

# Star Trek™ Customizable Card Game™ Glossary

## Version 1.7 – August 2000

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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.

### ICON LEGEND

[AU]	Alternate Universe
[Bar]	Barash
[BO]	Borg use only
[Cmd]	Command
[Com]	Communication subcommand (blue icon)
[Def]	Defense subcommand (red icon)
[DQ]	Delta Quadrant
[EE]	U.S.S. Enterprise-E
[Ex]	U.S.S. Excelsior
[GQ]	Gamma Quadrant
[Holo]	Holographic re-creation
[HA]	Hidden Agenda
[KW]	Ketracel-White
[Maq]	Maquis
[Mir]	Mirror Universe
[Nav]	Navigation subcommand (green icon)
[Nem]	Nemesis
[OCD]	Optical Compact Disk
[Orb]	Orb
[OS]	Original Series
[P]	Planet
[Q]	Q-Icon card
[Ref]	Referee
[Rule]	Ferengi Rule of Acquisition
[Skill]	Skill dot
[S]	Space
[S/P]	Space/Planet
[SD]	Special download
[Stf]	Staff
[Tri]	Tribble
[Tro]	Trouble
[univ]	Universal
[3]	Countdown box
[35 Pts]	Point box

### Affiliation Icons

[Baj]	Bajoran
[Borg]	Borg
[Car]	Cardassian
[Dom]	Dominion
[Fed]	Federation
[Fer]	Ferengi
[Klg]	Klingon
[NA]	Non-Aligned
[Neu]	Neutral
[Rom]	Romulan

### Infiltration Icons

<Baj>	Bajoran
<Fed>	Federation
<Klg>	Klingon
<Rom>	Romulan

**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][Klq] 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 Evек. 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’eridex 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 Δ 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 Federation 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 targetings 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 countdown 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 may report 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 cumulativeness 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 cumulativeness 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, Ressian 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 cumulativeness 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**  $\Delta$  [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 mission 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, Lethan 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; Lethan 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**.

**duplicable** – 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**  $\Gamma$  [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** randomly 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 recreations 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.*