not use your normal card play. You may play as many interrupts as you like, during either player's turn, and at any time *between other actions*. Some Interrupt cards specify that they respond directly to another action, allowing them to literally "interrupt" that action (for example, to nullify it).

Into the Breach – Because all damage is resolved as a group, this Q-event will not repair a ship that has received enough damage to destroy it. It does not affect [Borg] ships or the Borg Ship dilemma.

intruder – Your personnel aboard a ship or facility controlled by your opponent is both an Away Team member and an intruder. Rogue Borg interrupts aboard any ship or facility are also intruders, until **Lore Returns** makes them its crew. Intruders cannot attempt or scout missions, but may battle opposing personnel or Rogue Borg present (if allowed).

When your intruders are aboard an **empty ship** or a ship whose crew is all-holographic, they may erase (discard) all **holographic personnel and equipment** associated with that ship.

Intruder Alert! – Activating this incident is not a valid response to the play of Rogue Borg. See **hidden agenda**, **Intruder Force Field**, **protecting cards**.

Intruder Force Field – When this event "reverses Telepathic Alien Kidnappers affecting you," interpret your opponent's Telepathic Alien Kidnappers as though you had played it. That is, *you* now guess a card type at the end of each of *your* turns and point to a card in your *opponent's* hand. Only one copy may affect Telepathic Alien Kidnappers each turn (the copy played by the opponent of the player using Telepathic Alien Kidnappers). See **cumulative**.

This event disables Rogue Borg unless there are at least three aboard your ship. This effect may be extended to all **intruders** with **Intruder Alert!**

invalid card plays – See **actions**.

Invasive Beam-In – To use this event to beam cards through SHIELDS, the Transporter Skill personnel must remain on the ship which has Invasive Transporters. Because this event does not specifically target a ship, it allows beaming through the SHIELDS of **landed ships**.

Investigate Incursion – This mission is worth extra points if an appropriate Borg-related card is at that spaceline location when the mission is solved. See **report with crew**.

Investigate Legend – When Aldea, the planet represented on this mission, is cloaked, cards may not beam to or from the planet and ships may not land or take off. Iconian Gateways, Dimensional Shifting, Love Interests, and other such forms of movement function normally. Turn the Mission card face down when it cloaks. The mission acts like a cloaked ship in terms of interactions with the "outside world." (See **cloaking and phasing**.) For example, the mission may be attempted or scouted while cloaked by an Away Team already on the planet; you may probe to assimilate the planet while it is cloaked if you have Borg on the planet surface (but not if all your Borg at the location are on a ship in orbit).

The 2 Youth discarded to solve this mission can be part of the 3 Youth used to fulfill the first part of the mission requirements.

If you solve this mission with five Youth mission specialists (three providing the Youth x3 requirement, discarding the other two), you only earn 15 points from Assign Mission Specialists. Discarding a personnel card does not use its skill.

Investigate Shattered Space –
  (Lore) **Neutral Zone Region • Near Neutral Zone**

Investigate Time Continuum – To complete this mission using the Time Travel Pod, show the Pod from your hand after all dilemmas have been resolved (then return it to hand). The Pod is not played.

Isabella –This interrupt does not affect [Borg] ships. The ship is destroyed at the end of the next **turn** of the player who plays the interrupt. See **nebula**.

Ishka – See **skills –** selecting, adding, doubling, and sharing skills.

Issue Secret Orders – This objective requires the owner of the ship and crew to use them to move to and attempt the targeted mission. The infiltrator's owner does not control the ship and crew. See **actions – required**.

  The opponent must attempt the mission targeted by this objective "if possible." That means the mission must be attemptable by the opponent's affiliation and must not have been made unattemptable (e.g., with I Tried To Warn You).

  In general, the entire crew must participate in the attempt. However, affiliated personnel cannot be forced to beam to Qualor II Rendezous; since they would be placed in stasis upon beamdown, it is not possible for those personnel to attempt this mission.

Jake and Nog – This **dual-personnel card** cannot probe for Visit Cochrane Memorial because it contains only one human with ENGINEER x1/2. The other "half ENGINEER" is Ferengi species. However, they could build a Ferengi Trading Post if in Ferengi mode, because together they have one Ferengi-affiliation ENGINEER skill. See **skills (skill multipliers)**.

Ja'rod – See **skills (skill multipliers)**.

Jem'Hadar Warship – Although this ship's lore says, "Capable of serving as a mobile base for attack ships," it may not carry any other ship unless a card specifically allows it (such as Engage Shuttle Operations: Dominion).

Juliana Tainer – This personnel is unaware that she is an android. She becomes aware if she is in a situation which either requires an android (and no other androids are present) or treats androids differently from regular personnel. Once she becomes aware, she can use her full CUNNING and STRENGTH but is "stopped" for the rest of that turn. Cards that affect androids affect her (making her aware) even if she is unaware that she is an android. For example, she becomes Non-Aligned when **Lore Returns** is in play.

"just" – See **actions – "just"**.

Kahlest – This personnel's special skill works on herself as well as on others, giving her a STRENGTH of 6.

Kai Winn – See **ranks and titles**.

K'chiQ – This personnel cannot select a skill when recovered from a Cryosatellite, because she is not **reporting for duty**. At the start of your next turn you may change her "no skill" to any regular **skill**.

Keldon Advanced – Having Obsidian Order **skill** aboard is not an **attribute enhancement**; if no Obsidian Order skill is aboard, this ship's RANGE is considered reduced.

Ketracel-White – This Equipment card has a countdown [3] icon which counts down only if any [KW] personnel are present with the equipment. If no [KW] personnel are present, all Ketracel-White cards stay at their current count. Unless rationed by a Vorta, all Ketracel-White cards present with any number of [KW] personnel count down at the end of each of your turns. For example, three Ketracel-White cards will all count down at the end of your turn, whether you have one [KW] personnel present or ten. Like all **countdown icon** cards,

at the end of the countdown, a Ketracel-White card self-nullifies and is discarded. See **white deprivation**.

Rationing: If your Vorta is also present with multiple Ketracel-White cards at the end of your turn, he may "ration" them so only one counts down. Select one card to count down (turn it 90 degrees). The rest stay at their current count. You may select a different card each turn, leaving one countdown for each card "unused" so the card is not discarded. If you let any card count down for three turns, it self-nullifies and is discarded as usual.

Resetting: Primary Supply Depot and Remote Supply Depot both "reset" countdowns of Ketracel-White aboard. You must carry or beam unexpired cards from your ship to the outpost to reset the countdowns. While aboard the outpost, they count down normally at the end of your turn (if a [KW] personnel is present) but immediately reset.

ketracel-white icon [KW] – This icon on a personnel card indicates a dependence upon the isogenic enzyme known as "the white." Most Jem'Hadar are genetically addicted to the white from birth, and require regular doses of the substance in order to survive. Prolonged withdrawal causes them to go into a battle frenzy; afflicted individuals attack everything in sight (except changelings) until they eventually die of combat injuries or lack of the white itself. See **Ketracel-White**, **white deprivation**.

Kevin Uxbridge – Errata:
  ~~Destroys~~ **Nullifies** any one Event card in play (except for Treaty cards) OR any ~~one artifact~~ **other card played** ~~in play~~ as an Event card.

  This interrupt may be played as a response to the play of an event.

Kevin Uxbridge: Convergence – This interrupt nullifies all unprotected events at the spaceline **location** where it is played. It may be nullified by Q2. See **card title groups**, **card types**.

Khitomer Research – Errata:
  (Affiliation icons): [Rom] **[Klg]**

Kivas Fajo – "NO INTEGRITY" on this personnel is an **undefined attribute**.

  An "unduplicated artifact" 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). A Countermanda suspending your opponent's Palor Toff does not affect your discard pile.

Klaestron Outpost – This outpost does not provide a built-in treaty, nor does it require a treaty for use. Like all **multi-affiliation cards**, you must declare its affiliation when seeded or played (at a mission bearing that affiliation icon), and may switch the affiliation as a game action during play. At any time, personnel aboard and ships docked at the outpost must be compatible with the outpost's current affiliation.

Klingon Civil War – Points scored with this event are based on the printed values of WEAPONS and SHIELDS on the Ship cards destroyed. No modifiers are applied.

Klingon Death Yell – Either player may play this interrupt when any Klingon with Honor dies, subject to normal timing rules. You do not need to actually yell to score the points.

Klingon Painstik – If this interrupt is played to prevent a unique personnel from being reported for duty again, it prevents reporting of any instance of that **persona**. Because persona *replacement* and

morphing of one Founder into another are not reporting for duty, this interrupt will not prevent such exchanges from taking place.

Kova Tholl – Like all cards with a point box, this personnel is placed in your **bonus point area** if you score the points, and thus cannot be retrieved and replayed. You may play another copy.

Retaliation against an opponent's attack may include *returning fire* during the battle and *counter-attacking* on your next turn. During a ship battle, you return fire by using your WEAPONS. During a personnel battle, you return fire by attempting to kill opposing personnel (e.g., by playing Phaser Burns or choosing to mortally wound an adversary). A counter-attack is a new battle you initiate on your next turn against any or all of your opponent's ships, Away Teams, facilities, crews, etc. which are still at the location of the opponent's attack. If you return fire during the battle, you may not score Kova Tholl's points. Once you score the points, you may not counter-attack.

Kressari Rendezvous – See **discarding**.

Kurlan Naiskos – This artifact requires only the original seven **personnel types** (OFFICER, ENGINEER, SCIENCE, MEDICAL, SECURITY, CIVILIAN, and V.I.P.). See **attribute modifiers**.

La Forge Maneuver – "If the next action is an attack against that ship" refers to the next action of the player who played this interrupt (or to an attack by a Borg Ship dilemma). If your opponent takes an action immediately after you play La Forge Maneuver on his ship, it does not cancel La Forge Maneuver's effect.

Lack of Preparation – For a Borg player, overcoming this dilemma requires all three subcommand icons – not necessarily three separate personnel. For example, the Borg Queen can overcome this dilemma.

To get past this dilemma, the non-Borg player must have been able to meet the mission requirements when the *current* **mission attempt** began (not when the mission was first attempted).

Lal – See **reporting for duty, skills**.

landed ships – A ship may not land unless allowed by its own text (e.g., Vulcan Lander) or that of another card (e.g., Engage Shuttle Operations, Establish Landing Protocols). Landing and taking off use RANGE only if specified by the card allowing it to land. For example, the Vulcan Lander uses 1 RANGE to land or take off; the Bajoran Interceptor uses none.

Unless a card explicitly allows it, a landed ship may not attack or be attacked by a ship in orbit, and also may not attack or be attacked by an Away Team. A landed ship may not be targeted by any card that targets a ship, unless the card specifically allows it to **target** a landed ship. Thus, landed ships are immune to cards such as Temporal Rift, Loss of Orbital Stability, Wormholes, Warp Core Breach, Magic Carpet Ride OCD, Rogue Borg Mercenaries, etc. You may beam to and from the ship because beaming does not target the ship with a card.

Latinum Payoff –

Plays if Greed aboard your ship when it destroys another ship in battle (once per destroyed ship). X=3 for each OFFICER aboard destroyed ship.

launching ships – See **carried ships.**

Launch Portal – This doorway allows you to launch any carried ships at the time you play the doorway, even without Engage Shuttle Operations in play. It may download Engage Shuttle Operations: Dominion. See **card title groups**, **ship types**.

This doorway does not allow you to break a **quarantine**.

When this doorway is played during a space mission attempt to launch some or all of the crew on a different ship, the ship with the larger crew must continue the mission attempt (owner's choice if tied).

leader – A *leader* for battle (or for a card referring to a leader) is any personnel with Leadership skill or with OFFICER skill or classification; or any personnel allowed by a card to act as a leader (e.g., Prepare Assault Teams allows SECURITY personnel to act as leaders). Being a leader does not confer Leadership skill on a personnel.

Borg may *not* use a leader instead of a [Def] personnel to initiate battle. (A [Def] personnel is not a leader.) However, for cards that require a leader, the Borg must use a leader as defined above.

Line Must Be Drawn Here, The – When this hidden agenda event is activated in response to the play of one of the target cards, the player of that target card loses 5 points, even if the target card is then nullified by a counter-card responding to it.

location – There are two kinds of locations: spaceline locations (e.g., missions and Bajoran Wormhole) and timeline locations (e.g., Montana Missile Complex); also, a Borg Outpost in the Delta Quadrant is a location under the interim rules (but neither a spaceline or timeline location.) Site cards are not "locations" for gameplay purposes. A card that refers specifically to spaceline locations (e.g., The Traveler) does not include time locations, and vice versa.

Locations may be planet [P], space [S], or "unspecified type" (created by cards such as Bajoran Wormhole, Black Hole, Gaps in Normal Space, or **Supernova**).

Cards may be "at the same location," whether in space, aboard one or more ships, facilities, or sites, on a planet, in an Escape Pod, etc. (Cards seeded face down cannot affect or be affected by other cards at the same location until encountered or earned, or unless a card explicitly allows interaction with a seeded card.) Unless otherwise specified, this definition includes *both* players' ships and personnel, and no treaties are required for cards to be "at the same location." See **present, here**. Examples:

- Zalkonian Vessel will kill either player's John Doe.
- Ves Alkar can gain Diplomacy from an opponent's female Empath.
- The two leaders for Arbiter of Succession may belong to either or both players.

Locutus of Borg – See **counterpart**.

long-term effects – A long-term effect (on a personnel or ship) is one that lasts until the end of the turn or longer, or until cured or nullified. Examples are Brain Drain and REM Fatigue Hallucinations. The death of a personnel is not considered a long-term effect. See **discarding**.

Long-Range Scan Shielding – A type of **special equipment** which renders a ship immune to Long-Range Scan.

lore – This text, appearing on many card types, presents background information about the characters, ships, and other elements of the Star Trek universe. Lore sometimes contains terms that are relevant to gameplay, such as persona identification, matching commander information, species, ranks and titles, etc. However, mention in the lore of a term which is the name of a skill (such as Tal Shiar) does not confer that skill on a personnel and does not satisfy a requirement for that skill. See **skills**.

Lore – When either player has this personnel is in play, the STRENGTH of every Rogue Borg in play is doubled, and all numerical features of all **Crystalline Entity** dilemmas seeded or encountered by either player are doubled (see **dilemma resolution**). Two Lores in play do *not* quadruple Rogue Borg and Crystalline Entities. However, Lore and Crosis may each double the STRENGTH of the same Rogue Borg. See **Rogue Borg Mercenaries**.

Lore's nemesis is Dr. Soong and/or Data (First Contact). See **nemesis icon**.

Lore Returns – When you play this event on a ship, your Rogue Borg take control of (commandeer) that ship. They may move it and initiate battles regardless of staffing or leader requirements.

The use of the name "Lore" in the game text is a reference to the event itself, not to the Lore personnel card.

Lore's Fingernail – This event allows any android to report for duty as Non-Aligned. For example, with Lore's Fingernail in play you may report Data to an outpost after Earth has been assimilated. See **"loses affiliation"**, **Stop First Contact, Juliana Tainer**.

"lose the game" – See **winning the game**.

"loses affiliation" – This phrase on a card (such as Memory Wipe) means that conceptually the card's affiliation icon(s) are replaced by the [NA] icon.

losing battle – See **battle – personnel, battle – ship**.

Loss of Orbital Stability – A landed or docked ship is immune to this interrupt. See **docking**, **landed ships, "in orbit"**.

Lumba – This personnel is male (he just *appears* female). See **skills – selecting, adding, doubling, and sharing skills**

Madred – This personnel does *not* have Obsidian Order skill. See **skills**, **Non-Aligned**.

This personnel may add 1 to Interrogation or Torture only when Madred and the captive are both aboard the same outpost. If he adds 1 to **Interrogation**, you score 2 points each time your opponent resists interrogation, and 11 points if he complies and you return the captive to him. If he adds 1 to Torture, your opponent loses 1 extra point each turn (the point box reads -7; if Madred "adds 1" for each of the three turns of the countdown, your opponent loses a total of 10 points).

Magic Carpet Ride OCD – This artifact may relocate a docked (but not landed) ship at its location. If the ship is docked at its opponent's Nor, its crew disembarked on the Nor are an Away Team and subject to relocation with the ship. Any Away Teams associated with the ship are relocated to the planet surface at the new location. See **Away Team and crew**.

The owner of this artifact must use its game text immediately upon either player earning or acquiring the artifact. If there is no ship at the location to relocate, or if he chooses not to do so, the artifact is discarded.

Major Rakal – Errata:

Physically altered, the half-Betazoid, half-human **Deanna Troi** was coerced to assume the identity of a Tal Shiar major in the 2369 M'ret defection plot.

This personnel retains her [AU] icon.

Makbar – See **dilemma resolution**.

Mandarin Bailiff – You may "post bail" for this Q-icon dilemma by transferring **points** to your opponent even if your score is zero or less. This will give you a negative score. "Transferring points" means that you lose points, while your opponent gains points.

Manheim's Dimensional Door – When this doorway allows a card to be played during a "temporal hiccup," that card may itself be suspended and allow another card to be played, and so on. It is suggested that you take the suspended cards and put them in a stack. When no more temporal hiccups occur, resolve the suspended cards in order from the top of the stack to the bottom. Each card play may be responded to normally, and a card may be played that affects an earlier, suspended card play. See **actions**. Example:

1. I play K'chiQ. You show a K'chiQ from hand; mine is suspended.
2. You play Palor Toff. I show a Palor Toff; yours is suspended.
3. I play Q's Tent. You show a Q's Tent; mine is suspended.
4. You play Q's Tent (the same one you showed earlier). I show no Q's Tent (my original one has been set aside and is not in my hand), so the card plays start to resolve.
5. Your Q's Tent resolves; you retrieve Wrong Door from your Tent.
6. I attempt to resolve my Q's Tent, but you respond with Wrong Door. I play Amanda Rogers to nullify your Wrong Door. My Q's Tent resolves and I retrieve a Countermanda.
7. You attempt to resolve Palor Toff. I play Countermanda, suspend your Palor Toff, and take three cards out of your discard pile. Your Palor Toff resolves; if no card remains to retrieve, simply discard Palor Toff.
8. My K'chiQ resolves and reports for duty.

Treat this doorway as if it read, "...whenever any player has a card in hand matching one just played *face up* by opponent..." Thus, you may not use the Manheim effect when a hidden agenda is played (because it must be played face down, and is immune to "general use cards") or activated (because it was not "just played").

Martok –

[SD] D'k Tahg

Masaka Transformations – If you have earned an artifact that is placed on the bottom of your draw deck due to this interrupt, you may still play that artifact if you later draw it back into your hand.

Mask of Korgano, The – Playing this event on a unique personnel does not allow you to bring another copy of that personnel (or any other instance of the same **persona**) into play at the same time. The presence or absence of an [AU] icon does not affect the underlying persona.

matching affiliation – Two cards are of *matching* affiliation if their **affiliation icons** are the same. For example, if you have a Romulan/Cardassian treaty in play, your Cardassians *match* your Nor, but your Romulan and Non-Aligned cards do not (they are, however, **compatible**). If a site refers to a matching personnel, it means matching the affiliation of that facility. See **"loses affiliation"**.

When a Nor or ship is commandeered and its affiliation changes to match one of the commandeering personnel, treat it as though the new affiliation icon were printed on the card. For example, if you commandeer your opponent's Cardassian Terok Nor with a Romulan Away Team, it now conceptually has a Romulan icon; your Romulan cards now match the station's affiliation, while your opponent's Cardassian cards do not.

A personnel matches a mission's affiliation if he has one of the affiliation icons printed on the card (or added conceptually by a card such as Bribery or Arandis). A personnel matches a homeworld's affiliation if he is of the affiliation that belongs to that homeworld. For example, Cloaked Mission (Romulus) is the Romulan homeworld, but has a [Klg] affiliation icon. Gowron matches the mission's affiliation (icon), while Tomalak matches the homeworld's affiliation.

matching commander – A personnel is the matching commander for a ship if either the ship lore or the personnel lore indicates that the personnel *is* or *was* the *commander* or *captain* of the ship. For example, Jean-Luc Picard (Premiere) and Admiral Picard are both matching commanders for the *U.S.S. Enterprise*, while Jean-Luc Picard (First Contact) is the matching commander for the *U.S.S. Enterprise-E*. Both Jean-Luc Picards are matching commanders for the *U.S.S. Stargazer*.

When specified in the ship's lore, only the named personnel is the matching commander; another version of the persona with a different name, or an instance of a different persona, cannot serve as the matching commander. When specified in the personnel lore, no other versions of that persona (even with the same name) can serve as matching commander for a ship. For example, The Emissary is not the matching commander for the *U.S.S. Defiant*; Commander Data is not the matching commander for the *U.S.S. Sutherland*; Jean-Luc Picard (Premiere) is not the matching commander for the *U.S.S. Enterprise-E*.

A statement that a ship "transported" or was "used by" a personnel does not qualify that personnel as the ship's matching commander. For example, Kivas Fajo and Gowron are *not* matching commanders for *Zibalian Transport* or *I.K.C. Buruk* respectively.

Unless otherwise specified, each ship can benefit from only one matching commander at a time. For example, the *U.S.S. Enterprise* does not gain +4 RANGE from Defiant Dedication Plaque with both Jean-Luc Picard (Premiere) and Admiral Picard aboard. The matching commander must not be disabled, in stasis, etc. (See **present**.)

Matching commanders are defined only for ships; facilities get no benefits for a commander mentioned in the personnel or facility lore.

Most matching commanders may be easily determined directly from the ship and/or personnel lore, following the rules given above. A few need some additional explanation.

> *I.K.C. Bortas* has revised lore (Gowron is its matching commander).
>
> *Tama*: "Dathon, speaking first" is Tamarian for "commanded by Dathon."
>
> ❖ *D'deridex*: Tomalak's lore says he was the "Commander of a D'deridex-class warbird." We have elected to allow him to command the universal *D'deridex* (not the *D'deridex Advanced*).
>
> ❖ *Galor*: Ocett's lore says she was the "Commander of a Galor-class warship." We have elected to allow her to command the universal *Galor*.
>
> Also, Rinnak Pire's special skill allows him to be the matching commander for any ❖ Bajoran ship.

meeting requirements – You choose which personnel to use to meet mission and dilemma requirements, and in which order. Any "excess" personnel are not required to apply their skills, etc. toward meeting the requirements. Thus, a personnel with Picard's Artificial Heart will not die when facing a dilemma with a STRENGTH requirement if you can satisfy the requirement with other personnel in the Away Team.

Memory Wipe – This event implements a special play environment when playing Starter Deck II vs. Starter Deck II. You and your opponent must each seed the card and may not nullify it. This allows each player's cards of different affiliations to mix without having to use one or more Treaty cards.

It may also be used in the normal play environment for either function, but your opponent is not required to use it and either player is free to nullify it. See **Away Team and crew**, **"loses affiliation"**, **Stop First Contact**, **multi-affiliation cards**.

Mendak – See **Going to the Top**, **facility**, **ranks and titles**.

Menthar Booby Trap – Errata:

> ~~Place on ship; it cannot move.~~ Unless MEDICAL present, one crew member killed (random selection). ~~Discard with~~ ~~Ship can't move until~~ 2 ENGINEER ~~present~~ **aboard**.

Mickey D. – This personnel automatically wins a Royale Casino side game for you if he is in your Away Team, not if he is in your hand. Your opponent's Mickey D. is not **present** during your mission attempt, even if on the same planet.

Miracle Worker – This skill includes **Transporter Skill**.

Mirasta Yale – This personnel may not be reported normally, by downloading, by Devidian Door, etc. She may *only* be brought into play by seeding like a dilemma under Malcor III (the mission First Contact). Unlike a personnel seeded like an artifact, she enters play immediately when **encountered** by an Away Team during a mission or scouting attempt, even though the mission is not solved, joining the Away Team, forming a separate Away Team, or being captured as appropriate (see **personnel – seeded**).

Mirror Image – When this hidden agenda event is activated in response to the play of one of the target cards, the target card immediately takes effect for all players. For example, if Kivas Fajo – Collector is played and Mirror Image is activated in response, each player must choose someone to draw 3 cards. If they both choose the *same* player, that player must draw 6 cards.

Revealing this event is not a valid response to your opponent encountering Thought Fire. See **actions – step 2 – responses**.

Mirror Quadrant [Mir] – This icon, found in the game text of Sherman's Peak, will be developed in the *Mirror, Mirror* expansion set.

mis-seeds – If you seed, under one mission:

* more than one copy of the same dilemma (or card seeded like a dilemma): the first has its normal effect, the second is a mis-seed.
* more than one artifact (whether duplicates or not): all your artifacts there are mis-seeds.
* more than one copy of a card seeded like an artifact (such as personnel at Rescue Prisoners): all copies are mis-seeds. (Personnel may not be seeded in duplicate, even if they are universal.)

If you *and your opponent* each seed an artifact, or a copy of the same card, under one mission, each has its normal effect (unless it is not duplicatable; see **unique and universal**).

Seed cards are "revealed" only during a mission, scouting, or commandeering attempt. For example, game text that allows you look at the bottom seed card under a mission (e.g., Ocular Implants) does not "reveal" a mis-seed (allowing it to be discarded). It remains under the mission and you cannot look at the next card instead. Mis-seeds are not **encountered**.

You may deliberately mis-seed cards under a mission as a bluff. When discovered, such mis-seeds are placed out-of-play as usual. However, if you reveal your own mis-seeded card under any mission, you may not solve that mission (or complete any objective targeting it) for the rest of the game. (If you reveal your own mis-seeded card under Empok Nor, you may not commandeer that Empok Nor while it is uncontrolled.) Revealing your opponent's mis-seeds, or your opponent revealing your mis-seeds, does not affect your ability to solve a mission or commandeer Empok Nor.

Mis-seeds include (but are not limited to) non-seed cards (such as Equipment cards) placed under a mission as a bluff, multiple copies of the same card seeded under one mission by a single player, multiple artifacts seeded under one mission by a single player, space dilemmas seeded under planet missions (and vice versa), and personnel with no game text allowing them to seed (such as Mirasta Yale under a mission other than First Contact).

If cards you seeded legally become mis-seeds later in the game, they will not affect your ability to complete a mission. For example, using a Pla-Net to discard a Cryosatellite will not make any personnel seeded with the artifact prevent you from completing the mission.

mission – A card type representing a location in space, in the present time of the Star Trek universe, where missions and objectives can be accomplished and battles may take place.

There are three kinds of missions: space [S], planet [P], and **dual-icon missions** [S][P]. During the mission **seed phase**, missions are laid out in one or more **spacelines** representing different quadrants of the galaxy. Mission quadrants may be determined from the design of their point boxes. Gamma Quadrant mission point boxes include a Γ symbol; Alpha Quadrant mission points boxes have no symbol. (Missions with no point box may be placed in either quadrant. There are no Delta Quadrant missions yet.) A mission's lore may indicate that it belongs to a specific **region of space** (locations in the same region must be seeded adjacent to each other).

You may seed multiple copies of missions with the universal ❖ icon, but only one copy of a unique mission (without the icon); if a unique mission is a duplicate of one your opponent has seeded, stack your mission on top of his to form a single location.

Mission cards are designed with relevant information facing both players. A summary of the mission faces your opponent; complete information faces you. Sometimes the information facing your opponent is intentionally different from the information facing you. Unless otherwise specified by a card, each player is affected by the following only on the end of the mission facing him: mission requirements, special instructions (italic game text), affiliation icons (or other indication of who may attempt a mission), point box, and span. Thus, Construct Depot may not be attempted or scouted by the opponent, because the opponent's end has no affiliation icons or text enabling an attempt, and no point box. Any information not normally included in the opponent's mission summary, including quadrant icons, [S] and [P] icons, and the mission name and lore (including regions) apply to both players.

Icons (or game text) at each end of the Mission card indicate which affiliation(s) or other groups can attempt the mission. Game text also lists the requirements (skills, attributes, and other features) you must meet to complete (solve) the mission. (If there are no such icons or game text, or no requirements, that mission cannot be attempted.)

Game text in italic type on a mission card represents special instructions for use of the mission (not requirements for solving the mission). Unless the text specifies when it takes effect (e.g., "when mission solved"), it is always in effect. For example, no ship-to-ship beaming is allowed at any time at Quash Conspiracy, before or after the mission is solved. *All* special mission text applies even when the mission is attempted and solved with alternate requirements (e.g., Subjugate Planet). See **Reunion**, **mission attempt**.

mission attempt – Completing missions is the primary method of scoring points for all affiliations except Borg. You *attempt* a mission by bringing one or more personnel to the mission location and encountering and resolving any dilemmas which may be present. If the personnel remaining after all dilemmas have been resolved have the skills, attributes, and other features required by the mission (or if you bring more personnel for another attempt), they complete (or "solve") the mission and score its points.

For a mission to be attemptable, it must have have mission requirements (either printed or added by an objective such as Establish Trade Route), plus one or more affiliation icons (either printed or added by a card such as Bribery) or game text indicating who may attempt the mission (e.g., "Any crew may attempt mission"), on the end of the Mission card facing you. See **mission**. Thus, you may not attempt ❖ Space or ❖ Nebula from either side,

or Construct Depot from the opponent's side. Artifacts seeded at an unattemptable mission may not be acquired.

To begin or continue a mission attempt, or to complete the mission, at least one crew or Away Team member must match one of the mission's affiliation icons (if any); other (non-matching) personnel in the crew or Away Team can assist in the attempt. (Also, to attempt a space mission, at least one crew member must match the ship's affiliation. The ship does not have to be staffed for **movement** or match the mission's affiliation.) If you lose all matching personnel during the mission attempt, the mission attempt ends.

Either player may attempt a mission with appropriate personnel, regardless of who placed the card on the spaceline. Mission attempts may be made at scouted or unscouted locations, but may not be made at assimilated planets.

Planet missions can be attempted by an Away Team on the planet's surface (outside a facility or landed ship). Space missions can be attempted by the entire crew of one undocked ship. (**Dual-icon missions** require both a ship with crew in orbit and an Away Team on the planet.)

A mission attempt is a single action which may not be interrupted except by valid responses or actions that suspend play. See **actions – interrupting actions**. A mission attempt lasts from the time you announce you are attempting the mission until one of the following occurs:

- The entire crew or Away Team is **"stopped"**.
- No one remains in the crew or Away Team.
- A dilemma prevents the mission attempt from continuing (e.g., Radioactive Garbage Scow).
- All dilemmas are resolved but the crew or Away Team does not meet the requirements to solve the mission. (They are not "stopped" unless **Mission Debriefing** is in play.)
- The mission is solved.

Once the mission attempt is ended by one of these circumstances (except by solving the mission), you may reattempt the mission on the same turn with "unstopped" personnel (and an "unstopped" ship for a space mission). This constitutes a *new* mission attempt, not a "continuation" of the attempt.

All Mission cards state what skills and other requirements are necessary to complete the mission. For example, if a planet mission requires Computer Skill x2, at least two personnel with Computer Skill (or one personnel with Computer Skill x2) must be present in the Away Team for you to complete the mission. However, the requirements for *completing* the mission need not be present in order for the crew or Away Team to *attempt* the mission (encounter dilemmas). (When a mission requires or allows you to discard cards as part of completing the mission, those cards must come from the crew or Away Team attempting the mission, not from your hand.) See **meeting requirements**.

When you meet the requirements for solving a mission, you first score any mission points, then resolve any special game text on that mission (or on any objectives targeting it), then earn and resolve any **artifacts** or cards seeded like artifacts. Equipment and artifacts that say "use as equipment" join your crew or Away Team; personnel that you seeded join your crew or Away Team (if compatible; otherwise they are under **house arrest** or form a separate Away Team); and personnel that your opponent seeded are captured. (See **capturing**. If scoring the mission points brings your score to victory conditions, the game ends immediately and you do not resolve any **artifacts**.)

Once you complete a mission, its points are yours to keep. Cards which affect a mission's points or attemptability (e.g., Supernova,

Mordock, The Sheliak, Assimilate Planet) do not affect your score if they occur after the mission is completed (unless otherwise specified, as with I Tried to Warn You or Hero of the Empire).

Alternate mission requirements – A mission attempt using alternate requirements provided by an objective is exactly like any other mission attempt. You do not need to have the requirements in the Away Team (i.e., you can redshirt), and you score the point value of the underlying mission when you complete it. The mission cannot then be completed with its normal requirements.

In order to gain any additional benefits from such an objective (such as Establish Trade Route's download of a Ferengi Trading Post and equipment upon completing the mission), you must complete the targeted mission using the objective's alternate requirements.

If an objective allows a different affiliation to attempt a mission than the icons on the Mission card, only that affiliation may use the requirements provided by the objective.

mission attempt – example – The following example shows how to attempt a planet mission with dilemmas and artifacts present. (A space mission is attempted in a similar fashion, with an entire ship's crew instead of an Away Team. See **dual-icon mission**.)

Select and beam your Away Team to the planet, or have them disembark from your landed ship or exit from a planet facility. (At a space mission, select one ship and crew to attempt the mission; undock and/or decloak the ship, if necessary.) Announce that you are attempting the mission.

Slide out the bottom seed card under the mission and turn it over. Look only at the bottom card. (If you encounter an **artifact** or a card seeded like an artifact, move it to the top of the seed card stack, sliding it just beneath the Mission card. Artifacts are not earned until the mission is completed.) If more than one copy of any card , seeded by the same player, is encountered under one mission, any copy after the first is placed **out-of-play** as a **mis-seed**.

Read the first Dilemma card aloud. (Dilemmas are intended to be read by the player encountering them.) Resolve the dilemma following the instructions under **dilemma resolution**. Failing to overcome a dilemma that has conditions immediately "stops" your Away Team and ends that mission attempt. A dilemma without conditions does not "stop" your crew or Away Team – they must continue the mission attempt unless otherwise specified.

- Personnel who die and ships or equipment that are destroyed are placed in your discard pile. (**Holographic personnel and equipment** are an exception; they are *deactivated* instead.)
- Personnel may be chosen for death or other effects by **random selection, opponent's choice**, or owner's choice. See **ties**.
- In addition to dilemmas, you may encounter a Q-Flash doorway seeded like a dilemma. When you do, your crew or Away Team must collectively face a number of cards from your opponent's **Q-Continuum side deck** equal to the number of personnel present.

Repeat this step for each dilemma (or Q-Flash) in turn until no more remain. Each dilemma must be resolved in turn before the mission can be completed.

Once you have resolved all the dilemmas under a mission, if your remaining "unstopped" personnel can meet the mission requirements, you score the mission points and earn any artifacts present. To score the mission and mark it complete, slide the Mission card toward yourself about one-half card length. The completed mission remains on the table as a spaceline location, but it cannot be attempted or scored again.

Your "unstopped" Away Team is free to beam back up to the ship and continue if desired. (Failing to complete the mission does not "stop" the Away Team.)

"mission continues" – See **dilemma resolution**.

Mission Debriefing – This event "stops" personnel after any **mission attempt**, whether successful or unsuccessful. For example, if your Away Team resolves all dilemmas but cannot complete the mission, that mission attempt ends (unsuccessfully), and the Away Team is "stopped" if this event is in play. Additional personnel brought to the mission may complete the mission (and then will also be "stopped"), but the "stopped" personnel from the previous attempt may not assist them.

Mission Fatigue – While this dilemma is in play atop the mission, treat each subsequent dilemma or Q-Flash encountered as if it had the following text *before* its actual text: " 'Stops' one personnel (random selection); cannot get past unless any other personnel remain." (A Q-Flash will "stop" only one personnel, not one for each Q-icon card encountered.) In other words, the randomly selected personnel is not "stopped" until the dilemma is revealed and **encountered**, but you must have at least one personnel left to face the actual dilemma text. Personnel are "stopped" normally (until start of next turn), not for the duration of the countdown.

mission requirements – alternate – See **mission attempt**.

mission specialist – A mission specialist is a personnel who has only one **skill**, and no special skills. For example, Tarus has only Stellar Cartography and Kahless has only Honor x2; thus, both are mission specialists. On the other hand, John Doe and Madam Guinan are *not* mission specialists. While John Doe has only one skill, it is a special skill; and Madam Guinan has two skills (one regular skill and one special skill).

While you cannot "create" a mission specialist by removing skills from a multi-skilled personnel (e.g., with Tsiolkovsky Infection), if a card replaces a mission specialist's single skill with another regular skill (e.g., Reflection Therapy, Vantika's Neural Pathways), that personnel remains a mission specialist. If a personnel loses mission specialist status due to a card such as Mot's Advice, he regains it when the card is nullified.

"mix and cooperate" – See **compatible**.

Mona Lisa – You are directly responsible for destroying this artifact if you play a card, such as Disruptor Overload, Plasma Fire, or Loss of Orbital Stability, with the intent of destroying the artifact or the ship it is on; or if you attack or return fire against a ship it is on, destroying that ship and the artifact. Playing a spaceline hazard, such as Subspace Warp Rift, which your opponent is not required to cross, does not count. If an outside force that neither player controls (such as a Borg Ship or a Subspace Warp Rift) destroys the ship, then no points are lost.

Montana Missile Complex – Seeding a *Phoenix* from **outside the game** beneath this **time location** is mandatory. If you do not have a *Phoenix* to seed, you may not play the time location.

The sentence "Once *Phoenix* has taken off or *Vulcan Lander* has landed here, nullifies Stop First Contact" means that all Stop First Contact objectives are nullified for the rest of the game (similar to the "**once in play**" rule). The *Phoenix* seeded under the time location must be acquired and take off to nullify Stop First Contact (a *Phoenix* played by the opponent does not count).

Mordock – If you participate in any battle at any time during the game (before or after you score points with Mordock), you lose any **bonus points** already scored with this personnel's skill, and you may not score any further points from his skill. You have participated in a

battle if you attack or are attacked by your opponent or another force (such as Rogue Borg or the Borg Ship dilemma), whether you return fire or not. If Mordock is killed, captured, loses his skill, etc., you keep the bonus points scored as long as you do not battle (but the points are still lost if you battle after he is killed).

Mortal Q – This personnel's CUNNING of "Q" is an **undefined attribute.** His skill of Leadership -1 is a "multiple" skill with a multiplier of x(-1). His presence would allow Lal to select Leadership as a skill. If he is assimilated, and there is no higher level of Leadership in the hive, his skill must be shared at the -1 level throughout the hive when skill-sharing is enabled by the Interlink Drone. See **once in play**.

If this personnel is assimilated, his owner can still play Immortal Again to nullify him.

mortally wounded – See **stunned and mortally wounded**.

most cunning, strongest, highest total attributes, etc. – See **ties**.

movement – There are two kinds of movement:

- *Normal movement* – often indicated by the word "move." This is the default type of movement when a card does not specify otherwise. "Stopped" cards cannot perform normal movement.

  Normal ship movement includes using RANGE, landing, taking off, launching, loading, docking, undocking, **time travel** (Orb of Time, first function of Temporal Vortex), and use of cards such as Wormholes and Transwarp Network Gateways. Normal movement requires full **ship staffing**.

  Normal personnel movement includes **beaming**, **walking** between sites, boarding and disembarking from a docked or carried ship, entering and exiting from a planet facility, **time travel**, and placing a personnel on an Assimilation Table.

- *Relocation* – identified by the word "relocate" (Mysterious Orb, second function of Temporal Vortex) or by a euphemism such as "hurl" (Gomtuu), "transport" (Maman Picard), or "must follow" (Temporal Wake). Relocation does *not* require full ship staffing, and "stopped" cards may be relocated.

You may move a card any number of times during your turn (except by **walking**). Whenever a card or rule allows or requires your personnel to move (e.g., Security Office, Emergency Transporter Armbands, walking between sites), they may carry Equipment cards with them.

You may not transfer any card into space unless a card specifically allows you to do so (e.g., Airlock, Anti-Matter Pod).

Your staffed ship can move along your side of the spaceline in either direction. The distance your ship can move on one turn is limited by its RANGE. You determine how far it can travel by adding up the span numbers on each Mission card the ship moves to (or passes), not counting the location where it begins.

A ship does not have to move all of its RANGE on a turn. A ship can stop at each location as it moves, or it can "warp past" locations without stopping there (but still using RANGE). When flying by a location, a ship is not affected by another card at that location (such as an enemy ship), unless the card says it affects ships passing by. You may move any number of ships on your turn, but they must move one at a time (not as a "fleet").

See **movement between quadrants**.

movement between quadrants – Any game text which allows or requires a card to move directly from one location to another may potentially relocate or allow that card to move to a different quadrant. Examples of cards that can work across quadrants include

Bajoran Wormhole, Mysterious Orb, Iconian Gateway, Transwarp Network Gateway, Go Back Whence Thou Camest, Where's Guinan?, and Wormhole.

However, if game text uses the word **spaceline** or a reference to distance (e.g., nearest or farthest location, or a span) in this context, the movement is restricted to the current spaceline. In other words, "to any other spaceline location" means "to any other location on this spaceline," "farthest planet" means "farthest planet on this spaceline," etc. Examples of cards that are limited in this way include The Traveler, Where No One Has Gone Before, Magic Carpet Ride OCD, Dr. Q, Medicine Entity, Gomtuu, and Love Interest dilemmas. See **Hippocratic Oath**.

movement between time location and spaceline – See **time travel**.

multi-affiliation cards – Multi-affiliation cards have two or more affiliation icons. Their skills or other characteristics may differ according to their current affiliation "mode." A multi-affiliation card may use only one affiliation at a time. Declare the affiliation of a multi-affiliation card when you seed or play it face-up (personnel or ship affiliation must be compatible with the facility where it reports; an outpost's affiliation must match an affiliation icon on the mission) or when you earn it (if seeded under a mission). You may switch its affiliation any number of times during the course of the game, between other actions. For example, if Major Rakal is currently in [Fed] mode and encounters Zaldan, she cannot switch to [Rom] mode during the mission attempt. Dual-personnel cards may have only one affiliation at a time (e.g., for the Sisters of Duras, Lursa cannot be [Klg] while B'Etor is [Rom]). See **Cha'Joh**.

If a multi-affiliation personnel, whose skills or attributes are dependent on their affiliation mode, is assimilated or made Non-Aligned (e.g., by Memory Wipe), they may still switch "modes" as a game action.

multiple targets – See **battle – ship.**

Multiplexor Drone (Nine of Seventeen) – This personnel's skill allows its ship to fire WEAPONS against multiple targets during a battle, if a current objective or other card (e.g., Gowron of Borg) allows targeting of multiple ships, or if returning fire or counter-attacking. For example, if your opponent attacked any of your forces on the previous turn, and he has two ships and an outpost at the location of that attack, your Borg Cube with a Multiplexor Drone and two other [Def] Borg aboard (total of 3 [Def]) may attack both ships and the outpost with 24 WEAPONS against each of the three targets. See **battle – ship** (multiple targets).

"must do nothing but" – See **actions – required**.

Mysterious Orb – You may not relocate a non-Borg personnel to a Delta Quadrant Borg Outpost. See **HQ: Return Orb to Bajor**, **"anywhere"**, **Assimilate Counterpart**.

Naprem – See **affiliation and ship origin**.

native quadrant – All personnel, ships, and facilities are native to the Alpha Quadrant, except those that have a gamma Γ icon or a delta Δ icon. See **reporting for duty**, **facility**.

"native to this timeline" – See **time location**.

Navigate Plasma Storms – A cloaked ship (but not a phased ship) in the Badlands triggers probing for, and may be damaged or destroyed by, this objective. See **cloaking and phasing**.

Near-Warp Transport – You may use this interrupt to transport through a Q-Net, but it does not allow you to overcome any "normal" obstacles to **beaming**. It may not target a docked ship. See **docking**.

nearest planet, etc. – See **ties**.

nebula – A location is a nebula if it has the word "nebula" in its card title or lore.

❖ **Nebula** – Because it has no point box, this mission may be placed in either the Alpha or Gamma Quadrant, even if there are no other missions in the quadrant. It may not be placed in the Delta Quadrant.

This mission says, "Face next dilemma here when opponent scores points." Although this does not constitute a **mission attempt** (this mission is not attemptable), only a crew (not disabled or in stasis) aboard an undocked ship, which could normally attempt a space mission, will face a dilemma when the opponent scores points.

A Scan must be played to initiate only a ship battle (not personnel battle) at this mission location.

nemesis icon [Nem] – Nemesis icons identify a relationship between personnel or ships that lead to the destruction of one of the pair. Two personnel or ships that have a nemesis relationship will have icons of the same color but pointing in different directions.

If two or more personnel or 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 killed (personnel) or destroyed (ships), regardless of ownership. (If one of the nemesis ships is cloaked or phased, neither is destroyed.) This is not a battle.

Neural Servo Device – See **control – temporary**.

Neutral – Neutral cards are neither an aligned affiliation nor Non-Aligned. See **Non-Aligned**.

Neutral Outpost – Errata:

> Seed one at ~~any~~ **[S] mission** ~~Space location~~ OR build ~~later~~ at *any* **[S] mission** ~~a Space location~~ where **you have** any ENGINEER ~~is present. No repairs here~~. **Does not repair ships.**

Non-Aligned – Non-Aligned (and Neutral) cards are **compatible** with (may mix and work with) cards of any affiliation (except Borg). Thus, personnel and ships of all affiliations may report for duty at Non-Aligned or Neutral outposts, as long as incompatible personnel or ships don't mix aboard or dock at the outpost at the same time. Non-Aligned and Neutral cards may initiate battle against any affiliation, including their own. In all other respects, the Non-Aligned and Neutral affiliations work exactly like other affiliations.

All Non-Aligned personnel of Cardassian or Ferengi species remain Non-Aligned by affiliation.

Nor – Generic term for a Cardassian-origin mining station, a type of facility. See **facility**.

Nor, control of – See **facility**.

normal speed – See **actions – required**.

not duplicatable – See **unique and universal**.

nullify – To nullify a card is to **cancel** and discard it. If a card is nullified before it resolves, the nullified card has no results. "Destroy" on a card means the same as "nullify" (except in the context of physical destruction such as Supernova). See **actions – step 2 – responses**.

The effect of a card can be nullified without the card itself being nullified. For instance, Hugh nullifies the attack of a Borg Ship dilemma, not the dilemma itself.

"May be nullified by..." – A card containing this phrase may be nullified by the card listed, as well as any other applicable nullifying cards. For example, Frigid is a Q event which "may be nullified by Fire Sculptor." It may also be nullified by Kevin Uxbridge (it is an event), or by Q-Flash (it is a [Q]-icon card).

"May be nullified only by..." – A card containing this phrase cannot be nullified by any cards other than the one listed. For example,

interrupts may normally be nullified by Amanda Rogers. However, the Q interrupt, Gift of the Tormentor, "may be nullified only by Countermanda," so it is immune to Amanda Rogers (and Q-Flash).

"May not be nullified." A card containing this phrase may not be nullified by any card (unless another card specifically states that it nullifies that card by name). For example, Hide and Seek, when used as a Q event, "may not be nullified." It is immune to Kevin Uxbridge, Mercy Kill, Q-Flash, or any other card that may normally nullify events or [Q]-icon cards. ("May not be nullified" on a card refers to nullifying the card with a counter card; it does not prevent physical destruction such as by battle, Black Hole, or Supernova.)

objective – A card type representing an assignment or task to perform, which may score points or provide other benefits. It may play on the table, or play on and affect another card. A seedable objective may seed during any **seed phase** unless otherwise specified. Playing an Objective card uses your normal card play.

An objective may require you to target (select) a ship, planet, personnel, etc. If the target of the objective is removed from play or becomes an invalid target, the Objective card is immediately discarded. Otherwise, the objective remains in play until nullified, discarded, or relocated according to its game text. Once an objective is completed or resolved and is relocated somewhere to mark this (e.g., Establish Gateway, Hero of the Empire), it may no longer be nullified.

Points for an objective with a point box are scored when the objective is successfully completed. Performing other listed results of the objective are additional results and have no effect on scoring the points.

A **Borg** player is limited to one Borg Use Only [BO] current objective at a time. Any player may have any number of non-[BO] objectives in play at a time.

Obsidian Order – See **skills**.

occupied ship – Your ship is *occupied* if you have any crew aboard. See **empty ship**.

Ocett – See **Non-Aligned**.

Ocular Implants – This event may be used to look at the **bottom seed card** under a planet mission only. The personnel "wearing" the Ocular Implants must be on the planet. See **present**.

Odo – See **equipment**.

"off line" – See **damage**.

"on planet" – Cards which are in a planet facility or aboard a ship landed on a planet are also "on planet."

"on table" – A card that "seeds on table" or "plays on table" is played to a special area on the table away from the spaceline. Cards on the spaceline are not considered to be "on table."

once each (every) turn – See **once per turn**.

once in play – When a card has an effect "once in play," that effect continues for the rest of the game, even after the card is no longer in play (unless another card specifically cancels the effect). For example, Mortal Q's restriction box says, "Once in play, your Q-Continuum is inactive." Even if Mortal Q is killed, your Q-Continuum remains inactive for the rest of the game. However, if you nullify (discard) your Mortal Q with Immortal Again, your Q-Continuum is reactivated, as stated on Immortal Again. See **"rest of game."**

once per game – When a card has an effect that may be used "once per game" (including special downloads), you may use that card's effect only once during a game, no matter how many copies of that card you have in play during that game (even universal cards). For example, you may download Reflection Therapy only once per game with Suna's skill, even if you play multiple copies of Suna. You and

your opponent may each use such text once per game if you each control a copy of that card.

If the same "once per game" skill is included on different cards, you may use the skill once for each card; for example, you may use the ability to destroy seed cards once per game for Ajur and once per game for Boratus.

once per turn – A card whose effect is limited to use "once per turn," "once each turn," or "once every turn" can be used only once during a **turn** regardless of the number of copies of that card you have in play, except for cards with a universal ❖ icon and **cumulative** cards. *Each copy* of a ❖ or cumulative card may use a "once per turn" effect once during a turn.

Open Diplomatic Relations – Each seeded copy of this objective allows you to seed one treaty during the doorway seed phase.

Operate Wormhole Relays – Moving through a pair of Wormholes kept open by this objective can be part of a single movement action to the mouth of the wormhole and through it, continuing along the spaceline upon exit.

Ophidian Cane – This artifact is played as a response to saying "Devidian Door," allowing three Personnel and/or Equipment cards to be reported to the same destination.

opponent's choice – When game text or a rule states that a card is selected by opponent's choice, your opponent may examine your cards fully (look at the entire card) before making the selection. See **showing your cards**, **ties**.

opposing – An "opposing" personnel, ship, or facility is one controlled by your opponent and which is not cloaked, phased, disabled, or in stasis. See **unopposed**, **Patrol Neutral Zone**.

Ops – The affiliation of a personnel or ship downloaded to any site using this site's text must match the affiliation of the Nor. A treaty makes cards **compatible** but not **matching affiliation**. You are not required to have a personnel in Ops in order to download a card to any site. Only the destination site must be **unopposed**.

A "card which may play there" is one which is allowed to play there by the text of the destination site (e.g., Security Office, "SECURITY-classification personnel and hand weapons may report here"), or by its own text (e.g., Weapons Locker "plays on ... Security Office"). If an additional card is required to allow the card to play there, it may not be downloaded (even if the additional card is present). For example, you may not download a non-SECURITY Bajoran to Security Office even if The Emissary is there; you may not download a Breen CRM114 to the Security Office even if a Breen or arms dealer is there.

Orb Negotiations – You may seed any number of *different* Orb artifacts (no duplicates) under this mission, in place of the single artifact normally allowed at a mission.

Orb of Prophecy and Change – On this artifact, the sentence "Insert it anywhere within your draw deck if you wish" refers to the top card of your draw deck that you just looked at, not the Orb itself.

orbiting – See **"in orbit"**.

Ore Processing Unit – If you commandeer your opponent's DS9 with Klingons, it is under Klingon control. You may process ore (using the Process Ore objective) even if you have Bajorans aboard and a Klingon/Bajoran treaty in play, but only with a [Klg] ENGINEER or SECURITY personnel at this site. See **commandeering**, **facility** (control of facilities).

Original Series icon [OS] – 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.

out-of-play – When directed to place a card out-of-play, place it in a pile separate from the discard pile. A card placed out-of-play may not be returned to the game by any means (except by reversal of a Black Hole). Discarded cards are not "out-of-play" (although they are not "**in play**," either). When you place any card out-of-play (including unused seed cards), you must first show it to your opponent.

Outpost Raid – "If at your outpost" means if you encounter this dilemma at a location where you have an outpost, whether it is a planet or space mission. "Outpost" does not include other types of facilities. Personnel aboard the outpost are not affected by the dilemma.

outpost – A kind of **facility**. The Bajoran, Borg, Cardassian, Federation, Ferengi, Klaestron, Klingon, and Romulan Outposts have errata, where XXX is the affiliation or species name (see also **Neutral Outpost**):

Seed one ~~if playing XXX~~ OR build ~~later at any location~~ where **you have** a XXX ENGINEER ~~is present~~.

If you have no outpost in play, no player may play a card requiring you to return a personnel or ship to your outpost (e.g., Rescue Captives with no Prepare the Prisoner in play, Incoming Message cards), nor may you choose an effect on a card that would require an outpost (e.g., replying "five" to Interrogation).

outside the game – Cards brought in from "outside the game" may not be any of your cards currently **out-of-play** or duplicates of those cards. Any cards added to your deck from "outside the game" (e.g., *Phoenix* seeded under Montana Missile Complex or the contents of a First Contact expansion pack added by Add Distinctiveness) must be removed from your deck at the end of the game, and your deck restored to its original condition.

owner – The owner of a card is the player who originally stocked that card in their game deck. All cards temporarily controlled by the opponent (e.g., captured, commandeered, assimilated, stolen) are returned to their owner at the end of the game.

Palor Toff – Alien Trader – See **discard pile**.

Parallax Arguers – This interrupt has multiple functions. During initiation of the card play, you must declare which function of the interrupt you are using and meet any conditions for using that function. If you do not meet the conditions for that function, it is an invalid card play and the card returns to your hand. See **actions**.

The condition for using the first function of the card is that "that [the previous game action] was cool." This means that *you say it was cool*, and your opponent *does not disagree with you*. He does not have to actively agree, as long as he does not disagree. The condition for using the second function of the card is that "you just argued" over the coolness of the last game action. This means that *you said it was cool*, and your opponent *disagreed*. No other "arguments" count for this card.

Here's how to play Parallax Arguers (PA) for the first two functions:

1. Just after a game action is completed, say "That was cool," and attempt to play PA. If your opponent does not disagree, carry out the results of the first function: place the PA in your bonus point area, with X=5. If your opponent disagrees, return the PA to your hand; it was an invalid card play (the condition was not met).

2. You now meet the conditions for the second function. *If you want to use that function*, say, "We just argued," and play the PA. Carry out the results of the second function: play an Event card from

your hand, and place the PA in your bonus point area with X=0. *If you do not want to use this function,* you don't have to.

Here's how the third function (nullifying another PA) works:

1. I play a PA (for coolness). X=5, but...
2. You respond by playing a PA to nullify my PA. Mine is discarded; for yours, X=10, but...
3. I respond by playing another PA to nullify yours. Yours is now discarded; for mine, X=15.

In other words, if we play a chain of PAs, each one nullifies the previous one, and the last player to play a PA scores a total of 5 points for each PA in the chain. All PAs except the last, unnullified one are discarded. The last one goes in its owner's bonus point area.

Unless nullified, this interrupt is placed in your bonus point area regardless of its use, even if its point value is 0. (X=5, 0, or "opponent's Arguers points + 5.") Thus, it may not be retrieved and reused after using it to play an event.

Particle Fountain – You may play this interrupt only on a mission that you completed.

passing locations – To "pass" or "fly by" a location (e.g., for Cargo Bay, Subspace Warp Rift, or Hail), your ship must move to it from one location and away from it to a different one, all using span numbers. The ship is not considered to pass a mission if it moves away from it back in the direction it came from (e.g., picking up someone stranded at the end of the spaceline), or if it moves to or from the mission without using span numbers (e.g., Wormhole).

Patrol Neutral Zone –

(Lore) **Neutral Zone Region • Nebula**

There are "no opposing ships in Neutral Zone" if your opponent has no **opposing** ships (including landed and docked ships) at any location that is part of the Neutral Zone (see **regions of space**). See **unopposed, cloaking and phasing**.

Paul Rice – This personnel may nullify one Echo Papa per turn.

Penalty Box – This Q-event is *not* a capturing-related card.

Persistence of Memory – This artifact "reverses" the effect of one of a number of cards. 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).

persona – Two Personnel cards are instances of the same *persona* if they are duplicates (exact copies); or if they have the exact same card title; or if one has the other's name in boldface type in its lore; or if they both have the same persona name in boldface type in their lore. The presence or absence of [AU] icons does not determine whether two personnel are instances of the same persona.

You may not have more than one instance of the same non-universal persona in play at the same time, including personnel who have been captured, assimilated, or are otherwise controlled by your opponent. (You *may* have multiple instances of a universal persona in play.) See **unique and universal**. You and your opponent may each have a copy of the same non-universal persona in play. Examples:

Jean-Luc Picard (Premiere), Jean-Luc Picard (First Contact), Locutus of Borg, and Galen are all instances (different versions) of the same persona (the "Jean-Luc Picard" persona). You may have only one of them in play at a time. Admiral Picard and Lt. (j.g.) Picard are instances of different personas (one from Barash's illusion, and one from an alternate timeline). You may have Jean-Luc Picard and Admiral Picard (for example) in play at the same time.

You may have any number of copies of ❖ Linda Larson in play at the same time; they are all instances of the Linda Larson persona. Only one copy may probe (once per game) for Visit Cochrane Memorial if It's Only a Game is in play.

Two nonidentical instances of the same persona are not "duplicates" (e.g., for Doppelganger), and may not be substituted for **matching commanders**, mission requirements, etc., if they do not meet other applicable criteria (same name, matching commander lore, etc.). For example, The Emissary is not the matching commander for the *U.S.S. Defiant*, which states that Benjamin Sisko is its commander.

Treat unique ships and non-duplicatable facilities in the same way, i.e., you may not have more than one instance of a unique ship or non-duplicatable station "persona" in play at the same time.

The persona rule does not apply to other card types such as events or interrupts. See **card title groups**.

Persona replacement – When you have one version of a personnel persona in play and a second version of that same persona in your hand, you may exchange them at the start of your turn for free. (Facilities may not be exchanged.) Any cards already affecting the first version (e.g., Orb Experience, Framed For Murder) automatically transfer to the second one, if applicable. Those cards not applicable return to their owners' hands. You may not replace the same persona more than once at the start of a turn. Replacing a persona is not a card play or reporting for duty. See **exchanging cards, in play**.

Persona replacements involving **dual-personnel cards** must exchange versions of both personas on that card. For example, you must replace Sisters of Duras with both Lursa and B'Etor (or vice versa).

To replace one version of a persona with another, the first version must have been originally played under, and still be under, your control (not your opponent's). Thus, you may not replace your personnel who has been captured, abducted, or assimilated; and you may not replace a Jean-Luc Picard you assimilated from your opponent with your Locutus of Borg. (You can still play your Locutus of Borg, because you did not play Jean-Luc Picard.)

Impersonators – A personnel who has a boldfaced, *italicized* "persona name" in its lore, and a diamond-shaped **infiltration icon**, is an impersonator, *not* a true version of that persona. An impersonator may not be exchanged for any version of that persona and may not be substituted for a matching commander, mission requirement or dilemma condition, cure, or nullifier. See **species**.

personnel – A card type representing a character from the Star Trek universe. Personnel have eight different **classifications** and three **attributes** – INTEGRITY, CUNNING, and STRENGTH. These classifications and attributes, along with **skills** listed on the cards (e.g., Navigation or Stellar Cartography), are used to overcome dilemmas and complete missions. Personnel also may have icons indicating such features as ship-staffing ability, origination in an alternate universe or timeline, Orb experience, or membership in the Maquis. (**Borg** have no classifications, and have special *subcommand* icons.)

personnel – seeded – Some game text allows you to seed Personnel cards under a mission (e.g., Cryosatellite, Rescue Prisoners, Tora Ziyal). Such cards are seeded face-down, like artifacts, and are earned when you solve the mission or complete a Borg objective targeting the mission. (**Mirasta Yale** is an exception, because her text states she seeds like a dilemma; she is earned when encountered.) Personnel that you seeded join your crew or Away Team, if compatible; otherwise they are placed under **house arrest** (on a ship) or form a separate Away Team (on a planet). Personnel that your opponent seeded become your captives. See **capturing**, **mis-seeds**.

personnel movement – See **movement**.

personnel type –The eight personnel types are OFFICER, ENGINEER, MEDICAL, SCIENCE, SECURITY, V.I.P., CIVILIAN, and ANIMAL. All personnel types appear as **classifications**; some also appear as **skills**. If a card requires a personnel type without specifying either a classification or a skill, either will satisfy the requirement.

Phased Matter –

Away Team is split into two Away Teams (~~owner's~~ **your** choice). ~~Only the smaller team may beam up~~ **Larger team is phased and cannot beam** until ~~cured by~~ ENGINEER and SCIENCE ~~present~~ **in another Away Team on planet**.

If you split the Away Team encountering this dilemma into two groups of equal size, designate one the "larger" group. If there is only one personnel in the Away Team, your two "groups" contain one and zero personnel. The smaller Away Team must continue the mission attempt.

Like phased ships, phased personnel are both invisible and untouchable. They are not affected by external phenomena (e.g., The Sheliak), and may not affect non-phased cards (e.g., engage in battle with non-phased cards, attempt or scout missions), but remain vulnerable to global effects caused by changes in the timeline (e.g., Anti-Time Anomaly, Stop First Contact). See **cloaking and phasing**.

Phased personnel are initially unaffected by a Supernova, but will be killed upon exposure to space (except Borg or androids).

Phaser Burns – Errata:

If you have phasers or disruptors present during ~~an Away Team~~ **a personnel** battle, before a winner is determined randomly select two opposing ~~personnel~~ **stunned cards** to die.

phasing – See **cloaking and phasing**.

Phasing Cloak – This **special equipment** allows a ship and its crew to go "out of phase" with the universe. The ship is both invisible and untouchable, and thus can fly through planets and other navigational obstructions. While phased, the ship receives a RANGE enhancement as indicated on the card providing the phasing ability. See **cloaking and phasing**.

Phoenix – This ship must be undocked to be **"in orbit"** of a planet and worth bonus points. If reported in space, it is considered conceptually to have already taken off and so cannot take off again if landed. "NO WEAPONS" is an **undefined attribute**.

Picard's Artificial Heart – This Q-artifact can be stocked only in your **Q-Continuum side deck**. When your opponent encounters it, immediately seed it under the mission where encountered. Whenever the mission is completed (or scouted), you – the card's "owner" – always take it into your hand. See **meeting requirements**.

Plain, Simple Garak – This personnel's special skill allows you to perform a **persona** replacement at any time, rather than only at the start of your turn. He may be replaced only by another version of the Elim Garak persona. (The [AU] personnel "Garak" is *not* a version of the Elim Garak persona.)

planet facility – See **facility**.

Plans of the Obsidian Order and Tal Shiar – The personnel with Obsidian Order or Tal Shiar skill must be at the mission location where you play your Espionage card for free. You do not need such a personnel in play to use the other functions of these objectives.

Plasma Fire – The ship is damaged by this event at the end of each of the **turns** of the ship's owner, beginning at the end of the owner's next turn.

play phase – After the seed phases are over, shuffle your draw deck and place it face down on the table. Draw seven cards to form your starting hand. (There is no limit to the number of cards you may hold in your hand during the game.)

The starting player (chosen before the seed phases began) takes the first turn, then players alternate **turns** until one player scores 100 points, or until both players' draw decks run out. See **winning the game**.

"played as" – See **card types**.

point box – A point box on a card may contain a number (a point value) or a variable such as X or 10X. "A point box" is any point box regardless of its contents. "A point box with a number" is one with just a number and no variable.

When a card refers to a mission point box "showing at least 40 points," it means the actual number printed on the card, not what the mission may be worth. Thus, the point box on Quest for the Sword always shows 40 points, even after The Sheliak arrives and makes the mission worth 0 points. Likewise, Reunion's point box never shows any points, although it may be worth 15 or 40 points.

points – "Scoring points" refers to any change in a player's score, either gaining or losing points. If you encounter a card that has a negative point value, your score is reduced by those points. This may cause your score to become negative. For example, if your score is 0 and you encounter a dilemma with a −10 point value, your score is −10; you must score 110 additional points to win. See **bonus points**.

When points are transferred between players, the changes in score are treated independently. For example, if you nullify a point loss

from Mandarin Bailiff with Bribery, your opponent still gains points. If you are playing Borg and cannot gain bonus points, your non-Borg opponent will still lose them.

If certain bonus points "do not count toward winning" (e.g., because of Intermix Ratio or Altonian Brain Teaser), those points are not counted when determining your final score in the game (whether you win or lose). The points are not lost, however, and still count for determining your current score in other situations, for example, to pass Dead End or to resolve Lemon-Aid.

Post Garrison – See **cloaking and phasing**.

Prepare Assault Teams – This objective allows you to split your cards into two assault teams at the start of personnel battle. Each assault team must have at least one personnel card in it; it may not consist solely of Equipment cards. If you initiated the battle, your assault team that you choose to participate in the battle must contain a leader (unless counter-attacking).

present – Your personnel and equipment are present together (or "with" each other) if they are in the same crew or Away Team. Personnel who are "stopped," disabled, in stasis, or under house arrest form a separate crew or Away Team. (See **Away Team and crew**.)

Personnel and equipment in a separate crew or Away Team may not contribute skills or enhance others to battle, to solve missions, or to overcome, nullify, or cure dilemmas or Q-icon cards during a mission attempt. They may not trigger or be targeted by dilemmas or Q-icon cards encountered by the attempting Away Team or crew.

Your personnel are present with your opponent's personnel if they are on the same planet (but outside a facility or landed ship), or on the same ship, facility, or site, where there is the possibility of physical contact.

You may not benefit from your opponent's personnel who are "present" with yours, unless a card affects "all" of a type of personnel present. Examples:

- Your Kahlest increases the STRENGTH of your Klingons with Honor during a personnel battle or mission attempt only if she is participating in the battle or mission attempt.
- Your K'mtar's attributes are enhanced only by your Alexander Rozhenko in the same Away Team or crew (requiring a treaty).
- An android in stasis or under house arrest will not trigger, or be "stopped" by, Chinese Finger Puzzle.
- Your opponent's personnel may pass on a Coalescent Organism to one of your personnel on the same planet.
- Your opponent's Targ enhances STRENGTH of "all non-Targ Klingons...where present," including your Klingons.

If a dilemma "holds" or otherwise separates part of a crew or Away Team (for example, Alien Abduction), your other personnel may be considered "present" for purposes of curing that dilemma, even during the mission attempt.

"Aboard" (a ship or facility) is also used interchangeably with "present" for many space dilemmas and other cards.

- Only the crew attempting or scouting the mission (or the Away Team attempting to commandeer Empok Nor) are considered to be "aboard" for encountering dilemmas or Q-icon cards.
- "Stopped" personnel are considered to be "aboard" for all other purposes except staffing ships.
- Personnel who are intruders, disabled, or under house arrest are considered to be "aboard" for all other purposes, except they may not contribute traits or skills for staffing ships, for curing or nullifying dilemmas that have long-term effects, or for such cards

as Paxan "Wormhole," Defiant Dedication Plaque, Kurlan Naiskos, or Navigate Plasma Storms.

Your personnel are present with other cards (e.g., event, interrupt, or doorway cards, seeded cards outside the context of a mission attempt, dilemmas that enter play) if they are on the planet (outside a facility or landed ship) where the card is played or seeded, on a ship, facility, or site on which the card is played, or present with a personnel on which the card is played. Personnel are never present with a card played on or seeded under a space mission. A seeded card may not be nullified by a personnel "present" until it is encountered in a mission attempt. Examples:

- A personnel wearing Ocular Implants may look at a seed card only under a planet mission, and must be on the planet to do so.
- Madam Guinan may nullify Frame of Mind only if she is in the encountering Away Team or crew, or (after the mission attempt) if she is present with the affected personnel.
- The human ENGINEER who enables probing for Visit Cochrane Memorial must be on the planet surface, not in a landed ship or facility.

Two ships or facilities are present with each other if they are either in space at the same **location** or on the same planet. A ship is present at a site if it is docked at that site.

A ship is present at a mission if it is at the mission location. It is present for a mission attempt or dilemma encounter only if the crew of that ship is attempting the mission. (**Quantum Singularity Lifeforms** is an exception.)

An artifact just earned is not present (e.g., for Kivas Fajo or HQ: Return Orb to Bajor) unless it joins the crew or Away Team. Thus an Orb of Prophecy and Change is present with the Away Team when earned, but a Mysterious Orb is not.

See **Away Team and crew, here, in play, location, "stopped."**

"prevents" – See **actions – step 2: responses**.

Primary Supply Depot – This outpost may be seeded at any non-homeworld Gamma Quadrant mission, regardless of affiliation icons. It may not be built later. See **damage, Ketracel-White**.

probing – Probing is a feature of some Objective and other cards which uses card icons to determine a randomized outcome. When a card requires or allows you to probe, you do so at the end of your turn (just before your card draw) by revealing and examining the top card of your draw deck, called the *probe card*. (If your draw deck is empty, you may not probe.)

- Start with the first icon in the objective's probe list. If that icon appears *anywhere* on the probe card (in game text, as a staffing icon, etc.), first replace the probe card on your draw deck and then execute the appropriate outcome for that icon. (Thus, if the outcome allows you to download a card from your draw deck, the probe card will be shuffled into the deck before you take your end-of-turn card draw.) If not, look for the second icon in the probe list, then the third, and so on. Always examine the icons in the *probe list* from top to bottom, and execute *only* the first appropriate outcome. The position of the icon on the *probe card* is irrelevant.
- If none of the icons in the probe list appear on the probe card, but the word "Otherwise" appears at the end of the probe list, replace the probe card on your draw deck and execute that outcome.
- If there are no icon matches and no "Otherwise" in the probe list, simply replace the probe card. This is defined as *probing with no outcome*.

Some probe outcomes "complete" the objective (e.g., the last outcome on Navigate Plasma Storms) – these outcomes tell you to discard the objective or relocate it as a marker. Other outcomes simply have an effect and allow the objective to remain in play (e.g., both of the outcomes on Promenade Shops). You may continue probing on successive turns until the objective is nullified, discarded, or completed.

As an example, Visit Cochrane Memorial has the following text:

[Fed], [Obj]: *"Oooh."* Draw one card.

[Ev], [Int]: *"Aaaaah."* Play one card.

[Fajo], [Eq]: *"Wow!"* Download one card.

[NA], [Door]: *"I thought it'd be bigger."* Discard one card.

The probe list consists of the icons. The outcomes are "Draw one card," "Play one card," and so on. If either the [Fed] or [Obj] icon appears *anywhere* on the probe card, replace the probe card on your draw deck and then execute the outcome "Draw one card." (You will draw the probe card.) This is the appropriate outcome, even if another icon, such as [Fajo], also appears on the probe card (for example, on Lore). All outcomes allow you to continue to probe on each turn that you have an unopposed human ENGINEER present.

If two or more cards allow or require you to probe, announce all of them at once and reveal only one probe card (using it to resolve the probes in any order you wish). However, cards which instruct you to "immediately probe" are resolved individually, without waiting for the end of your turn.

If a Borg objective involves scouting a ship or location, you may probe only after **scouting** is complete, and not at the end of the same turn you completed scouting.

If a card has received errata that gives it a new icon, treat that card as if the icon were printed on it for purposes of probing. For example, Tasha Yar – Alternate has errata changing her special skill to [SD] Starfleet Type II Phaser, and thus is a successful probe for Under Fire.

Process Ore – See **Ore Processing Unit**.

Procurement Drone (One of Eleven) – This drone may steal *any* equipment card for the Borg to use, regardless of that equipment's affiliation restrictions. See **stealing**.

Proficiency Drone – See **Seven of Nine**.

protecting cards – When a card, such as Ready Room Door or Intruder Alert, downloads and protects an event from nullification, the card is placed to protect the event only after the opponent declines or fails to nullify that event. A hidden agenda event may not be protected until after it has been activated.

Protouniverse – If you nullify this interrupt, the "Subspace Seaweed" dilemma is discarded also.

"Pup" – See **disabled**, **Birth of "Junior."**

Q –

Unless 2 Leadership and INTEGRITY>60, Q allows opponent to rearrange spaceline locations. Otherwise, discard all dilemmas seeded under here. Discard dilemma.

You may rearrange only the **spaceline** where this dilemma was encountered. Move each location card and all cards there (including ships and facilities) as a single unit. You may relocate a Q-Net between any two adjacent spaceline locations. **Regions of space** may be rearranged, breaking up the region.

Overcoming this dilemma allows you to discard only Dilemma cards seeded under the mission, not a Q-Flash (a Doorway card) or Q-icon dilemmas encountered during a Q-Flash.

Q-Continuum side deck – This **side deck** is made up of cards identified by the [Q] icon. You can have as many **Q-icon cards** in your side deck as you like, even duplicates. The side deck is activated during the doorway seed phase by a Q-Flash doorway placed face up on top of the side deck.

Seed more Q-Flash doorways like dilemmas under any mission (no more than one per mission) to cause your opponent to face the cards in your Q-Continuum. (Additional Q-Flash doorways may be stocked in your draw deck or Q's Tent for nullifying Q-icon cards or for seeding during the game using the objective Beware of Q.)

When your opponent encounters a Q-Flash under a mission, his crew or Away Team must collectively face a number of cards from your Q-Continuum side deck equal to the number of personnel present. (See **dual-icon mission**.) Draw and resolve Q-icon cards one at a time. If the same Q-icon card occurs more than once during a given Q-Flash, discard any duplicates (do not draw more cards to replace them). When you have finished resolving the required number of cards, discard the Q-Flash doorway.

Your used Q-icon cards from your side deck do not go to your discard pile if you have a Q-Continuum side deck. Instead, whenever one of them is discarded or otherwise leaves the table, place it *face up* underneath your side deck. When your side deck runs out of face-down Q-icon cards, shuffle the face-up cards and place them face down again underneath your seeded Q-Flash doorway. (Q-icon cards that come into play from any source other than your Q-Continuum side deck, such as Q-icon dilemmas seeded under a mission with Beware of Q or a Q's Planet from your Q's Tent, are discarded normally after use, even if you also have a side deck.)

If an entire crew or Away Team is killed, captured, relocated, or otherwise unable to continue a Q-Flash, do not draw any remaining Q-icon cards. Unless otherwise specified, a Q-icon dilemma encountered during a Q-Flash does not "stop" a crew or Away Team that cannot meet its requirements.

You never encounter your own Q-Continuum side deck. If you encounter a Q-Flash, regardless of who seeded it, you encounter your opponent's Q-Continuum. If your opponent does not have a Q-Continuum side deck (or if its doorway is closed), discard that Q-Flash.

Q-Flash – This doorway seeds *like* a dilemma; it is not *used as* a dilemma. It is thus not affected by cards that affect dilemmas. See **card types**, **Q-Continuum side deck**.

Q-icon cards – Cards identified by the special [Q] icon, representing actions of Q or one of the other Q entities, come into play only through a special **Q-Continuum side deck**, unless a card's text allows them to be used in another way (e.g., Q's Planet, Hide and Seek, Beware of Q). (If so, you do not need a Q-Continuum side deck, or any seeded Q-Flash doorways, to use these cards.)

Although labeled as interrupts, events, dilemmas, and other card types, they cannot normally be used the same way as other cards of those types. The objective card Beware of Q allows Q-icon dilemmas (but not other Q-icon card types) to seed as normal [S/P] dilemmas. Q-icon cards can be nullified in the normal ways (dilemmas by Q2, events by Kevin Uxbridge, and interrupts by Amanda Rogers) unless otherwise specified. See **nullify**.

A Q-icon card that contains the phrase "until any Q-Flash" has its effect only until the next Q-Flash card is played from a hand or encountered by any crew or Away Team, then is discarded.

Q-related dilemma – The phrases "Q-related dilemma" (on the Q2 card) and "Q-related card" (on Adapt: Negate Obstruction) refer to Q-icon Dilemma cards and regular Dilemma cards with Q's name in the

title, such as the Q dilemma, Q's Vicious Animal Things, and Q Gets the Point. A Q-Flash is not a Q-related dilemma.

Q the Referee – When you use this incident to play a [Ref] card with a Hidden Agenda icon for free, you must show the card to your opponent to verify its [Ref] status before playing it face down on the table.

Q2 – Nullifying and discarding the Q dilemma with this interrupt does not "overcome" the dilemma; you may not discard the other dilemmas seeded there. See **Q-related dilemma**.

Qapla'! – In Federation Standard, the title, lore, and game text of this interrupt would read:

> 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.)

Q's Planet – This Q-icon mission is not seeded at the beginning of the game, but comes into play later. (See **Q-icon cards**.) You may stock it either in your **Q-Continuum side deck** or in your Q's Tent. When your opponent encounters this card from your Q-Continuum, you immediately insert it anywhere on the current **spaceline**. Starting with your opponent, both players take turns placing seed cards under the mission (up to 3 each). You may not "pass" during the seeding until you have no cards left to seed. You may seed only cards that seed face down under a mission and all normal seeding and **mis-seed** rules apply.

If stocked in your Q's Tent, Q's Planet may be retrieved normally by playing a Q's Tent from hand (or by a card that allows it to be downloaded). You may insert it into either spaceline (even if there are no missions yet on that spaceline) as your normal card play (or play immediately if downloaded). Players then place seed cards as described above.

While it may not be nullified by a counter-card (such as Q-Flash), Q's Planet may be destroyed by a Supernova or Black Hole. Once destroyed, its game text requiring an additional 40 points to win is no longer in effect. See **nullify**.

Like any non-universal mission, Q's Planet can be solved only once per game. If it is destroyed after being solved, any copy subsequently played by any player enters play already solved, and no cards may be seeded there.

Q's Tent – This doorway requires you to choose a target card to take into your hand as part of initiating the card play. Announce the play of Q's Tent (without naming a target card), look through your **Q's Tent side deck** and choose a card, and show it to your opponent, who may then respond by nullifying the Q's Tent or revealing a Computer Crash. See **actions**.

After you play this doorway, you may not draw any cards for the remainder of the turn. See **card draw**.

Q's Tent side deck – This **side deck** allows you to stock up to 13 different cards (no duplicates) which you can access during play. You may stock any card in your Q's Tent side deck except a Q-icon card (unless allowed by the card), or a Tactic, Tribble, or Trouble card. Cards that must normally be seeded (e.g., missions, dilemmas, and artifacts) can be placed in your Q's Tent, but you will not be able to use them unless a card allows it (Q's Planet, Hide and Seek, Starry Night, etc.). The side deck is activated during the doorway seed phase by a Q's Tent doorway placed face up on top of the side deck. There are three ways to retrieve cards from Q's Tent:

- You may stock additional **Q's Tent** doorways in your draw deck. You may then play a Q's Tent doorway from your hand at any time during your turn (subject to normal timing rules) to take a card from your Q's Tent side deck (either randomly or selectively, as described on the card) into your hand. You may then play the card normally from your hand, whenever you may legally play that card. You may not play a Q's Tent from your hand if your Q's Tent side deck is empty.
- You may use a card that allows **downloading** to access cards stocked in your Tent.
- Some cards specifically allow you to take cards from Q's Tent (e.g., Q's Planet, Hide and Seek).

If the seeded Q's Tent **doorway** is closed, you may not retrieve cards from Q's Tent unless a card explicitly allows you to access a closed Tent.

Quantum Drone (Six of Eleven) –

When on your ship, may download an Alternate Universe Door in place of one card draw.

Quantum Singularity Lifeforms – Any Romulan-affiliation ship at the mission location will trigger this dilemma (not just the ship attempting the mission). Only ships and personnel at the location when the dilemma is encountered (including personnel aboard a facility at the location) are placed in **stasis**; ships and personnel arriving later do not enter stasis. Any player may bring in a new ENGINEER or play Emergency Transporter Armbands to cure the dilemma and release all ships and personnel from stasis. See **affiliation and ship origin**.

quarantine – When a ship, facility, or planet is under quarantine, personnel may board the ship or facility, or beam to the planet, but none may leave.

While personnel may not leave a quarantined ship (e.g., Aphasia Device) to satisfy the conditions of a dilemma such as Tarellian Plague Ship, Abandon Ship! has no conditions and forces the abandonment of personnel, overriding the quarantine.

Quark's Isolinear Rods – This incident nullifies cards preventing you from playing a Q's Tent *only* when you are actually playing one. For example, it will not nullify a Revolving Door on your Q's Tent side deck when you are trying to download a card from there.

Quash Conspiracy – This mission's special text "No ship-to-ship beaming" does not restrict beaming to and from an outpost or a dilemma (Tarellian Plague Ship).

Radioactive Garbage Scow –

Place on spaceline here. Mission cannot be attempted where present. Ships with Tractor Beam and 2 ENGINEER can tow scow to a different location.

This dilemma does not prevent Borg scouting.

Raise the Stakes – This event is banned from tournament play.

random selection – When a card is to be chosen by random selection, shuffle together all eligible cards, hold them so the faces of the cards cannot be seen, and let your opponent draw a single card, at random, from this group.

ranks and titles – When a card refers to personnel of specific ranks or titles, such as admiral, ambassador, Kai, senator, etc., a personnel must be identified in its card title or lore as currently or formerly holding that rank or title. A title with the prefix "vice" counts as that title. For example, Alynna Nechayev ("Vice-Admiral") counts as an Admiral for Going to the Top or Office of the President; Bok ("former Ferengi DaiMon") is enhanced by Calandra.

Information on other cards (such as a Ship card) may not be used. Thus Alidar Jarok ("Conscientious admiral...") may report for free to the Office of the Proconsul, but not Mendak, who is not identified in his card title or lore as an admiral (although the *Devoras* identifies him as Admiral Mendak). **Matching commander** is not a rank or title and may use information from either the personnel or ship lore.

rationing – See **Ketracel-White**.

Reaction Control Thrusters – When you move a facility with this event, any docked ships are carried along (this is not normal ship **movement**), while undocked ships are left behind.

Reactor Overload – For this incident, you have "processed ore to draw two cards" if you create two card draws during one turn using the Process Ore objective, even if you convert one or more of those draws to downloads or other actions.

Ready Room Door – You may dispose of this doorway in any of the three ways listed, whether it was used to download a **matching commander** or a Captain's Order. See **protecting cards**.

You may download another matching commander to a ship that already has one aboard (though the ship may not benefit from more than one, such as with Captain's Log).

Receptacle Stones – When you encounter a dilemma with this artifact in play, apply the dilemma first to your own ship, then to the opponent's ship, as if it had just encountered it at that ship's own spaceline location. Both [S] and [S/P] dilemmas encountered at a space mission affect the opponent's ship.

Recruit Mercenaries – The negative points for this event are scored ("paid") at the location where you download the mercenaries. See **Altonian Brain Teaser**.

Red Alert! –

Plays on table. In place of your normal card play, you may report for duty any number of Ship, Personnel and Equipment cards.

Interrupts may not be played between the individual cards reported. See **card play, actions**.

referee icon [Ref] – This icon is used by Q the Referee.

Reflection Therapy – This objective can change a regular skill that does not actually appear in a skills box, but was added by an Equipment card, Mot's Advice, etc. If the personnel is separated from the Equipment card, or Mot's Advice is nullified, discard the Reflection Therapy objective, because the target skill no longer exists.

The new skill may be selected only at the x1 level. If the replaced skill is at the x2 level, the entire skill is replaced. For example, you may change Honor x2 to Treachery. See **present, mission specialist, skills**.

Refuse Immigration – To solve this mission, the single ship whose crew is attempting it must have usable WEAPONS>10. See **WEAPONS**.

Regenerate – If seed cards such as dilemmas or artifacts are shuffled into your deck using this event, you may not use or discard them unless a card specifically allows it. See **discard pile, discarding**. The Regenerate card itself is not shuffled into the deck, but instead is discarded after the deck regeneration.

regions of space – Certain mission locations are known to be in the same region of space (as defined in the mission lore). Also, other cards may form locations that belong to a region (e.g., the Alpha Quadrant end of the Bajoran Wormhole creates a location in the Bajor Region). Whenever a regional card is being added to the spaceline, it must be placed (or inserted) next to another location in the same region, if possible.

Some cards, such as ❖ Space, Gaps in Normal Space, Blade of Tkon, and the Q dilemma, allow non-regional locations to be inserted between regional locations. Such inserted cards are not considered to be part of the region (unless specified on the card). Thus, for example, a ship is "in the Neutral Zone" only when it is actually at one of the Neutral Zone mission locations listed below.

The following regions of space are defined for pre-Deep Space Nine cards: the Neutral Zone Region, consisting of **Covert Installation**, **Iconia Investigation**, **Investigate "Shattered Space,"** and **Patrol Neutral Zone**; and Sector 001 Region, consisting of **Espionage Mission** (Earth) and **Reunion** (Mars). These missions have errata defining their regional status.

Beginning with the Deep Space Nine expansion, regional missions are clearly identified in the lore as regional (e.g., Alter Records, "Bajor Region • Bajor"). The following additional regions now exist: the Bajor Region, the Cardassia Region, the Badlands Region, the Demilitarized Zone.

relocation – See **movement, movement between quadrants, time travel**.

REM Fatigue Hallucinations –

Entire crew or Away Team dies in three of your full turns unless 3 MEDICAL present OR ship returns to outpost first.

This dilemma affects *only* the crew or Away Team that attempted the mission and encountered the dilemma. It will not affect other personnel who later join the Away Team, or other crew members if the Away Team beams back to a ship.

In order to cure this dilemma by returning to an outpost, the ship must dock there. Returning to another type of facility does not count. Either cure (returning to and docking at the outpost, or bringing 3 MEDICAL to the affected personnel) earns the 5 point bonus.

Remodulation – Errata:

Nullifies Adapt: ~~Neutralize Weapon~~ **Modulate Shields**. OR "Remodulates" your hand. Discard one or two cards and draw an equal ~~amount~~ **number** from the bottom of your draw deck.

Remote Supply Depot – This outpost may be built at any mission with a Dominion affiliation icon in either quadrant. It may not be seeded. See **damage, Ketracel-White**.

repair – See **damage**.

"report with crew" – This phrase means to simultaneously report a ship with any number of compatible Personnel and/or Equipment cards *from your hand* (you may *not* download the cards unless specified). You must report at least enough personnel to meet the staffing requirements. Reporting with crew counts as your normal card play, unless otherwise specified.

Reported Activity –

Navigation + Honor x2 OR Navigation + ENGINEER x2

reporting for duty – Personnel, Ship, and Equipment cards must normally *report for duty* to a **compatible** outpost, headquarters, site, or other place that allows reporting (i.e., personnel may not normally be reported directly aboard a ship or to a planet). Place the card face up at the facility or site and announce the card name, then stack the card under the **facility** or on top of the site. Small Tribble cards may report **"anywhere."** You may not report any card into space.

When a facility or its site allows you to report a card for duty, you may do so only if that card and the facility are both in their **native quadrant**. (Equipment cards are native to all quadrants and thus may report to any appropriate facility that is in its native quadrant.) Also, when a site allows you report cards, you may do so only if that Nor also has at least one docking site.

However, when the reporting is allowed by some other card, such as The Emissary's special skill or Devidian Door, the card may report to any quadrant, even if it happens to be reporting aboard a facility; and a docking site is not required on the Nor.

Any personnel "played" by any means (e.g., normal card play, Devidian Door, downloading into play) is "reporting for duty." Any action that may or must take place upon reporting takes place at the time of play.

Personnel seeded under a mission (e.g., in a Cryosatellite, under Rescue Prisoners, Mirasta Yale) have already conceptually reported for duty. Thus, they do not report for duty when acquired, but simply join your crew or Away Team (if your opponent seeded them, you capture them). See **personnel – seeded**. Actions dependent on reporting cannot take place.

Persona replacement is not a card play or reporting for duty, but an exchange for a personnel who already reported for duty.

Selected or shared features or **skills** do not exist until you have reported the personnel for duty. For example:

- A Soong-type Android may not report to a site allowing a certain classification to report, because it has no classification before reporting.
- Lal cannot report to Mr. Homn as an Empath (by selecting her skill from Lwaxana Troi who is with Mr. Homn), because she can't "learn" Empathy until she is reported.
- Skills are not shared by drones being reported to a hive with skill-sharing enabled, until after they have been reported.

See **showing your cards**.

Res-Q – See **discard pile**.

rescue – See **capturing**.

responses – See **actions – step 2: responses.**

Ressikan Flute – This artifact is worth a variable number of points (it does not score points each turn), depending on the number of personnel with Music skill you have in play (not the number of Music skills). For example, if you have four personnel with Music skill in play when you earn the Flute, it is worth 20 points. If you report another Music personnel for duty, it is worth 25 points. If two of those personnel are killed, it will be worth only 15 points.

Two copies of a universal personnel with Music cannot both affect the value of the Flute at the same time. See **cumulative**.

"rest of game" – When a card has an effect that lasts for "rest of game," the effect continues even after the card is no longer in play (unless another card specifically cancels the effect). For example, Tomalak of Borg says, "For rest of game, all your ships have Cloaking Device." Your ships continue to have Cloaking Devices even if he is killed and discarded. See **"once in play."**

restriction box – Some personnel have limitations listed just above their skills in an area called a "restriction box." These are not skills and are not affected by cards that affect skills.

retaliation – See **Kova Tholl**.

Retask – When this event is played, any damage (either rotation damage or damage markers) on the Borg Ship dilemma is transferred to the Borg Cube. See **exchanging cards**.

Replacement of a Borg Ship dilemma with a downloaded universal ❖ Borg Cube and the seven specified **drones** is not a "report with crew" action; you may *not* report additional Borg with the seven drones.

return to a facility – See **docking**.

return to hand – Cards that are "returned to hand" always return to their **owner**'s hand. See **in play**.

Reunion –

(Lore) **Sector 001 Region • Utopia Planitia, Mars Station**

If you solve this mission with the alternate requirements of Subjugate Planet, its point value (and therefore the STRENGTH requirement of the objective) still depends on whether you have Miracle Worker, Cantankerousness, and/or Spock present in the Away Team.

- If none are present: 0 points, STRENGTH>0 required.
- If one is present: 15 points, STRENGTH>30 required.
- If all three are present: 40 points, STRENGTH>80 required.

See **point box, mission attempt**.

reverse – When a card is "reversed," that card has its game text conceptually changed to work in an opposite way. To ensure consistent gameplay, an official definition is established in each case. See **Intruder Force Field, Persistence of Memory**.

revised text – The following cards have revised game text or lore. See the Glossary introduction for more information on revisions and the individual Glossary entries for the actual revised text.

Alien Abduction	Latinum Payoff
Amanda Rogers	Major Rakal
Amanda's Parents	Martok
Anti-Time Anomaly	Menthar Booby Trap
Assign Mission Specialists	Neutral Outpost
Birth of "Junior"	Outpost (8 outposts listed with similar errata)
Captain's Log	
Cargo Rendezvous	Patrol Neutral Zone
Chinese Finger Puzzle	Phased Matter
Clan People	Phaser Burns
Covert Installation	Q
Cryosatellite	Quantum Drone (Six of Eleven)
Diplomatic Conference	Radioactive Garbage Scow
Distortion Field	Red Alert!
Distortion of Space/Time Continuum	REM Fatigue Hallucinations Remodulation
Docking Pads	Reported Activity
Edo Probe	Reunion
Emergency Transporter Armbands	Scan Sense the Borg
Ensign Tuvok	Tarellian Plague Ship
Espionage Mission	Tasha Yar – Alternate
Firestorm	Thine Own Self
Frame of Mind	T'Pan
Full Planet Scan	Tsiolkovsky Infection
Garak	Two-Dimensional Creatures
I.K.C. Bortas	U.S.S. Danube
Iconia Investigation	Vulcan Mindmeld
Investigate "Shattered Space"	Vulcan Nerve Pinch
Kevin Uxbridge	Zaldan
Khitomer Research	Zon

Revolving Door – See **doorway**.

Roger Maris Baseball Card – See **1962 Roger Maris...**.

Rogue Borg Mercenaries – This interrupt may be played in multiples. The STRENGTH of each individual Rogue Borg depends on the number that are present together. For example, two Rogue Borg have a STRENGTH of 2 each; five have a STRENGTH of 5 each. If Crosis is in the group, he counts as a Rogue Borg and doubles the STRENGTH of each one in the group. In this group of five (four Rogue Borg Mercenaries plus Crosis), each Rogue Borg's STRENGTH is 10. If either player has the Personnel card Lore in play, each Rogue Borg's

STRENGTH is also doubled. (In this example, each would have a STRENGTH of 20.)

The term "Rogue Borg" includes both Rogue Borg Mercenaries and Crosis. The term "Rogue Borg Mercenaries" includes only copies of the Rogue Borg Mercenaries Interrupt card.

Rogue Borg can play as a response to another Rogue Borg play, or as a response to the initiation of an automatic Rogue Borg battle at start of turn. Each of these Rogue Borg may be responded to individually (e.g., by Amanda Rogers). Once the player has "passed" (finished playing Rogue Borg), the entire group of Rogue Borg may be responded to (e.g., by Hugh). If not canceled, the result will then begin with the attack of the Rogue Borg in a normal personnel battle.

Rogue Borg can be played at other times (i.e., in a new action). If played where the player has previously played Rogue Borg, the new ones will battle by themselves before joining with those other Rogue Borg at the end of the turn.

If the entire crew is killed, surviving Rogue Borg remain on the ship, but cannot use the ship unless the event **Lore Returns** is played.

Rogue Borg Mercenaries and Crosis are considered "rogue" and not part of any Borg collective. Thus, they affect Borg-affiliation cards normally.

Romulan Ambush – The captive that you take with this interrupt is selected and relocated to your ship before the ship is destroyed. If the crew is saved with a card that plays during the destruction (such as Escape Pod), the captive is not saved. See **battle** – non-battle cards.

Royale Casino: Blackjack – See **Royale Casino side games**.

Royale Casino: Craps – If you can't show a Personnel card for this dilemma, your opponent wins the points. See **Royale Casino side games**.

Royale Casino side games – The CUNNING numbers on the Personnel cards in your hand, used in the Royale Casino dilemma "side games," are not affected by attribute modifiers such as Yellow Alert or PADDs. See **variable attribute**, **Mickey D**.

Sabotage Drone (Six of Seventeen) – While this personnel's special skill of reducing a ship's RANGE or WEAPONS may be used during the opponent's turn ("Once every turn..."), it may not interrupt a mission attempt. Thus, you may not use a Sabotage Drone downloaded to the opponent's ship with Undetected Beam-In to reduce the ship's RANGE before encountering Abandon Ship! See **actions**.

Saltah'na Clock – While affiliation attack restrictions do not apply (i.e., any affiliation, including Borg, is required to initiate battle), this artifact does not allow or require you to attack your own cards. The requirement to initiate battle is a non-moving required action. (See **actions – required**.)

Any personnel aboard the affected ship or facility (whether crew or intruders) must, on their owner's turn, initiate either a ship battle or a personnel battle, depending on what is possible and/or appropriate. For example, if the Clock is on a ship with both a crew and intruders aboard, the crew, on its owner's turn, must initiate either a personnel battle against the intruders, or a ship battle against an opponent's ship or facility at its location (owner's choice). On the opponent's turn, his intruders must initiate a personnel battle against the crew.

Salvage Starship – Searching your opponent's discard pile for a ship is optional and has no effect on scoring the points for this objective. See **objectives, special equipment**.

Samaritan Snare – On this mission, the phrase "Federation must attempt mission if present" includes any ship and crew containing Federation cards, even if the ship itself is of a different affiliation.

After the mission attempt has ended (even if unsuccessful), they are free to move away (even on a later turn), but are required to re-attempt the mission each time they stop (or undock from a facility) at the location. See **actions – required, Treaty: Federation/Romulan/Klingon**.

Samuel Clemens' Pocketwatch – This artifact allows you to perform now one action which *must* happen on your next turn (any action that is scheduled to happen, or which you are required to perform by a card or rule). It does not allow you to perform an optional action, such as playing a card or moving a ship. Examples:

- Drawing a card: You may take your next turn's mandatory end-of-turn card draw now. You may not then draw a card at the end of your next turn.
- Showing a Devidian Door: You are required to show the Door during your next turn, so you can use SCP to show it immediately.
- Countdown icons: Your card with a countdown icon must count down at the end of your turn, so you can use SCP to make it count down once now. It will then not count down at the end of your next turn.
- Time effects without a countdown icon (e.g., Temporal Rift, diseases): If the effect is scheduled to resolve on your next turn, you can use SCP to force it to resolve now. You may not "remove" a turn unless the effect is scheduled to resolve on your next turn, because (unlike a countdown icon) nothing is scheduled to happen on your next turn.
- Cytherians: If your ship is affected by a moving required action such as Cytherians, you will be required to move it next turn. You may use SCP to move it now and may not move it again next turn.
- Borg Ship dilemma and The Sheliak: These cards must move down the spaceline at the end of your next turn, so you may give them an extra move this turn with SCP. They will not move at the end of your next turn. (However, they *will* still move on your opponent's intervening turn.)

Scan –
Glance at all seed cards located under one space mission for twenty seconds.

Science Lab – See **"bottom seed card"**.

Scorched Hand – See **counting cards**.

scoring points – See **points**.

scoring tournaments – See the official tournament guide.

Scout Encounter – If you download a scout ship (see **ship types**) when your opponent encounters this dilemma, you must also download at least one compatible universal crew member. The downloaded ship may initiate battle (if the ship has a leader, a matching personnel, and no affiliation restrictions) or move away (if the ship is staffed for movement). These actions are optional; the ship may simply remain at the mission location and do nothing. The ship and crew may not perform any other actions until your turn unless a card specifically allows it.

scouting – If your current objective requires scouting, your Borg must complete scouting before you may probe to determine the objective's outcome. See **probing**. Also, you may not probe

- on the same turn in which your Borg completed scouting; or
- if your Borg participated in any battles at that location during your current turn or during your opponent's previous turn. (That is, your opponent may delay completion of your current objective by battling your Borg.)

See **scouting locations, scouting ships**.

scouting locations – Unlike other affiliations, Borg never attempt missions. Instead, they use Objective cards to scout locations. Scouting conceptually represents overcoming resistance (encountering dilemmas and Q-Flashes) and gathering data.

Borg encounter and resolve dilemmas and Q-Flashes in the same way that non-Borg do during mission attempts (see **dilemma resolution**), subject to a few additional rules:

- When your Borg are confronted with a dilemma or Q-icon card which is point-related (and does not specify that it affects Borg), play out the card but ignore the points. (Discard the dilemma when you are done with it rather than placing it in your bonus point area.) If that card presents a choice, you must choose an option which is not point-related, if possible.
- Discard gender-related dilemmas such as Love Interests or Matriarchal Society.
- Borg personnel have no **classification**. Any cards which specifically require or change classifications, such as Scottish Setter, do not affect Borg. However, a dilemma which specifies a personnel type, such as OFFICER, without specifying classification or skill, *will* affect the Borg normally.
- Dilemma text such as "Abandon mission attempt..." or "Mission may not be attempted" does not affect Borg, because they do not attempt missions. Ignore such text, and discard the dilemma if it is wholly inapplicable. However, the text "Mission continues" should be taken to mean "Scouting continues" for Borg.

In general, dilemmas affect Borg normally. With the exceptions noted above, Borg must meet all conditions imposed by a dilemma in order to pass it, including requirements for skills that the Borg do not possess, such as Empathy. Such skills may be provided by assimilating a personnel with the required skill, or by selecting that skill for the Borg Queen at the beginning of a turn, and sharing the skill if necessary through the **Interlink Drone**. Such dilemmas may also be nullified (on a subsequent encounter) with Adapt: Negate Obstruction.

Before you may scout a location, you must have an activated current objective targeting the location.

Scouting Planets – Begin scouting a planet by beaming down a single scout (any Borg personnel) or have a single scout disembark from a landed ship. Announce that you are scouting the mission. This scout begins to encounter dilemmas and Q-Flashes, similar to a mission attempt. (If an artifact is encountered, move it to the back of the stack as usual.) If that scout is "stopped," killed, or otherwise unable to continue, you may beam down another scout to begin a new scouting attempt, and so on. You may also on a later turn beam down another scout to join any already on the planet, and so on. As a result of being "stopped," scouts may accumulate on the planet. On your next turn, they may resume scouting together, assist a newly arriving scout, etc. Like other personnel, your "unstopped" Borg already on a planet form a single Away Team, but may beam separately or together.

While scouting normally begins with a single scout, if you have multiple "unstopped" Borg on a planet by any legal means (e.g., beamed with Emergency Transporter Armbands, left from a counter-attack, etc.), they may be used together to scout the planet if it is targeted by your current objective, even if you have not previously begun scouting with a single Borg.

Scouting Space Locations – Begin scouting a space location by selecting the crew of one of your Borg ships to encounter dilemmas and Q-Flashes there. Announce that you are scouting the mission. If that crew is unable to continue, you may select the crew of another ship to begin another scouting attempt.

Scouting Dual-Icon Locations – A dual-icon mission may be targeted by an objective either as a space or a planet location, but only one Borg objective may be completed targeting that mission. To begin or continue scouting a dual-icon mission, you must have both a crew on a ship in orbit and an Away Team on the planet. Normal rules for scouting apply (begin scouting by beaming down a single scout to the planet *and* by selecting the crew of one ship). The crew and Away Team encounter dilemmas as for a mission attempt at a **dual-icon mission**.

When Borg are scouting a location, any artifacts encountered there are "moved to the back" normally. The Borg must complete an objective targeting that location before the Survey Drone can acquire the artifact(s). (Picard's Artificial Heart is acquired by its owner upon completion of *scouting*. At a dual-icon mission, space-permissible artifacts may be acquired upon completion of a space objective. Any planet artifacts may be acquired only after completion of Assimilate Planet.) If you have no Survey Drone on the planet (or aboard a ship at a space location) when you complete the objective, the artifacts are placed face up on the mission and may be acquired later by your Survey Drone or by any non-Borg personnel present. (However, the Survey Drone may not beam down to a planet without a card allowing him to do so. Once scouting is complete, the objective no longer allows scouts to beam to the planet.)

Like mission attempts, a scouting attempt is one action that may not be interrupted (except by valid responses to dilemmas or Q-icon cards and by actions that suspend play), and may not be aborted unless the entire Away Team or crew is "stopped" or removed from the location.

After a scouting attempt is over (whether scouting is complete or not), your "unstopped" Borg are free to beam back up to the ship if desired, or remain to acquire artifacts, if any, when the objective is completed. Objectives targeting a location require that you have Borg (or a counterpart, for Assimilate Homeworld) at the location to probe; they need not be on the planet.

Scouting a planet or space location is complete at the end of your turn if you have scouted it at least once, and no dilemmas or Q-Flashes remain to be encountered. (It does not matter if there are any Borg remaining or if they are "stopped" by the last dilemma. A dilemma that has entered play, such as Friendly Fire or Cytherians, no longer remains to be encountered, and so does not prevent scouting from being complete.) Your Borg must complete scouting before you may probe to determine your current objective's outcome. You may not probe on the same turn in which you completed scouting. You also may not probe if your Borg participated in any battles at the targeted location during your current turn or during your opponent's previous turn. **Probing** takes place at the end of your turn.

When an objective calls for scouting a mission location, you must scout even if there are no dilemmas remaining when you begin scouting (because none were seeded, or your opponent cleared them during a mission attempt). In other words, you must bring one scout to a planet mission, or bring a ship and crew to a space mission, and announce that you are scouting that location. At the end of that turn, scouting is complete.

When an objective requires you to target a space mission "if not yet scouted," it must be a mission which neither you nor your Borg opponent has *completed* scouting. The absence of dilemmas for other reasons (such as a non-Borg opponent attempting the mission) does not mean the mission has been scouted. If your opponent completes scouting a mission *after* you have targeted it, it does not discard your objective.

If you have completed scouting a mission, but have not completed the objective, and either player seeds a Q-Flash under the location using Beware of Q, then scouting is no longer complete. You must resolve the Q-Flash to complete scouting again before you can probe on your next turn. Or, you may use A Change of Plans to target the mission with a new objective requiring that the mission be "not yet scouted."

However, once you have completed the objective, you may not target the mission with another objective requiring that it be "not yet scouted," by seeding a Q-Flash under the mission.

scouting ships – An Objective card may direct your Borg to scout a ship. Scouting a ship conceptually represents overcoming resistance and gathering data. Before you may scout a ship, you must have an activated current objective targeting the ship.

Begin scouting an enemy ship by beaming over a single scout. (If you already have one or more Borg aboard the ship from Undetected Beam-In, Borg Servo, counter-attacking, etc., they may scout the ship.) If that scout is somehow "stopped," killed, disabled, lost, etc. before the end of your turn, you may beam over a replacement. You may also on a later turn beam over another scout, and so on. Note that you will need the Transport Drone, Two of Eleven, to beam through your opponent's SHIELDS (unless your opponent is also playing Borg).

If your opponent attacks your scout(s) during his turn, you may counter-attack during your next turn with any number of Borg. Those Borg are free to remain on the enemy ship and continue scouting on your next turn.

Scouting an enemy ship is complete at the end of your turn if you have Borg aboard that ship (even if "stopped," but not if disabled). As when scouting a location, your Borg must complete scouting before you may probe to determine your current objective's outcome. You may not probe on the same turn you completed scouting, or if your Borg participated in any battles at the location of the targeted ship during your current turn or during your opponent's previous turn. Once scouting is complete, you do not have to complete scouting again (with another delay before probing) if your scout is killed before you can probe (though you must meet the requirements of the objective, such as having Computer Skill aboard). **Probing** takes place at the end of your turn.

Search For Weapons – This mission's special text ("May seed hand weapons here") does not allow you to seed the Varon-T Disruptor in addition to another artifact. While the Varon-T Disruptor is a **hand weapon**, the mission text does not override the "one artifact per mission" rule.

Security Office – This site's text will allow you to join any battle on the station. See **movement**.

seed deck – Your seed deck may include several types of seed cards.

- It may include up to 30 of the following: Dilemma and Artifact cards, plus any other cards which are allowed or required by game text to be seeded, such as certain Facility, Doorway, Objective, Incident, and Event cards. (If you seed any card that is not a seed card, it is a **mis-seed**.)
- It may include up to six Site cards, which seed "for free" (i.e., in addition to the 30 cards in the first category).
- It *must* include exactly six Mission cards, which also seed "for free." Each of your six missions must be different, except for those that are universal (their card title begins with the universal ❖ symbol).

All cards that you seed (or "place during the seed phase") are counted as seed cards unless a card or rule specifically states that they seed for free. Thus, the personnel seeded with a Cryosatellite, the

doorways that activate your side decks (but not the contents of the side decks), Data's Body, etc. all count toward your maximum of 30.

When a seeded card allows a download during the seed phase (e.g., Assign Mission Specialists, Ultimatum), the downloaded cards are not seed cards; they come from your draw deck or Q's Tent.

See **counting cards**.

seed phases – There are four seed phases that must occur in sequence: the doorway phase, mission phase, dilemma phase, and facility phase (formerly called the "outpost phase").

During each phase, players take turns seeding cards on the table. The starting player goes first in each phase. Each time it is your turn, you may either seed a card or say "pass." As soon as both players pass consecutively, that phase ends (even if you wanted to seed more cards in that phase).

Before the seed phases begin, shuffle any side decks you have.

Doorway Phase – You and your opponent take turns placing seedable doorways (such as the Alternate Universe Door), and any other cards that may or must seed during this phase (such as Open Diplomatic Relations), on the table or on top of **side decks** as specified by the card's game text. See **Alternate Universe icon**.

Mission Phase – You and your opponent create one or two lines of Mission cards, called **spacelines**. Each spaceline represents a different *quadrant* of the galaxy. The spacelines function like a gameboard where your other cards will move and interact.

Shuffle your six missions and place them face down in a temporary pile; your opponent does likewise. If you are the starting player, draw the top mission from your pile and place it face up on the table. Take turns with your opponent placing each successive mission face up on either end of the spaceline appropriate for that mission (Alpha Quadrant or Gamma Quadrant). You may not pass until you have no missions left to seed. (A mission that says it may be inserted in the spaceline may be placed anywhere within or on the end of the spaceline.) See **regions of space**.

Alpha Quadrant and Gamma Quadrant missions may be distinguished from each other by the design of their point boxes. Gamma Quadrant mission point boxes include a Γ symbol; Alpha Quadrant mission points boxes have no symbol. (Missions with no point box may be placed in either quadrant, even if there are no other missions in the quadrant yet. No missions may be placed in the Delta Quadrant yet.)

Missions without the universal ❖ symbol in their title are not duplicatable. When you attempt to seed a non-universal mission that is already represented on the spaceline, place your copy on top of the one already seeded (leaving half of your opponent's copy exposed). The mission is treated by both players as "their" mission for all purposes; each player ignores the "opponent's end" of the cards. (The completed spaceline will have one fewer mission.) The mission may only be completed once. See **unique and universal**.

Dilemma Phase – If you are the starting player, insert one card of your choice face down beneath any mission, then take turns until you and your opponent consecutively pass. Whenever you seed a card beneath a mission, that card always goes on the bottom of any other cards already stacked there. (Thus, when you attempt a mission during the play phase, you will slide out the bottom card – the last one seeded – and encounter it first.) The rules for seeding cards during this phase are as follows:

- Planet dilemmas and artifacts seed under any mission with a planet icon.
- Space dilemmas seed under any mission with a space icon.
- Space/planet dilemmas seed under any mission.

- You may not seed more than one copy of any card under the same mission.
- You may seed as many different dilemmas as you like under each mission, but only *one* artifact (unless a card states otherwise, such as Cryosatellite or Orb Negotiations). If you illegally seed two or more artifacts at the same location, *all* of your artifacts there are considered mis-seeded.
- Some game text allows you to seed Personnel or Equipment cards beneath missions. Such cards are seeded face-down, like artifacts, and are earned when you solve the mission (except **Mirasta Yale**).
- You may seed **Q-icon** dilemmas under missions *only* when you have previously seeded the Objective card Beware of Q, or if the card's text says it may be seeded (such as Hide and Seek).

Any cards seeded under missions other than described above are **mis-seeds** and are placed **out-of-play** when revealed.

Facility Phase – After the dilemma phase is completed, you and your opponent take turns establishing seedable outposts, headquarters, and stations (and any related sites) in their **native quadrant**. Place each of your Facility cards face up in front of a mission on your side of the spaceline. (Special interim rules apply to the **Borg Outpost**.)

Facilities – See **facility** for rules on seeding different types of facilities (number, location).

Sites – You may seed up to six sites during the facility phase. Each site may be added to any appropriate station, as indicated on the lower left of the Site card, no matter which player seeded that station. (The six sites seed for free. You may not seed additional sites as part of your 30 seed cards.) Sites must be arranged in the modules specified on each **site** card.

While you are not required to seed or play any specific sites on a Nor, all reporting, docking, repair, and other functions are enabled by site text (not the Nor itself). Also, reporting to any site is allowed *only* if that Nor also has at least one docking site.

Other Seeding Rules

- Some cards have text that specifies that they seed during a different phase than usual for the card type.
- A few Event, Objective, and Incident cards have game text which allows them to seed. Unless they specify a particular phase, you may seed such cards during any seed phase.
- Cards seeded under a mission and cards with a **hidden agenda** icon always seed face down (a hidden agenda may not be activated during the seed phase). All other cards seed face up.
- When a card seeded face-up allows an immediate download during the seed phase, the downloaded cards come from your draw deck or Q's Tent (they are not seed cards).
- Regardless of which phase it is or which type of card is being seeded, you and your opponent always take turns seeding or passing. For example, during the mission phase your opponent might seed a mission, then you might seed an objective, then your opponent might seed his next mission. You may *not* seed multiple cards at once (e.g., a group of dilemmas, multiple sites at a Nor, or a Cryosatellite and its contents).
- After all the seed phases are over, show any unused seed cards to your opponent and then place them **out-of-play**.

"seeds or plays" – Cards with this phrase may be seeded during any part of the seed phase (unless they belong to a specific phase, such as doorways) or may be stocked in your draw deck to play normally. Alternate seeding cards normally, regardless of the seed phase or card type being seeded. Cards with a hidden agenda [HA]

icon *must* be seeded face down and cannot be activated until after the seed phase. All other "seeds or plays" cards must seed face up.

Seismic Quake – See **zero**.

Seize Wesley – You cannot play this interrupt while your opponent is encountering the Ktarian Game dilemma; you must wait until after it is clear that he does not have CUNNING>30 or an android present.

Senior Staff Meeting – This interrupt is played "just before" a mission attempt; once played, neither you nor your opponent may take any other action before the attempt begins (except valid responses, such as Amanda Rogers). If nullified, you must still begin the mission attempt.

The first attempt of a specific mission made by *any* player is "the initial attempt" of that mission. If your opponent has already attempted the mission, you may not play this interrupt for *your* first attempt.

If the first seeded card is a Q-Flash, then it is not discarded and has its normal effect. However, if a Q-icon dilemma is encountered within the Q-Flash, it is discarded as "the first dilemma encountered."

Mis-seeds are not **encountered**.

Sense the Borg – Errata:

Plays if a Borg ship, Borg personnel, Borg Ship dilemma or Rogue Borg just entered play. Download **to hand** Weak Spot OR Hugh OR Borg Neuroprocessor OR Ready Room Door.

Seven of Nine – This personnel's special skill allows it to contribute more than one staffing icon to staffing a ship. See **Activate Subcommands, drone**.

shape-shifter – This term refers to all changelings and allasamorphs. "Shape-shifter" is not a species.

Sheliak, The – This dilemma is not a Ship card and is not affected by cards that affect ships (Q-Nets, etc.).

"Mission then = zero points" applies only to an uncompleted mission. If you have already scored the mission points, you do not lose them when The Sheliak arrives at the mission. It has no effect on what the **point box** of the mission shows. The mission is *worth* 0 points.

Only outposts, stations, and Away Teams are destroyed (not headquarters or ships).

ship – A card type. Ships carry personnel and equipment to mission locations and engage in battle. Ships have three **attributes** – RANGE, WEAPONS, and SHIELDS – which determine how far they may move each turn, as well as their offensive and defensive capabilities. Some ships also have **special equipment** such as a Tractor Beam or Cloaking Device.

ship attribute enhancements – See **attribute enhancements**.

ship movement – See **movement**.

ship origin – See **affiliation and ship origin.**

ship staffing – Staffing requirements for each ship are listed on the card, usually as icons. (Non-icon staffing requirements include specific skills, such as Empathy x2, or a species of personnel, such as a Vulcan.) Any **compatible** personnel can be used to meet a ship's listed crew requirements, but at least one crew member of **matching affiliation** must be on board. (If a ship lists no specific staffing requirements, any one personnel of **matching affiliation** can fly it.) Staffing icon requirements must be met by personnel. For example, you may not use the [OS] icon on a Classic Tricorder to staff a Starship Constitution.

Normal staffing icons include command ability [Cmd], staff ability [Stf], and Borg subcommand [Com] [Nav] [Def] icons. A personnel

with a [Cmd] icon can substitute for a [Stf] icon. Other staffing icons may not substitute for [Cmd] or [Stf] icons.

Special staffing icons include any icon used to staff a ship, except the normal staffing icons listed above and affiliation icons (e.g, the [NA] icons on Zalkonian Vessel). There are currently six special staffing icons: [AU] [Ex] [EE] [OCD] [OS] [KW].

One personnel cannot supply more than one staffing icon requirement, even if the personnel has more than one of the required icons, unless a card text specifically allows it (such as **Seven of Nine**). Therefore, a Borg cube normally requires seven personnel to staff it, even if the Queen or Locutus is aboard.

Ships must be fully staffed:

- to perform normal **movement**;
- for any other card or rule that specifies it, such as the "**report with crew**" rule.

Other ship functions do not require full staffing. A ship must have at least one personnel of **matching affiliation** aboard for normal movement or to attempt a mission, initiate battle, or fire WEAPONS.

If a ship loses one of its required crew, it will be stalled (unable to move) until appropriate reinforcements can be brought aboard. A stalled ship is not "stopped" and can still beam Away Teams, attack and defend itself, or attempt the mission at its location.

ship types – When a card refers to a type of ship, such as scout, shuttlecraft, freighter, cube, Bird-of-Prey, etc., the ship must be identified in its name (card title), ship class, or lore as being that type of ship. "Shuttlecraft" include ships identified as a "shuttle." (A Runabout is not a shuttle; it only "resembles" one.)

Shipwreck – See **attribute enhancements**.

showing your cards – When reporting any card for duty, you must announce the card's name and show that card to your opponent. Afterwards, your opponent may only see your Personnel and Equipment cards when necessary, such as during personnel battle, for an "opponent's choice" selection or when you must prove you have a particular skill, staffing icon, etc. He may see your ships only when they are undocked, uncloaked, and unphased, or when you must verify attributes and staffing requirements for battle, movement, etc. See **facilities**.

A card requires revealing your cards if it says so explicitly (e.g., Long-Range Scan, or an "opponent's choice" dilemma) or if it allows the opponent to target one of a group of cards in a non-random manner (e.g., Brain Drain, Assimilate Counterpart, or Eliminate Starship).

When required to reveal your cards, you need only reveal those portions of the cards necessary for the situation. For example, when a card is played that allows the opponent to target a personnel non-randomly, you need reveal only the names and locations of the personnel; to verify that you can overcome a dilemma, only the relevant skills, attributes, etc. However, if a dilemma allows **"opponent's choice"** of personnel to be affected (including a tie for "most CUNNING," etc., where the opponent chooses), he may look at the entire card. See **ties**.

If the conditions for playing a card in your hand depend upon your opponent's cards, you may ask them to reveal whether they meet those conditions. (You must show the card which requires that information.) Examples:

- If you have Thine Own Self in hand, you may ask your opponent how many personnel are in their Away Team.
- If you have a Dal'Rok in hand, you may ask your opponent to reveal the location of their Orb Fragment in play.
- If you have Outgunned in hand, you may ask your opponent to

reveal the total SHIELDS of their only undocked ship at a location.

side deck – Side decks are optional customized decks of cards separate from, and in addition to, your normal game deck. Each side deck is shuffled and placed face down on the table, then activated or "opened" during the doorway seed phase by a Doorway card. This Doorway card is placed face up on top of the side deck and counts as one of your seed cards (the face-down cards in the side deck are not seed cards and do not count toward the **30/30 rule**). The four types of side decks are the **Q-Continuum**, **Q's Tent**, **Battle Bridge**, and **Tribble side deck**s. You may use any or all of these side decks in the same game, but you may have only one side deck of each type in play.

You may not look through the cards in any side deck unless a card allows you to. For example, playing a Q's Tent doorway allows you to look through your Q's Tent to choose a target card.

Whenever you "draw" (not "take", as on Q's Tent) a card from a side deck, it is not defined as a "**card draw**" for purposes of cards affecting card draws (e.g., Subspace Schism). When a card just drawn from a side deck is played (e.g., your current tactic, a Q-icon card during a Q-Flash, or a Tribble or Trouble card), it is not defined as a "**card play**" for purposes of cards affecting card plays (e.g., 211th Rule of Acquistion, Goddess of Empathy).

Sisko 197 Subroutine – See **"your."**

Sisters of Duras – Because these personnel do not work with Klingons who have Honor, you may not give either of them the skill of Honor with Reflection Therapy. See **dual-personnel cards**, **multi-affiliation cards**.

site – A card type representing rooms and other areas inside a Nor where personnel can report for duty, walk around, perform various tasks, and engage in hand-to-hand combat with enemy personnel; and docking areas where ships can report for duty and be repaired. Each Site card states what kind of cards may report there, such as personnel of a specific classification, **equipment** that is "related" to a specific personnel type, or ships with a certain number of staffing icons.

Your seed deck may include up to six sites, which seed for free during the facility **seed phase** (even if the Nor seeded in an earlier phase). Any site may play during the play phase, using your normal card play.

All sites added to each station are arranged side-by-side in a straight line next to that station. Each site indicates which level of the station it belongs to (Ops Module, Promenade, Habitat Ring or Docking Ring), and the sites must be kept together on the table in this order (from left to right). When placing a site on the table, you may insert it between other sites, as long as you obey this grouping system.

By default, sites are "unique per station." That is, each station is limited to one of each kind of site card. However, some sites are ❖ **universal** and thus may exist in multiple on each station.

skill-sharing – See **Interlink Drone**.

skills – A skill is anything that appears in the skills box of a personnel card, including **personnel types** such as ENGINEER. (The personnel type that appears in the classification box is not a skill.)

Regular skills are one- or two-word skills, such as Physics or Stellar Cartography. *Special skills* are explained in a sentence with a period at the end, such as "Orb artifacts may not be nullified." Special download skills, preceded by the special download icon ▼, are also special skills.

"All skills" refers to everything in a personnel's skills box. When a card allows a personnel to share, add, double, or select skills, if a skill

is already present in the skills box, the level of that skill is increased; skills not already present in the skills box are conceptually added to the end of the skills box for purposes of cards such as Fightin' Words. For example, if Lt. D'Amato (Geology x2, Archaeology) adds Geology with a Classic Tricorder, his skills will be Geology x3, Archaeology; if instead he adds Physics, his skills will be Geology x2, Archaeology, Physics.

When a personnel is assimilated, their classification becomes their first-listed skill (unless that personnel type already appears as a skill, in which case that skill's level is increased by one). When a first-listed skill is "lost" (e.g., to a dilemma), the skill becomes "empty" (the second skill does not "slide over" to become a new first-listed skill).

Most skills are preceded by a red [Skill] • icon. However, the number of skills a personnel has is not necessarily the same as the number of skill dots on the Personnel card. Skill dots are not gained or lost when skills are added or removed by a card. Juliana Tainer has four regular skills and one special skill, but only two skill dots. Special download skills have a triangular icon instead of a dot. When a card such as Assimilate Counterpart refers to the number of [Skill] icons on a personnel, use the actual number of skill dots printed on the card. (If a card has errata, which are official changes, use the number of skill dots specified by the errata. See **Tasha Yar – Alternate, T'Pan**.)

If a card requires a personnel type such as MEDICAL without specifying either a classification or a skill, either will suffice. A requirement for a multiple level of a skill, such as Navigation x2, may be satisfied by two personnel, each with Navigation (unless the card specifies "a personnel with Navigation x2").

When a card such as Keldon Advanced requires a skill, such as Obsidian Order, it must be supplied by a personnel who has that skill in its skills box. Mention of the term in the lore is not equivalent to having the skill. For example, Jaron does not have Tal Shiar skill.

In general, your personnel's skills may be used only during your own turn. Using skills is an action (except applying **automatic modifiers** such as "Attributes all +5 if with Toral" or "Suspends effect of Doppelganger where present"). Thus, during your opponent's turn, you may use skills that represent valid responses (e.g., "May replace anyone randomly selected to die here") or that specifically allow use during the opponent's turn (e.g., special downloads, "Once every turn, may "pounce"..."). Examples of skills that may not be used during your opponent's turn include "Once each turn, may reprogram any androids present" and "May 'steal' unattended Equipment cards present." See **turn**, **actions – taking turns**.

Skill multipliers – A skill with an integral multiplier (x2, x3) is a single skill at a high level (not two or three skills). For example, when a card causes a personnel to lose his first-listed skill of Diplomacy x2, all Diplomacy is lost (it is not reduced to Diplomacy). If a personnel has Diplomacy as a skill and adds another Diplomacy by mindmelding, they combine to give Diplomacy x2. A requirement for Diplomacy x2 is equivalent to a requirement for 2 Diplomacy, and may be satisfied by any combination of Diplomacy skills on one or more personnel.

A skill with a fractional multiplier (x1/2) does not satisfy a requirement for that skill. For example, a personnel with Leadership x1/2 cannot solve a mission that requires Leadership, and does not count as a leader in battle. If he is present with another personnel with Leadership x1/2, together they have a full Leadership skill for these purposes.

Removing Skills – When a card, such as Frame of Mind or Impersonate Captive, removes a personnel's skills, both regular and special skills are removed.

Selecting, Adding, Doubling, and Sharing Skills – When a card allows you to select (e.g., K'chiQ, Lal, Reflection Therapy, Frame of Mind), add (e.g.,Vulcan Mindmeld), double (e.g., Ishka), or share (e.g., Interlink Drone) personnel skills, you may select, add, double, or share only regular skills. Selected or shared features or skills do not exist until you have reported the personnel for duty. See **reporting for duty**.

When *selecting* skills, you may select a skill only at the x1 level, and when a card requires you to select two or more skills (e.g., Lal), you may not pick the same skill twice. Thus, if Deanna Troi (First Contact) and Sarek were present when Lal was reported, she could gain any two of the following skills: Diplomacy, Empathy, Navigation, or Mindmeld. She could not choose Deanna's special skill or choose Diplomacy twice, nor could she choose Sarek's Diplomacy x3. Similarly, K'chiQ can select Diplomacy (but not Diplomacy x2), and Reflection Therapy can replace Diplomacy x2 with Honor (but not Honor x2).

When *adding* or *doubling* skills (or replacing one personnel's skills with another's, as with Impersonate Captive), skill multipliers are retained. For example, if Sarek mindmelds with Riva, Sarek would have the following skills: Diplomacy x5, Mindmeld. (See **Vulcan Mindmeld**.)

See **Interlink Drone** for a description of Borg skill-sharing.

When selecting skills for the Borg Queen, K'chiQ, Frame of Mind, etc., valid choices include any personnel type except ANIMAL and any regular skill that exists in the game. Currently, the following are all selectable as skills:

CIVILIAN, ENGINEER, MEDICAL, OFFICER, SCIENCE, SECURITY, V.I.P., Anthropology, Acquisition, Archaeology, Astrophysics, Barbering, Biology, Cantankerousness, Computer Skill, Cybernetics, Diplomacy, Empathy, Exobiology, FCA, Geology, Greed, Guramba, Honor, Klingon Intelligence, Law, Leadership, Mindmeld, Miracle Worker, Music, Navigation, Obsidian Order, Orion Syndicate, Physics, Resistance, Section 31, Smuggling, Stellar Cartography, Tal Shiar, Transporter Skill, Treachery, and Youth.

solve – Solving a mission means completing that mission, by meeting the mission requirements. Solving a mission is a sub-action of a **mission attempt**.

Soong-type android – One type of **android**; any personnel identified in its lore as a "Soong-type android" or as created by Dr. Noonien Soong.

❖ **Soong-type Android** – See **ANIMAL**, **gender**, **reporting for duty**.

❖ **Space** – This mission counts as half a card. In other words, two ❖ Space missions plus five other missions count as six missions. (Other universal missions count as a full card.)

This mission is not attemptable. See **mission attempt**.

"May insert into spaceline" means that you may seed this mission anywhere on the spaceline, either between two missions already seeded, or at either end of the spaceline as usual. It does not allow you to add the mission to the spaceline during the game. If inserted into a region, it does not become part of that region. See **regions of space**.

Because it has no point box, this mission may be placed in either the Alpha or Gamma Quadrant, even if there are no other missions in the quadrant. You may not place it in the Delta Quadrant.

Span calculations are based on the number of directly adjacent universal mission cards (not just ❖ Space missions). The maximum span for one ❖ Space card is 5.

space – transferring cards into – You may not beam, report, or otherwise transfer any card into space unless a card specifically allows you to do so (e.g., Airlock, Anti-Matter Pod).

space facility – See **facilities**.

Space-Time Portal – You may play only one [AU] card per turn even if you have multiple copies of this doorway in play. See **once per turn**. However, if you also have a seeded Alternate Universe Door in play, that doorway will allow you to play multiple [AU] cards each turn (e.g., interrupts, doorways, or multiple card plays allowed by a card such as Red Alert!). The Alternate Universe Door is not restricted by the Space-Time Portal's text.

Because this doorway allows you to seed *or* play only one [AU]-icon card per turn, you may not seed more than one [AU]-icon card under Q's Planet, and only if you have not already played an [AU]-icon card that turn.

This doorway does not allow seeding of [AU] cards that are not normally seedable, such as personnel or ships (unless another card makes them seedable, such as Cryosatellite). It allows you to seed [AU] dilemmas, artifacts, or other seed cards.

You must discard a copy of this doorway from the table to get any one of the listed effects. You may report an [AU]-icon ship with [AU] crew by such a discard even if you have already played the one [AU] card allowed by the Portal for the turn. (See **report with crew**.) If an Alternate Universe Door is downloaded into play, it may be used only for one of the "play" functions of that doorway; it may not be downloaded "onto the table." If the Space-Time Portal is discarded to "play as a second Wormhole interrupt," it may be nullified by **Amanda Rogers**. However, it is still a Doorway card, and may be closed (if the Wormholes are kept open with Operate Wormhole Relays). See **card types**.

The phrase "at any time" means that you may discard the doorway from the table for one of its functions during either player's turn, before or after your card play or executing orders. This action must conform to the normal timing rules and may not interrupt another action unless it is a valid response to that action. It is not a valid response to the initiation of a battle or the encounter of a dilemma, because it does not specifically modify or nullify those actions; thus, you may not escape from battle or a dilemma encounter by returning a ship to your hand. See **actions**.

Spacedock – This event repairs any of your ships that docks at the outpost where the Spacedock is played, even if the outpost itself does not repair ships. See **damage**. It plays *only* on a outpost.

Spacedoor – This doorway seeds *only* on an outpost (not other types of facilities). When you return an **empty ship** to hand, any cards aboard (equipment) or played on it (such as events) are also returned to their owners' hands. See **in play**. If this doorway is closed by another card, such as Revolving Door, do not flip over the Spacedoor.

You may seed more than one Spacedoor, but you cannot overhaul or download more than one ship per turn. You may download only one ship in place of your normal card play, even if you have **Red Alert!** in play. See **card play.**

You may not use the discard for a Static Warp Bubble to also re-open a Spacedoor. See **discarding**.

spaceline – Mission cards are seeded to form one or more spacelines, representing different quadrants of the galaxy. A mission with a Gamma Γ icon in its point box is placed in the Gamma Quadrant spaceline. A mission without such an icon is placed in the Alpha Quadrant spaceline. A mission with no point box may be placed in either the Alpha or the Gamma Quadrant. Currently there are no missions with a Delta Δ icon, and thus no Delta Quadrant spaceline. (See **Borg Outpost**.)

Whenever a card references the "spaceline," its effects apply only to the quadrant where it is played or encountered. Thus, for example, when Q rearranges the spaceline, he rearranges only the quadrant where the Q dilemma was seeded. If game text uses the word "spaceline" or a reference to distance (e.g., nearest or farthest location, or a span) in the context of moving or relocating a card, that card may not move from one spaceline to another (or to a time location, unless otherwise specified). See **movement between quadrants**, **time travel**.

Cards "on the spaceline" include ships, facilities, and personnel on the spaceline (and cards played on them). Cards that seed or play "on table" are not on the spaceline. When a card plays at a "spaceline end," it plays at the last location on either end of that spaceline. It does not form another location.

special download – See **downloading – special download**.

special equipment – When a card refers to a ship's "special equipment," this means ship systems expressed as a phrase of just a few words. Special equipment currently includes Cloaking Device, Energy Dampener, Holodeck, Invasive Transporters, Long-Range Scan Shielding, Particle Scattering Device, Phasing Cloak, Tractor Beam, and MEDICAL (on U.S.S. Pasteur).

Regular transporters (which all ships have unless otherwise specified), special downloads, and other game text on the ship card, usually expressed as a sentence with a period, are not special equipment. For example, the U.S.S. Stargazer's text ("Once each game, may be taken from discard pile to hand.") is not special equipment.

special staffing icon – See **ship staffing**.

species – For most personnel, their images (and affiliation) indicate their species. For example, a Federation or Non-Aligned personnel who appears to be human is assumed to be of human species; a Klingon-affiliation personnel who appears to be Klingon is assumed to be Klingon species, etc. However, a personnel may appear to be one species, while their lore indicates they are of another species (e.g., Roga Danar's lore identifies him as Angosian; Lal's lore identifies her as an android; Riker Wil's lore identifies him as human).

Calandra, Hannah Bates, and Lakanta are human. Marouk, Riva, and Vekor are humanoid (not human).

Although an impersonator may appear to be one species, his lore will list his actual species, such as changeling. The species given in the lore applies for cards such as Hate Crime.

A personnel of mixed species is considered to be a member of both species. For example, Alexander Rozhenko is both human and Klingon. K'mtar, on the other hand, is considered Klingon (because he appears Klingon, and his lore does not state otherwise), even though he is actually Alexander Rozhenko from the future. Android and hologram are considered to be distinct "species."

A term such as Klingon applies either to affiliation or to species. See **affiliation and species**.

Sphere Encounter – See **report with crew**.

Spot – This personnel is a female of Neutral affiliation. See **ANIMAL**. Her STRENGTH is an **undefined attribute**. Whenever Spot is killed, if she has any lives remaining she immediately pops back to life at the same place, 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 a facility or ship 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.

staffing – See **ship staffing**.

start of turn – See **turn**.

starting the game – The game begins by choosing a starting player using any mutually agreeable method. Each game consists of four **seed phases** followed by the **play phase**. The starting player goes first in each seed phase and takes the first turn in the play phase.

stasis – A personnel or ship in stasis is conceptually in "suspended animation." Cards in stasis may not be used in any way (including game text, lore, skills, traits such as gender or matching commander status, etc.), and are considered in play for uniqueness only. They may not perform any actions and may not be moved or beamed. For example, a Treachery personnel in stasis would not allow you to download personnel there with Recruit Mercenaries; an android in stasis aboard a ship at Paxan "Wormhole" cannot prevent that ship from being relocated; and Borg personnel may not be reported to a Borg Cube in stasis using the ship's game text. If personnel who are not in stasis are aboard a ship in stasis (e.g., because a Cyber Drone was aboard when the ship entered stasis), they cannot move the ship, or beam off using that ship's transporters.

Cards aboard a ship in stasis are also in stasis (unless prevented by the Cyber Drone). A card already in play on a card in stasis is suspended, unless its game text affects a player or other cards not in stasis. For example, if a ship is in stasis, an Aphasia Device will not disable personnel aboard, and cards with a countdown icon or effect (e.g., Ketracel-White, REM Fatigue Hallucinations) will not count down on that ship. However, Writ of Accountability affects a player, so it is not suspended if the personnel it is played on enters stasis.

Cards or rules that have a global effect, such as Anti-Time Anomaly and Borg timeline disruption, affect cards in stasis normally. No other cards may affect or play on a card in stasis unless they specifically permit it (e.g., Dead In Bed). (If a personnel worth bonus points when killed, such as Aamin Marritza, is killed while in stasis, the stasis effect ends when he is killed and the points are scored.)

Cards in stasis may not be targeted in ship battle and are excluded from personnel battle (and may not be randomly selected to die).

Static Warp Bubble – See **The Traveler: Transcendence, discarding**.

station – A type of **facility**.

stealing – You may not "steal" Equipment cards, even if unattended, unless a card allows it, such as Reginod or HQ: Return Orb to Bajor. When a card allows you to steal Equipment cards, they come under your control and you use them as your own, disregarding **affiliation and 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. All "stolen" cards are returned to their owners at the end of the game. See **Procurement Drone**.

Stolen Attack Ship – See **affiliation and ship origin**.

Stop First Contact – This objective (or Build Interplexing Beacon) disrupts the timeline with the following effects:

"Timeline disrupted in 2063" – If the Borg change history by completing a Stop First Contact or Build Interplexing Beacon objective, the timeline is disrupted such that Federation history ceases to exist. Cards which cease to exist include

- humans, including Borg whose biological distinctiveness indicates that they were originally "human species" (but not "humanoids"), and

- [Fed]-affiliation cards (including multi-affiliation cards, regardless of current mode), such as personnel, ships, and facilities.

However, things from other universes and in other times are not affected by this timeline disruption; thus, the following cards are *protected*:

- Cards which are at a time location or which are time traveling into the future (e.g., Temporal Rift or Time Travel Pod).
- Cards with an [AU] icon.

If a non-human personnel's [Fed] affiliation is "lost" (e.g., to Memory Wipe or Frame of Mind) and the personnel "becomes Non-Aligned," they are also protected from timeline disruption. See **"loses affiliation."**

Except for cards which are protected, all humans and [Fed] cards in play and in both players' hands, draw decks, side decks, discard piles, etc. must be placed out-of-play. (Reshuffle where appropriate.) If any cards which do not cease to exist are aboard (or played on) a ship or facility which ceases to exist, those cards return to owner's hand.

"stopped" – Cards may be "stopped" in certain situations.

- Encountering a dilemma with conditions that the crew or Away Team can't overcome "stops" that entire Away Team or ship and crew. (See **dilemma resolution**.)
- Participating in a battle "stops" cards involved in the battle.
- Carrying (and then dropping) or beaming a **Tribble** card "stops" the personnel who did so.
- Some cards may explicitly "stop" one or more personnel or ships.

Cards that are "stopped" may not be beamed, move, walk, cloak, phase, participate in a battle, staff a ship, or participate in a mission, commandeering, or scouting attempt. (Personnel selectively "stopped" by a dilemma form a separate group and no longer participate in the mission attempt.) Cards may target "stopped" cards, as long as they do not require them to take any of these actions. For example, you may relocate a "stopped" ship with Magic Carpet Ride OCD (see **movement**), but you may not play Emergency Transporter Armbands on your "stopped" personnel, because they may not beam.

Cards that are "stopped" *may* perform other actions and use skills as appropriate. For example, a "stopped" personnel may operate transporters to beam "unstopped" cards, use a downloading skill, contribute traits or skills for such cards as Paxan "Wormhole," Defiant Dedication Plaque, Kurlan Naiskos, Navigate Plasma Storms, or Ketracel-White, and (if Borg) share skills with the hive. (See **present**.) Also, whenever "stopped" cards are attacked, they are "unstopped" for the duration of that battle and may defend themselves.

"Stopped" cards become "unstopped" automatically at the start of the next turn, unless a longer period is specified. When a card "stops" personnel for a specific duration (e.g., Parallel Romance, Chinese Finger Puzzle), they may still be "unstopped" by other cards (e.g., Distortion of Space/Time Continuum, Deanna Troi).

Some additional notes:

- Failing to complete a mission after resolving the dilemmas does not "stop" the crew or Away Team.
- Using up its maximum RANGE does not "stop" a ship.
- Your cards aboard your "stopped" ship are also "stopped."
- During a mission, commandeering, or scouting attempt, "stopped" personnel cannot contribute traits or skills to trigger, overcome, nullify, or cure dilemmas. See **present**.

Storage Compartment Door – Drawing the three cards allowed by this doorway is **executing orders** and must take place after the card play segment of your **turn**. The cards drawn are not part of your

hand and must be either played or discarded (face up under your **Tribble side deck**) immediately. See **card draw, card play**.

Study Plasma Storm – This mission's special text, "Computer Skill required to use any equipment here," applies both to **Equipment** cards and ship **special equipment**.

If Computer Skill is not present on the ship, Ketracel-White cards cannot be used at this location and thus do not prevent white deprivation. Because the Ketracel-White is not being used, it does not count down.

stunned and mortally wounded – Stunned and mortally wounded personnel may still modify other personnel (for example, by adding to their attributes), but may not use other skills (e.g., stunned MEDICAL personnel cannot run the Genetronic Replicator; a stunned Elim Garak may not avoid the random selection of a personnel to be killed). See **battle – personnel**.

Subjugate Planet – You may not download a Remote Supply Depot if you already have a facility at this objective's target location. See **dual-icon mission, mission, Reunion, mission attempt**.

Subspace Schism – This interrupt may be played to affect any **card draw** a player makes.

"Subspace Seaweed" – See **Protouniverse**.

Subspace Warp Rift – A ship that stops at the location of this event to avoid damage is not "stopped" (e.g., it may initiate battle or attempt a mission). A ship that is "relocated" to or from the location of this event does not incur damage. See **passing locations, movement**.

Suna – See **"once per game"**.

Supernova – This event plays only on a Mission card, not non-mission locations such as time locations, Gaps In Normal Space, Black Hole, etc. It *may* be played on the same turn as Tox Uthat, if a card (such as Parallax Arguers) allows you to play another card on the current turn.

The mission is not discarded when it is destroyed by a Supernova, but remains underneath for span reference only, leaving a spaceline **location** of unspecified type (neither [P] nor [S]). *None* of its game text, icons, etc. remain in effect other than the span.

If a mission was assimilated before being destroyed by the event, reversing the effects of Supernova with **Persistence of Memory** does not unassimilate the mission (just as it does not "unsolve" a mission previously solved). Therefore it still cannot be solved or targeted for assimilation again.

Any cards not affected by Supernova (e.g., staffed Gomtuu, completed Borg objectives), and any cards in play on them, are not discarded.

Survey Drone (Sixteen of Nineteen) – This personnel's special skill allows it to acquire artifacts that have been placed on top of the mission where a [BO] objective has been completed (or artifacts that could not be acquired when a mission was solved because of The Charybdis). It may not acquire artifacts that are still seeded under a mission or steal artifacts in play. See **scouting locations**.

"suspends play" – A card which specifically says it "suspends play" may be played at any time (even during your opponent's turn) and may interrupt and temporarily suspend *any* action. Using a special download ▼ icon also suspends play. After the card play or special download has resolved, the suspended action resumes. See **downloading – special download, actions**.

Symbiont Diagnosis – See **homeworld**.

tactic – A card type which comes into play only through a special **Battle Bridge side deck** (you cannot stock Tactic cards in your draw deck or your Q's Tent). Tactic cards increase your offensive and/or

defensive capabilities during ship battles and also indicate specific damage affecting your opponent's ships and facilities.

If a card (e.g., Make It So, Falar) allow you to download a Tactic card, it 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.

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

Tal Shiar – See **skills**.

Tama – The lore on this ship is written in Tamarian. The phrase "Dathon, speaking first" means that Dathon is its captain and thus its **matching commander**.

Tamarian-related dilemmas – See **Dathon**.

Tarchannen Study – See **dual-icon missions.**

Tarellian Plague Ship –

Entire crew immediately dies from plague unless MEDICAL "beams over" (discarded) to Tarellians. Discard dilemma.

An OFFICER with a Medical Kit overcomes this dilemma if both cards "beam over" (are discarded). Borg may overcome this dilemma by "beaming over" a [Com] Borg with shared MEDICAL skill. A holographic MEDICAL may "beam over" if you have Holo-Projectors in play. The hologram is discarded (not deactivated). See **holographic personnel and equipment**.

Barclay Transporter Phobia is a valid reponse to an attempted "beaming." If the first MEDICAL is prevented from beaming over, another MEDICAL may be selected to do so.

See **Quash Conspiracy, quarantine**.

Targ – See **ANIMAL**.

target – Act of selecting and identifying a particular thing such as a card, discard pile, draw deck, player, etc. for a purpose specified by a card or rule. Also, the thing that is targeted. A card does not have to explicitly use the word "target" to target something. Targets are selected during the initiation step of an action. You cannot target an action. For example, Barclay Transporter Phobia targets a personnel, randomly selected from a group that is beaming. It does not target the beaming action itself. See **showing your cards, actions.**

Tasha Yar – Alternate – Errata:

~~Armed with~~ **[SD]** Starfleet Type II Phaser

This personnel has only two red [Skill] • icons.

Tekeny Ghemor – For purposes of this personnel's special skill, a "Cardassian player" is one who has seeded or played any Cardassian-affiliation cards (or attempted to do so). Cards seeded face down by your opponent must be earned or acquired before they count. Multi-affiliation cards count only if your opponent has used the card in Cardassian mode. A card that you seeded or played, even if subsequently controlled by your opponent, does not count.

For example, you may use this skill to look at your opponent's hidden agendas if he seeded a Cardassian Outpost or Nor; attempted to seed Terok Nor (but you seeded Deep Space 9 or Terok Nor first); played any Cardassian-affiliation ships or personnel (even if they are no longer in play); or earned Garak from a Cryosatellite and selected (or later switched him to) Cardassian affiliation (but not if you reported Garak to his Away Team with The Naked Truth).

Telepathic Alien Kidnappers – Using this event, you guess a **card type** at the end of each of your **turns**, just before your card draw. See **Intruder Force Field**.

When you have this event and any card forcing your opponent to reveal his hand (e.g., Alien Probe, Ferengi Bug) both in play, you must allow your opponent to shuffle and conceal his hand before you make the selection.

Temporal Causality Loop – If one of the actions to be undone by this dilemma cannot be undone, then the results of the action are left intact. If the action was initiated by a card play, that card returns to your hand. For example, if you played a Scan card, you cannot "undo" having seen the seed cards under the mission, but the Scan card returns to your hand. If you played a Regenerate to shuffle your discard pile into your draw deck, the draw deck remains intact (because you cannot separate the cards), and the Regenerate returns to your hand.

Temporal Rift – This interrupt it is not a valid response to battle or a dilemma, and may not be used to "escape" them. It may not target a docked or carried ship. See **docking, actions – step 2: optional responses**.

Cards may not be played on a ship in a Temporal Rift. A card in a Temporal Rift is still in play, but is not "in the present," so cards like Anti-Time Anomaly cannot affect it. "Countdown" effects and icons, such as Plasma Fire or Ketracel-White, also do not count down while a ship is in a Temporal Rift. The same rules also apply to a ship affected by a Time Travel Pod. See **time travel**.

Temporal Narcosis – See **double turn, Horga'hn**.

Temporal Vortex – When played for its last function, this doorway relocates only one ship, one time. Although it has a countdown icon, it cannot perform any additional relocations during the countdown. (Play the doorway on the ship, and discard it at the end of the countdown.)

If played on a Borg Ship when encountered, the dilemma does not attack (so your cards are not "stopped"), nor does it attack when it reappears after the countdown expires.

Temporal Wake – This interrupt may not target a docked or carried ship to force it to follow a time-traveling ship. See **docking**.

Terok Nor – See **Deep Space 9**.

Terraforming Station – This station allows you to "terraform" (redefine) the requirements of a planet mission for a subsequent game with the same opponent. You may choose to replace each requirement with another requirement of the same type. You can replace classifications with classifications (that is, **personnel types**), skills with skills (that is, regular skills that are not personnel types), personnel names with personnel names, etc. Skills and classifications (personnel types) are considered to be separate in this case.

You may redefine any skills, classifications, and attributes, as well as the name of a Personnel, Equipment, or Artifact card. For example, if a mission required "MEDICAL + Guinan + CUNNING > 30" it could be changed to "ANIMAL + Spock + INTEGRITY > 30." The redefinition works for both ends of the mission. You may not redefine numbers, icons, or special requirements such as "3 AU icon Personnel," or make redundant requirements (such as "Treachery + Treachery").

The mission loses the redefinition after your next game with the same opponent, even if you don't use that mission.

The new requirements must be defined immediately after the game ends. In tournament play, the redefinition should be given to the tournament director in writing, before the cards are removed from the spaceline. A redefinition of mission requirements made outside of a specific tournament *cannot* affect a match within that tournament. However, a redefinition made at a tournament match *will* affect a later match in that same tournament, if you play the same opponent.

Tetryon Field – A ship without Navigation aboard must stop moving at the location of this event and cannot move for the remainder of the turn, but is not "stopped" (e.g., it may initiate battle or attempt a mission).

The – Card titles starting with "The" are sorted under the second word of the card title (e.g., The Big Picture is under "Big").

there – See **here**.

Theta-Radiation Poisoning – Only one Medical Kit is required aboard the ship or outpost affected by this dilemma to prevent any personnel from dying at the end of each turn.

Thine Own Self –

Plays on opponent's one- or two-person Away Team on a planet (unless in a facility). Away Team is "lost" (place under mission). Capture (or opponent rescues) by solving mission.

This interrupt remains on the "lost" Away Team until they are rescued or captured. See **discarding**. A "lost" Borg scout may not be retrieved when the Borg complete their objective. See **Away Team and crew**.

Third of Five – See **drone**.

Thought Fire –

If The Traveler: Transcendence is affecting you, all crew or Away Team members with (CUNNING+INTEGRITY)<12 are killed unless Empathy present.

ties – When a dilemma specifies a superlative such as "strongest," "most CUNNING," or "highest total attributes," and there is a tie, the opponent of the player encountering the dilemma gets to choose (unless the dilemma states otherwise). See **opponent's choice**.

To determine such things as "nearest planet" and "far end of spaceline," compare the number of *cards* in each direction; if there is a tie, then compare the total *span* in each direction. If still a tie, the opponent chooses. See **spaceline**.

ties (scoring) – See the official tournament guide.

time location – A card type representing a location in the past or future of the Star Trek universe. Time locations may be [S] or [P] locations. A time location is not a mission or spaceline location.

A time location is placed by itself on the table, creating its own planet or space location separate from the spacelines. The card may have special instructions to be carried out when it is seeded or played; if you cannot carry out all instructions, you may not seed or play the time location. Playing a time location uses your normal card play.

You may not play a time location unless the corresponding spaceline location is in play. The lore of each location identifies this relationship. For example, the mission Agricultural Assessment corresponds to the time location Sherman's Peak; both are located 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 space at the location (if reporting a ship or facility), 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 normally required to report **[AU]-icon cards**. See **reporting for duty**.

Time To Reconsider – You may play this interrupt to "stop" your ship and crew on your turn, but it will have no effect on an opponent's

ability to counter-attack on his turn (because it only prevents a counter-attack "this turn"). If you attacked your opponent this turn, you may play the interrupt on your ship during his turn to prevent him from counter-attacking.

time travel – There are two forms of time travel.

• **Movement** between a time location and a spaceline is possible only via a pair of Wormhole interrupts, a Q-related "relocator card" such as Where's Guinan or Jealous Amanda, or any card that specifically states that it allows such movement, such as Temporal Vortex or Orb of Time.

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

• Temporal Rift and Time Travel Pod represent a different form of time travel, moving from the "present" into the "future" while remaining at the same physical location. The ship and all cards aboard are still in play, but are not affected by cards that resolve while the ship has "disappeared," such as Anti-Time Anomaly, Stop First Contact, or Supernova.

Time Travel Pod – This artifact refers to the full **turns** of the player whose ship the card is played upon. See **Investigate Time Continuum, Temporal Rift, time travel**.

timeline disruption – The existence of **time locations** makes it possible to conceptually go back in time and alter history in such a way that you change conditions in the present. This will typically have a dramatic effect on the game. See the entry for the card disrupting the timeline for the effects of that card.

timing – See **turn**, **actions**.

Tomalak of Borg – See **counterpart, rest of game**.

Tommygun – See **holographic personnel and equipment.**

Toral – See **skills (skill multipliers)**.

Torture – See **Madred**.

tournament scoring – See the official tournament guide for details of scoring victory points and differential. Also see **points**, **bonus points, winning the game**.

towing – A ship may not tow anything unless a card allows it, such as Activate Tractor Beam or Radioactive Garbage Scow. When a ship towing another ship or Scow moves or relocates in any way (e.g., through the Bajoran Wormhole, with Wormholes, The Traveler, time travel, etc.), the towed ship is also moved or relocated. A ship in tow cannot tow another ship. A towed ship may cloak (but not the towing ship). See **cloaking and phasing**, **tractor beam**.

Tox Uthat – If you use this artifact to allow the play of a **Supernova**, it is discarded even if the Supernova is nullified. See **actions – step 1 – initiation**.

T'Pan – Errata:

• SCIENCE • **Mindmeld**

This personnel has two red [Skill] • icons and is not a mission specialist.

tractor beam – A type of **special equipment** listed on a ship. A tractor beam has no "built-in" functions, but is activated by other cards, such as Activate Tractor Beam, Engage Shuttle Operations, and Ship Seizure. See **towing**.

Transporter Skill – See **Miracle Worker, Tribble**.

transporters – All ships and facilities have transporters unless otherwise specified. You may not operate your opponent's

transporters (except when infiltrating; see **infiltration icon**). Transporters are not **special equipment**. See **beaming**.

Transwarp Drone (Two of Nineteen) – This personnel may download one doorway or interrupt whose title includes "Transwarp," i.e., Transwarp Network Gateway (doorway) or Transwarp Conduit (interrupt).

Transwarp Network Gateway – To move ships through Transwarp Network Gateways, there must already be in play two copies of this doorway at different locations. You must play another Transwarp Network Gateway doorway or a Transwarp Conduit interrupt each time you wish to move a ship (or group of ships) through the gateway network. This does not use any of the ship's RANGE, but is still normal ship **movement**, requiring full staffing. You may not download a Transwarp Network Gateway with the Borg Outpost's Special Download icon until you have a [Nav] Borg present at the outpost. See **spaceline**.

Traveler, The – This personnel's skill enables normal ship **movement** requiring full staffing, similar to the Wormhole interrupt.

Traveler: Transcendence, The – This event nullifies all Static Warp Bubbles in play or played later, either yours or your opponent's.

treaties – Treaty cards make one player's cards of two or more different affiliations **compatible** and allow them to mix and cooperate. (They do not change any card's affiliation or make them **matching affiliation**.) If a treaty is destroyed, incompatible personnel aboard a ship or facility are placed under **house arrest**.

Treaties do not "chain." If you have Treaty: Federation/Bajoran and Treaty: Federation/Klingon in play, your Bajorans may not mix with your Klingons. You must also play Treaty: Bajoran/Klingon for all three groups to mix.

Treaty: Federation/Romulan/Klingon – You may not use this event's provisions if you have *any* side deck in play (even if closed or empty), including a Battle Bridge side deck. Only your Federation, Romulan, and Klingon affiliations are restricted from attempting your opponent's missions; your personnel and ships of all other affiliations may attempt any of your opponent's missions with an appropriate icon or text.

Playing an **Espionage** card will not permit you to attempt an opponent's mission while this treaty is in play. However, a required action (such as Samaritan Snare) may compel you to attempt an opponent's mission despite the treaty restriction. See **actions – required**.

tribble – A card type which comes into play only through a **Tribble side deck**. Tribble cards represent single tribbles and groups of 10, 100, 1,000, etc. They may *report* or *breed* as noted on each card.

You may play one Tribble card each turn per group of your 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. (You may not breed tribbles from your opponent;s tribble group.) 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 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" and may beam no more Tribble cards that turn. 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).

Each denomination of Tribble card (e.g., 1 Tribble) comes in multiple versions, with different images and card numbers, and a different special colored icon such as Go, Poison, and so on. All versions of a denomination are treated as the same card in the Star Trek Customizable Card Game (they are not cumulative); the special icons are used in the Tribbles Customizable Card Game™.

Tribble Bomb – Your Barry Waddle must be at the same location as your tribble group to allow you to play this incident (not just to play it for free).

Tribble side deck – This **side deck** is made up of **Tribble** and **Trouble** cards. You can have as many Tribble and Trouble cards in your side deck as you like, even duplicates. The side deck is activated during the doorway seed phase by a Storage Compartment Door card placed face up on top of the side deck. 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**.

Your Tribble and Trouble cards are not part of your normal hand, and thus are not affected by cards such as Alien Probe and Energy Vortex. 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.

trouble – A card type which comes into play only through a **Tribble side deck**. 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.

Trouble … on the Bridge – When this Trouble card is present with at least 1,000 tribbles on a ship with more than 10 personnel in its crew, that crew may not attempt missions.

Tsiolkovsky Infection –

(Not cumulative.)

See **skills**.

turn – Players alternate taking turns throughout the play phase. During your turn you will do up to three things, in this order:

1. Play a card from your hand. This "normal **card play**" is optional. All cards except interrupts and doorways may be played only at this time, even those that play "for free," unless a card specifically allows a card play at another time.
   During this segment of your turn (following start-of-turn actions), you may take no actions other than playing and downloading cards, actions that suspend play or may occur "at any time" (including activating hidden agendas and playing interrupts and doorways), and sub-actions of these actions. Any other action

advances you to the "execute orders" segment of your turn, after which you may not play a card (except interrupts and doorways).

2. Execute orders. This means moving and/or using cards already on the table. This is also optional. See **executing orders**.

3. Draw a card from your draw deck to your hand (after performing any end-of-turn actions). This is mandatory and signals the end of your turn. See **card draw**. If you are prevented from drawing a card (for example, by the game text of Q's Tent or the Ops site, or because there are no cards left in your draw deck), then you simply announce when you are done with your turn (after resolving any end-of-turn actions).

Game text that says it may be used "at any time" may be used out of the normal turn order, or during your opponent's turn, even if the card type is normally playable only during your own turn (e.g., an event or doorway). However, such game text may not interrupt an unrelated **action**.

Game text may say it takes place at "start of turn" or "end of turn." (**Probing** is also defined as an end-of-turn action unless otherwise specified.) Start-of-turn actions must be carried out before any other action, including your normal card play (or any action that replaces it). End-of-turn actions occur after you finish executing orders but before your card draw (or any action that replaces it).

Any mandatory start-of-turn actions must take place before optional start-of-turn actions. Other than that, the player whose turn it is chooses the order of start-of-turn actions. For example, at the start of your turn, a Rogue Borg battle and scoring of Colony points are scheduled to take place (mandatory), and you may process ore (optional). You may choose whether to score the Colony points or conduct the Rogue Borg battle first; after both actions are complete, you may process ore. No other actions may take place between start-of-turn actions, other than valid responses. Your normal card play is not a start-of-turn action.

End-of-turn actions are timed the same way as start-of-turn actions (mandatory before optional). No other actions may take place after end-of-turn actions begin, other than valid responses. The card draw (or an action "in place of a card draw," such as a download) signals the end of the turn and is the last action of the turn (it is not an end-of-turn action). If you are prevented from drawing a card (e.g., Klim Dokachin, Q's Tent), then you simply announce when you are done with your turn (after resolving any end-of-turn actions).

A few other uses of the term "turn" are clarified below:

- A "full turn" is one complete turn of one player, from beginning to end, not including the current turn.
- "Owner's turn" refers to the owner of the card being *affected*, rather than the card *played*.
- "Every turn" means every turn of both players.
- "Each turn" means each turn of the subject of the game text (skipping the other player). The subject player is usually indicated by a word such as "you," "opponent" or "owner." ("You" or "your" refers to the person playing the card or encountering the dilemma.) It may also be implied by game text instructing the person who played the card to take specific actions. If no player is specified or implied, then the subject of the game text is the player whom it affects. If it affects both players equally, the subject is the person who played or encountered the card.

Examples:

- Temporal Rift: "Ship … must reappear here after two of your full turns." The subject is the person who played the interrupt.
- Hyper-Aging: "Away Team... dies at the end of your third full turn." The subject is the player encountering the dilemma.

- Warp Core Breach: "Ship explodes at end of owner's next turn." The subject is the owner of the ship.
- Telepathic Alien Kidnappers: "At end of each turn, guess a card type..." The subject is the person who played the card, who is instructed to guess a card type.
- Plasma Fire: "Fire damages ship at end of next turn." The subject is the owner of the ship.

Turrel – This personnel still protects your treaties from nullification even if he is on a ship in a Temporal Rift.

Two-Dimensional Creatures –

Place on ship. Empaths aboard are disabled. Ship can't move until SCIENCE and ENGINEER aboard, discarding dilemma and curing empaths.

undefined attribute – If a card has an undefined attribute (e.g., Mortal Q's CUNNING of Q, Kivas' Fajo's "NO INTEGRITY," or Spot's STRENGTH, which is not a number but is explained in the skills box), it is treated as zero for purposes of comparisons or totalling attributes. Undefined attributes cannot be modified with other cards. A "disabled ship attribute" (for the dilemma "Pup") is treated as an undefined attribute. A **variable attribute** is not undefined unless it is unusable for some reason.

Undetected Beam-In – If your opponent encounters this dilemma, you may download up to four Borg drones (to the planet, if any, or to any ship or facility at the location). If you download them to a ship or facility controlled by your opponent, the drones will remain aboard as intruders and may be battled by your opponent after the mission attempt.

Rogue Borg Mercenaries downloaded through this dilemma battle for the first time at the start of the next turn, even if more Rogue Borg are played normally on the current turn. They may play only on an occupied ship.

unique and universal – *Universal* personnel, ships, sites, missions, and time locations are those with the four-diamond ❖ universal symbol at the beginning of the card name. (Universal facilities will also be marked with the ❖ symbol in future printings.) Those *without* the ❖ universal symbol are *unique*. All other card types are universal unless marked "Unique" or "Not duplicatable".

- Each player may have only one copy of a particular unique personnel or ship (or of the same **persona**) or non-duplicatble facility in play at any time. Any number of copies of a universal personnel, ship, or facility may be in play at the same time.
- Unique sites are "unique per station." That is, each Nor is limited to one of each kind of Site card. Universal sites may exist in multiple on each Nor.
- Unique missions and time locations are *not duplicatable*. There may be only one copy of a time location in play at a time, for both players. Unique missions are stacked to create a single location. Each player may seed more than one copy of any universal mission.
- Each player may have multiple copies of a facility, artifact, dilemma, objective, etc. in play at a time, except for cards marked "Unique" or "Not duplicatable" in their game text.

When any card marked "Unique" in its game text (or any unique personnel or ship) is **in play**, another copy may not be played by the same player, and if another copy belonging to the same player is encountered (e.g., dilemmas), earned (e.g., artifacts), or activated (e.g., hidden agendas) by any player, that copy is discarded.

When any card marked "Not duplicatable" in its game text (or any unique time location) is in play, another copy may not be seeded or

played by *any* player, and if another copy is encountered, earned, or activated by any player, that copy is discarded. When a player seeds any unique mission which has already been seeded on the spaceline, the second copy is stacked atop the first to create a single location. See **Deep Space 9, seed phase**.

Unity Drone (Two of Seventeen) – This personnel allows your Borg to share CUNNING in the **hive**. Example: You have an Away Team on a planet consisting of three Borg, with a total CUNNING of 15:

Bio-Med Drone	[Com]	CUNNING 5
Tactical Drone	[Def]	CUNNING 5
Talon Drone	[Def]	CUNNING 5

You have a Borg ship at a neighboring spaceline locationwith the following crew aboard, with a total CUNNING of 17:

Astrogation Drone	[Nav]	CUNNING 7
Guard Drone	[Def]	CUNNING 5
Unity Drone	[Com]	CUNNING 5

If you bring the ship to the planet location (in the same hive), the CUNNING of the ship's crew is added to the total CUNNING of the Away Team, giving the Away Team a total CUNNING of 32 when facing a dilemma. Likewise, the Away Team's CUNNING is added to that of the ship's crew, so the crew has an effective total CUNNING of 32. This has no effect on the CUNNING of each individual Borg.

If the Bio-Med Drone is now killed, so there is no longer a [Com] Borg on the planet, the Away Team now has a total CUNNING of only 10, and the ship's crew has a total CUNNING of only 17.

universal – See **unique and universal**.

unopposed – Your personnel are unopposed if your opponent has no personnel present with them on a planet, ship, facility, or site. Your ship is unopposed if your opponent has no ships at the same spaceline or timeline location. A site is unopposed if your opponent has no docked ships or personnel at that site. Cards that are cloaked, phased, disabled, or in stasis do not oppose. See **opposing, Patrol Neutral Zone**.

"until any Q-Flash" – See **Q-icon cards**.

U.S.S. Danube – Errata:

Reports for free to ~~Runabout~~ **Docking** Pads.

U.S.S. Enterprise-C – This ship can report to any location, in either quadrant, or to a time location. It may report to a facility, but cannot avoid being damaged. If your opponent is using a Battle Bridge side deck, he applies default damage (two damage markers) when you report the ship. If reported with crew via Space-Time Portal, damage is applied to the ship before the crew is reported aboard (no casulaties will occur).

U.S.S. Pasteur – This ship has **special equipment** providing 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's nemesis is the I.K.C. Chang. See **nemesis icon**.

U.S.S. Yangtzee Kiang – This ship "May be used by Bajoran affiliation." This means it may staffed by Bajorans (without a matching Federation personnel), and reported and docked at a Bajoran facility. It is still a Federation ship and must abide by Federation attack restrictions.

Vantika's Neural Pathways – A mission specialist affected by this dilemma remains a **mission specialist**, with a skill of Treachery x2.

variable attribute – Some personnel have an X in one of their attribute boxes, with a corresponding special skill such as "X=2 or 7." Each time you need to know the value of a variable attribute (even

when the card is in hand, such as for a Royale Casino dilemma), the owner of the card may choose one of the listed values at that time – it is not necessary to specify one in advance. Whenever the special skill is unusable (for example, because of Brain Drain or Hate Crime), the attribute is undefined and thus treated as zero (like Mortal Q's CUNNING). See **undefined attribute**.

verification – When a card or rule requires you to perform some action which you are unable to complete, your opponent must be allowed to verify that you are unable to do so. For example, if you cannot play a card when required to by a card such as Visit Cochrane Memorial or Energy Vortex, your opponent may look at your hand to verify that you are unable to do so. See **showing your cards**.

version – A "version" of a personnel refers to any version of that specific persona. For example, Elim Garak, Elim, and Plain, Simple Garak are all versions of the Elim Garak persona. Thus, Plain, Simple Garak may be replaced at any time by either Elim Garak or Elim. Garak is not a version of the Elim Garak persona, and may not replace Plain, Simple Garak.

Vorgon Raiders – See **in play, stealing**.

Vulcan Mindmeld –

Plays at any location. Each of your Mindmeld personnel there may select another of your personnel present and add that personnel's skills to their own until end of turn.

This interrupt adds only regular(not special) **skills**. Your Mindmeld personnel may meld with any personnel, including androids and holograms. The personnel need not remain together after the meld to use their added skills.

Mindmeld may not be "chained." If Sarek melds with Riva, and Spock melds with Sarek, Spock gains only Sarek's Diplomacy x3 and Mindmeld; he does not also gain Riva's Diplomacy x2.

Vulcan Nerve Pinch –

Plays at start of personnel battle. Your Vulcans and Soong-Type Androids may each place one opposing personnel or Rogue Borg (random selection) in stasis until end of your next turn.

Wake of the Borg, The – This interrupt does not destroy landed, cloaked, or phased ships. See **landed ships, cloaking and phasing**.

walking – Your personnel aboard a Nor may move ("walk") from site to site, individually or as a group, and they may carry Equipment cards with them. Move the personnel or group along the row of sites, one site at a time, until they reach their destination. (They must actually "pass by" each site in turn; they do not relocate from site to another.) They may walk along more than one site each turn; however, as soon as they stop at any site, for any reason, they may not walk again that turn (although they may perform other actions, such as boarding a ship docked there).

Example: you have the following sites on your Nor, in order: Ops, Security Office, Guest Quarters, Ore Processing Unit, Docking Pylons. Your personnel may walk from Ops to Docking Pylons on one turn, moving from one site to the next in turn, and may board your ship docked at Docking Pylons. But if they stop to pick up a hand weapon from the Security Office, they may not walk any further this turn. Likewise, if two [Cmd] personnel walk from Ops to Guest Quarters and stop while you download a personnel there with Going To The Top, the [Cmd] personnel may not walk further this turn.

Entering or exiting from a docked ship or planet facility is not "walking."

Walls Have Ears, The – You may score points from any **intruder** with this interrupt, including a Rogue Borg. See **infiltration icon**.

Warp Core Breach – This event does not affect [Borg] ships.

Warped Space – The owner of this mission uses the span of 5, and the opponent uses the span of 1. Any card that moves like a ship with RANGE, such as Calamarain or The Sheliak, uses the span on the end toward the moving card's owner.

Wartime Conditions – This event may be played on any turn after the initial attack (not necessarily immediately after the attack). It applies to both players while in play.

Weak Spot – See **attribute enhancements.**

WEAPONS – You cannot use your ship's or facility's WEAPONS for *any* purpose unless it is uncloaked, unphased, and undocked, its WEAPONS are greater than zero, and you have a matching personnel aboard. (If the facility is a Nor, the matching personnel must be in Ops.) "Using WEAPONS" includes satisfying the requirements of any card requiring WEAPONS, such as Outgunned or Refuse Immigration.

To fire its WEAPONS in battle, the ship or facility must not be "stopped." (A card targeted by an attack is automatically "unstopped" and thus may return fire.) Unless returning fire or counter-attacking, the ship or facility must also have a **leader** (or a [Def] Borg) in its crew, and must not have any affiliation attack restrictions that prevent it from firing at the target. (If the firing card is a Nor, the personnel required above must be in Ops.)

Where No One Has Gone Before – Only one copy of this event is needed to affect both spacelines. However, it does not allow **movement between quadrants**.

white deprivation – At the beginning of each of your turns, wherever you have a crew or Away Team that includes [KW] personnel but no **Ketracel-White** Equipment cards, those personnel must initiate a personnel battle (regardless of leaders and affiliation attack restrictions). Your white-deprived personnel first form a temporary assault team, separate from any of your other personnel that might be present, then attack according to the following priorities:

1. Opposing personnel (except changelings) or Rogue Borg, if present.
2. Otherwise, your own non-[KW] personnel (except changelings), if present.
3. Otherwise, themselves. Randomly split them into two separate assault teams of equal size (or as close as possible) and conduct the battle.

Your white-deprived personnel will attack even captives (belonging to either player) if present, and must stun and mortally wound their adversaries whenever possible. You may not prevent them from fighting by using cards such as Emergency Transporter Armbands, Prepare Assault Teams, I'm a Doctor Not a Doorstop, Smoke Bomb, etc.

When your own personnel are attacking each other, even though they are separate assault teams they are still a single crew or Away Team. Thus, cards that affect the battle (such as hand weapons) apply to both teams. Echo Papa 607 Killer Drones do not participate in battles caused by white deprivation.

Resolve the battle normally. After it is over, or even if there was no battle (e.g., if you had one personnel alone), one of your personnel (random selection) dies from white deprivation. If you have more than one group of white-deprived personnel, each of those groups must battle and then lose a personnel to white deprivation.

One Ketracel-White card in a crew or Away Team prevents white deprivation for any number of [KW] personnel.

A disabled Jem'Hadar (including a captive) cannot initiate battle, but if white-deprived is still subject to death by random selection.

Because ketracel-white addiction is indicated by an icon [KW], the addiction is rendered irrelevant if a [KW] personnel is assimilated. Thus, an assimilated [KW] personnel does not undergo white deprivation. See **assimilation**.

winning battle – See **battle – personnel, battle – ship.**

winning the game – Players take turns until one player scores 100 points (the normal victory conditions) and is declared the winner, or until both players' draw decks run out (at which point the player with the most points is declared the winner).

Some cards, such as Q's Planet and The Big Picture, may alter the victory conditions of the game for one or both players. The first player to achieve or exceed his victory conditions is the winner. If both players achieve their victory conditions simultaneously, the player with the most points is the winner.

You may lose (or forfeit) the game due to your opponent's Writ of Accountability, if you play a card via Devidian Door and cannot show the Door on your next turn, or if you seed or play a card as a hidden agenda when it does not have that icon. In each case (in a tournament), you receive a score of 0 (-100). Your opponent receives a score of 2 (+100). If both players forfeit or lose a game in this manner (e.g., both fail to show Devidian Door, or one fails to show a Devidian Door and the other loses to Writ of Accountability), the game is scored as a true tie.

Wormhole – This interrupt plays "just as [a ship] begins to move," that is, after any optional responses to the initiation of movement and just after the results step of the movement action begins. Thus, a response to the initiation of movement (e.g., Establish Tractor Lock to prevent movement) cannot play after the ship has moved through Wormholes. Also, a ship wormholed to the location of a hazard such as a Borg Ship dilemma or Paxan "Wormhole" need not stop at that location and can continue to move away from the hazard (RANGE permitting).

Wormholes allow movement between quadrants or **time travel** between the spaceline and a time location (or between two time locations); the **movement** uses no RANGE. Thus, you may move your ship with Wormholes even if it has no RANGE remaining (but not if affected by a card that says the ship may not move) or if there is no adjacent location to move to. The ship must be fully staffed.

The same player must play both Wormholes (i.e., your opponent may not "complete" your Wormhole with his own to redirect your ship). If your second Wormhole is nullified, the first is also nullified unless you immediately play another Wormhole.

A ship always emerges from a Wormhole in space, not landed or in any other place such as a shuttlebay. This interrupt may not be played on a docked ship (as it undocks). See **docking**.

See **Space-Time Portal, Operate Wormhole Relays**.

Writ of Accountability – For purposes of this incident, you have not used your own dilemma to score points if your opponent's action directly caused you to score points from that dilemma. For example, if your opponent "posts bail" for a captive taken by your Mandarin Bailiff, or his personnel dies with your Vendetta in play on it, you did not use that dilemma to score points.

If you score points by wagering a dilemma with Dabo, you have used that dilemma to score points. See **Horga'hn, winning the game, stasis**.

"you" – See **"your."**

You Dirty Rat – The shape-shifter morphed by this interrupt may not be targeted by anything (not just in battle).

"your" – "Your" personnel, ship, or facility is one that you control, even temporarily. For example, you may play Auto-Destruct Sequence on your opponent's ship that you control using Alien Parasites. You may not play Sisko 197 Subroutine on the Ops of an Empok Nor that you seeded but have not yet commandeered.

On other cards (events, interrupts, dilemmas, etc.), "you" or "your" in game text refers to the player who played a card or who encountered a dilemma or Q-icon card.

Yuta – The personnel discarded by this dilemma dies. The death is a "random selection." If no personnel matches the number chosen, the dilemma is discarded because it has no conditions.

Zaldan –

Unless 2 Treachery OR a disruptor OR Wesley Crusher OR Exobiology present, kills two Away Team members who have Diplomacy (random selection).

Zalkonian Storage Capsule – Returning a card from this event to your hand is a game action which may not interrupt other actions. For example, if your opponent plays Amanda Rogers, you may not get a Q2 from your Storage Capsule to nullify Amanda. See **actions.**

zero – Zero is an even number.

Zon –

May nullify Nausicaans dilemma where present.

CONTACTING DECIPHER

If you have any questions, please feel free to contact Decipher.

Tel: (757) 623 3600
Fax: (757) 623 3630
Mail: P.O. Box 56, Norfolk, VA 23501

Web site: www.decipher.com
Internet sales: www.eccentric.com

Email:
Gameplay questions – MajorRakal@decipher.com
Other information – seans@decipher.com
Tournament info – tournaments@decipher.com