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

Iconia Investigation –

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

infiltrators – See **infiltration icons**.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

When your intruders are aboard an **empty ship** or a ship whose crew is all-holographic, they may erase (discard) all **holographic personnel and equipment** associated with that ship.

Intruder Alert! – Activating this incident is not a valid response to the play of Rogue Borg. See **hidden agenda**, **Intruder Force Field**, **protecting cards**.

Intruder Force Field – When this event "reverses Telepathic Alien Kidnappers affecting you," interpret your opponent's Telepathic Alien Kidnappers as though you had played it. That is, *you* now guess a card type at the end of each of *your* turns and point to a card in your *opponent's* hand. Only one copy may affect Telepathic Alien Kidnappers each turn (the copy played by the opponent of the player using Telepathic Alien Kidnappers). See **cumulative**.

This event disables Rogue Borg unless there are at least three aboard your ship. This effect may be extended to all **intruders** with **Intruder Alert!**

invalid card plays – See **actions**.

Invasive Beam-In – To use this event to beam cards through SHIELDS, the Transporter Skill personnel must remain on the ship which has Invasive Transporters. Because this event does not specifically target a ship, it allows beaming through the SHIELDS of **landed ships**.

Investigate Incursion – This mission is worth extra points if an appropriate Borg-related card is at that spaceline location when the mission is solved. See **report with crew**.

Investigate Legend – When Aldea, the planet represented on this mission, is cloaked, cards may not beam to or from the planet and ships may not land or take off. Iconian Gateways, Dimensional Shifting, Love Interests, and other such forms of movement function normally. Turn the Mission card face down when it cloaks. The mission acts like a cloaked ship in terms of interactions with the "outside world." (See **cloaking and phasing**.) For example, the mission may be attempted or scouted while cloaked by an Away Team already on the planet; you may probe to assimilate the planet while it is cloaked if you have Borg on the planet surface (but not if all your Borg at the location are on a ship in orbit).

The 2 Youth discarded to solve this mission can be part of the 3 Youth used to fulfill the first part of the mission requirements.

If you solve this mission with five Youth mission specialists (three providing the Youth x3 requirement, discarding the other two), you only earn 15 points from Assign Mission Specialists. Discarding a personnel card does not use its skill.

Investigate Shattered Space –
(Lore) **Neutral Zone Region • Near Neutral Zone**

Investigate Time Continuum – To complete this mission using the Time Travel Pod, show the Pod from your hand after all dilemmas have been resolved (then return it to hand). The Pod is not played.

Isabella –This interrupt does not affect [Borg] ships. The ship is destroyed at the end of the next **turn** of the player who plays the interrupt. See **nebula**.

Ishka – See **skills** – selecting, adding, doubling, and sharing skills.

Issue Secret Orders – This objective requires the owner of the ship and crew to use them to move to and attempt the targeted mission. The infiltrator's owner does not control the ship and crew. See **actions – required**.

The opponent must attempt the mission targeted by this objective "if possible." That means the mission must be attemptable by the opponent's affiliation and must not have been made unattemptable (e.g., with I Tried To Warn You).

In general, the entire crew must participate in the attempt. However, affiliated personnel cannot be forced to beam to Qualor II Rendezvous; since they would be placed in stasis upon beamdown, it is not possible for those personnel to attempt this mission.

Jake and Nog – This **dual-personnel card** cannot probe for Visit Cochrane Memorial because it contains only one human with ENGINEER x1/2. The other "half ENGINEER" is Ferengi species. However, they could build a Ferengi Trading Post if in Ferengi mode, because together they have one Ferengi-affiliation ENGINEER skill. See **skills (skill multipliers)**.

Ja'rod – See **skills (skill multipliers)**.

Jem'Hadar Warship – Although this ship's lore says, "Capable of serving as a mobile base for attack ships," it may not carry any other ship unless a card specifically allows it (such as Engage Shuttle Operations: Dominion).

Juliana Tainer – This personnel is unaware that she is an android. She becomes aware if she is in a situation which either requires an android (and no other androids are present) or treats androids differently from regular personnel. Once she becomes aware, she can use her full CUNNING and STRENGTH but is "stopped" for the rest of that turn. Cards that affect androids affect her (making her aware) even if she is unaware that she is an android. For example, she becomes Non-Aligned when **Lore Returns** is in play.

"just" – See **actions – "just"**.

Kahlest – This personnel's special skill works on herself as well as on others, giving her a STRENGTH of 6.

Kai Winn – See **ranks and titles**.

K'chiQ – This personnel cannot select a skill when recovered from a Cryosatellite, because she is not **reporting for duty**. At the start of your next turn you may change her "no skill" to any regular **skill**.

Keldon Advanced – Having Obsidian Order **skill** aboard is not an **attribute enhancement**; if no Obsidian Order skill is aboard, this ship's RANGE is considered reduced.

Ketracel-White – This Equipment card has a countdown [3] icon which counts down only if any [KW] personnel are present with the equipment. If no [KW] personnel are present, all Ketracel-White cards stay at their current count. Unless rationed by a Vorta, all Ketracel-White cards present with any number of [KW] personnel count down at the end of each of your turns. For example, three Ketracel-White cards will all count down at the end of your turn, whether you have one [KW] personnel present or ten. Like all **countdown icon** cards,

at the end of the countdown, a Ketracel-White card self-nullifies and is discarded. See **white deprivation**.

Rationing: If your Vorta is also present with multiple Ketracel-White cards at the end of your turn, he may "ration" them so only one counts down. Select one card to count down (turn it 90 degrees). The rest stay at their current count. You may select a different card each turn, leaving one countdown for each card "unused" so the card is not discarded. If you let any card count down for three turns, it self-nullifies and is discarded as usual.

Resetting: Primary Supply Depot and Remote Supply Depot both "reset" countdowns of Ketracel-White aboard. You must carry or beam unexpired cards from your ship to the outpost to reset the countdowns. While aboard the outpost, they count down normally at the end of your turn (if a [KW] personnel is present) but immediately reset.

ketracel-white icon [KW] – This icon on a personnel card indicates a dependence upon the isogenic enzyme known as "the white." Most Jem'Hadar are genetically addicted to the white from birth, and require regular doses of the substance in order to survive. Prolonged withdrawal causes them to go into a battle frenzy; afflicted individuals attack everything in sight (except changelings) until they eventually die of combat injuries or lack of the white itself. See **Ketracel-White**, **white deprivation**.

Kevin Uxbridge – Errata:

~~Destroys~~ **Nullifies** any one Event card in play (except for Treaty cards) OR any ~~one artifact~~ **other card played** ~~in play~~ as an Event card.

This interrupt may be played as a response to the play of an event.

Kevin Uxbridge: Convergence – This interrupt nullifies all unprotected events at the spaceline **location** where it is played. It may be nullified by Q2. See **card title groups**, **card types**.

Khitomer Research – Errata:

(Affiliation icons): [Rom] **[Klg]**

Kivas Fajo – "NO INTEGRITY" on this personnel is an **undefined attribute**.

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

Klaestron Outpost – This outpost does not provide a built-in treaty, nor does it require a treaty for use. Like all **multi-affiliation cards**, you must declare its affiliation when seeded or played (at a mission bearing that affiliation icon), and may switch the affiliation as a game action during play. At any time, personnel aboard and ships docked at the outpost must be compatible with the outpost's current affiliation.

Klingon Civil War – Points scored with this event are based on the printed values of WEAPONS and SHIELDS on the Ship cards destroyed. No modifiers are applied.

Klingon Death Yell – Either player may play this interrupt when any Klingon with Honor dies, subject to normal timing rules. You do not need to actually yell to score the points.

Klingon Painstik – If this interrupt is played to prevent a unique personnel from being reported for duty again, it prevents reporting of any instance of that **persona**. Because persona *replacement* and

morphing of one Founder into another are not reporting for duty, this interrupt will not prevent such exchanges from taking place.

Kova Tholl – Like all cards with a point box, this personnel is placed in your **bonus point area** if you score the points, and thus cannot be retrieved and replayed. You may play another copy.

Retaliation against an opponent's attack may include *returning fire* during the battle and *counter-attacking* on your next turn. During a ship battle, you return fire by using your WEAPONS. During a personnel battle, you return fire by attempting to kill opposing personnel (e.g., by playing Phaser Burns or choosing to mortally wound an adversary). A counter-attack is a new battle you initiate on your next turn against any or all of your opponent's ships, Away Teams, facilities, crews, etc. which are still at the location of the opponent's attack. If you return fire during the battle, you may not score Kova Tholl's points. Once you score the points, you may not counter-attack.

Kressari Rendezvous – See **discarding**.

Kurlan Naiskos – This artifact requires only the original seven **personnel types** (OFFICER, ENGINEER, SCIENCE, MEDICAL, SECURITY, CIVILIAN, and V.I.P.). See **attribute modifiers**.

La Forge Maneuver – "If the next action is an attack against that ship" refers to the next action of the player who played this interrupt (or to an attack by a Borg Ship dilemma). If your opponent takes an action immediately after you play La Forge Maneuver on his ship, it does not cancel La Forge Maneuver's effect.

Lack of Preparation – For a Borg player, overcoming this dilemma requires all three subcommand icons – not necessarily three separate personnel. For example, the Borg Queen can overcome this dilemma.

To get past this dilemma, the non-Borg player must have been able to meet the mission requirements when the *current* **mission attempt** began (not when the mission was first attempted).

Lal – See **reporting for duty, skills**.

landed ships – A ship may not land unless allowed by its own text (e.g., Vulcan Lander) or that of another card (e.g., Engage Shuttle Operations, Establish Landing Protocols). Landing and taking off use RANGE only if specified by the card allowing it to land. For example, the Vulcan Lander uses 1 RANGE to land or take off; the Bajoran Interceptor uses none.

Unless a card explicitly allows it, a landed ship may not attack or be attacked by a ship in orbit, and also may not attack or be attacked by an Away Team. A landed ship may not be targeted by any card that targets a ship, unless the card specifically allows it to **target** a landed ship. Thus, landed ships are immune to cards such as Temporal Rift, Loss of Orbital Stability, Wormholes, Warp Core Breach, Magic Carpet Ride OCD, Rogue Borg Mercenaries, etc. You may beam to and from the ship because beaming does not target the ship with a card.

Latinum Payoff –

Plays if Greed aboard your ship when it destroys another ship in battle (once per destroyed ship). X=3 for each OFFICER aboard destroyed ship.

launching ships – See **carried ships.**

Launch Portal – This doorway allows you to launch any carried ships at the time you play the doorway, even without Engage Shuttle Operations in play. It may download Engage Shuttle Operations: Dominion. See **card title groups**, **ship types**.

This doorway does not allow you to break a **quarantine**.

When this doorway is played during a space mission attempt to launch some or all of the crew on a different ship, the ship with the larger crew must continue the mission attempt (owner's choice if tied).

leader – A *leader* for battle (or for a card referring to a leader) is any personnel with Leadership skill or with OFFICER skill or classification; or any personnel allowed by a card to act as a leader (e.g., Prepare Assault Teams allows SECURITY personnel to act as leaders). Being a leader does not confer Leadership skill on a personnel.

Borg may *not* use a leader instead of a [Def] personnel to initiate battle. (A [Def] personnel is not a leader.) However, for cards that require a leader, the Borg must use a leader as defined above.

Line Must Be Drawn Here, The – When this hidden agenda event is activated in response to the play of one of the target cards, the player of that target card loses 5 points, even if the target card is then nullified by a counter-card responding to it.

location – There are two kinds of locations: spaceline locations (e.g., missions and Bajoran Wormhole) and timeline locations (e.g., Montana Missile Complex); also, a Borg Outpost in the Delta Quadrant is a location under the interim rules (but neither a spaceline or timeline location.) Site cards are not "locations" for gameplay purposes. A card that refers specifically to spaceline locations (e.g., The Traveler) does not include time locations, and vice versa.

Locations may be planet [P], space [S], or "unspecified type" (created by cards such as Bajoran Wormhole, Black Hole, Gaps in Normal Space, or **Supernova**).

Cards may be "at the same location," whether in space, aboard one or more ships, facilities, or sites, on a planet, in an Escape Pod, etc. (Cards seeded face down cannot affect or be affected by other cards at the same location until encountered or earned, or unless a card explicitly allows interaction with a seeded card.) Unless otherwise specified, this definition includes *both* players' ships and personnel, and no treaties are required for cards to be "at the same location." See **present, here**. Examples:

- Zalkonian Vessel will kill either player's John Doe.
- Ves Alkar can gain Diplomacy from an opponent's female Empath.
- The two leaders for Arbiter of Succession may belong to either or both players.

Locutus of Borg – See **counterpart**.

long-term effects – A long-term effect (on a personnel or ship) is one that lasts until the end of the turn or longer, or until cured or nullified. Examples are Brain Drain and REM Fatigue Hallucinations. The death of a personnel is not considered a long-term effect. See **discarding**.

Long-Range Scan Shielding – A type of **special equipment** which renders a ship immune to Long-Range Scan.

lore – This text, appearing on many card types, presents background information about the characters, ships, and other elements of the Star Trek universe. Lore sometimes contains terms that are relevant to gameplay, such as persona identification, matching commander information, species, ranks and titles, etc. However, mention in the lore of a term which is the name of a skill (such as Tal Shiar) does not confer that skill on a personnel and does not satisfy a requirement for that skill. See **skills**.

Lore – When either player has this personnel is in play, the STRENGTH of every Rogue Borg in play is doubled, and all numerical features of all **Crystalline Entity** dilemmas seeded or encountered by either player are doubled (see **dilemma resolution**). Two Lores in play do *not* quadruple Rogue Borg and Crystalline Entities. However, Lore and Crosis may each double the STRENGTH of the same Rogue Borg. See **Rogue Borg Mercenaries**.

Lore's nemesis is Dr. Soong and/or Data (First Contact). See **nemesis icon**.

Lore Returns – When you play this event on a ship, your Rogue Borg take control of (commandeer) that ship. They may move it and initiate battles regardless of staffing or leader requirements.

The use of the name "Lore" in the game text is a reference to the event itself, not to the Lore personnel card.

Lore's Fingernail – This event allows any android to report for duty as Non-Aligned. For example, with Lore's Fingernail in play you may report Data to an outpost after Earth has been assimilated. See **"loses affiliation"**, **Stop First Contact**, **Juliana Tainer**.

"lose the game" – See **winning the game**.

"loses affiliation" – This phrase on a card (such as Memory Wipe) means that conceptually the card's affiliation icon(s) are replaced by the [NA] icon.

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

Loss of Orbital Stability – A landed or docked ship is immune to this interrupt. See **docking**, **landed ships, "in orbit"**.

Lumba – This personnel is male (he just *appears* female). See **skills – selecting, adding, doubling, and sharing skills**

Madred – This personnel does *not* have Obsidian Order skill. See **skills**, **Non-Aligned**.

This personnel may add 1 to Interrogation or Torture only when Madred and the captive are both aboard the same outpost. If he adds 1 to **Interrogation**, you score 2 points each time your opponent resists interrogation, and 11 points if he complies and you return the captive to him. If he adds 1 to Torture, your opponent loses 1 extra point each turn (the point box reads -7; if Madred "adds 1" for each of the three turns of the countdown, your opponent loses a total of 10 points).

Magic Carpet Ride OCD – This artifact may relocate a docked (but not landed) ship at its location. If the ship is docked at its opponent's Nor, its crew disembarked on the Nor are an Away Team and subject to relocation with the ship. Any Away Teams associated with the ship are relocated to the planet surface at the new location. See **Away Team and crew**.

The owner of this artifact must use its game text immediately upon either player earning or acquiring the artifact. If there is no ship at the location to relocate, or if he chooses not to do so, the artifact is discarded.

Major Rakal – Errata:

Physically altered, the half-Betazoid, half-human **Deanna Troi** was coerced to assume the identity of a Tal Shiar major in the 2369 M'ret defection plot.

This personnel retains her [AU] icon.

Makbar – See **dilemma resolution**.

Mandarin Bailiff – You may "post bail" for this Q-icon dilemma by transferring **points** to your opponent even if your score is zero or less. This will give you a negative score. "Transferring points" means that you lose points, while your opponent gains points.

Manheim's Dimensional Door – When this doorway allows a card to be played during a "temporal hiccup," that card may itself be suspended and allow another card to be played, and so on. It is suggested that you take the suspended cards and put them in a stack. When no more temporal hiccups occur, resolve the suspended cards in order from the top of the stack to the bottom. Each card play may be responded to normally, and a card may be played that affects an earlier, suspended card play. See **actions**. Example:

1. I play K'chiQ. You show a K'chiQ from hand; mine is suspended.
2. You play Palor Toff. I show a Palor Toff; yours is suspended.
3. I play Q's Tent. You show a Q's Tent; mine is suspended.
4. You play Q's Tent (the same one you showed earlier). I show no Q's Tent (my original one has been set aside and is not in my hand), so the card plays start to resolve.
5. Your Q's Tent resolves; you retrieve Wrong Door from your Tent.
6. I attempt to resolve my Q's Tent, but you respond with Wrong Door. I play Amanda Rogers to nullify your Wrong Door. My Q's Tent resolves and I retrieve a Countermanda.
7. You attempt to resolve Palor Toff. I play Countermanda, suspend your Palor Toff, and take three cards out of your discard pile. Your Palor Toff resolves; if no card remains to retrieve, simply discard Palor Toff.
8. My K'chiQ resolves and reports for duty.

Treat this doorway as if it read, "...whenever any player has a card in hand matching one just played *face up* by opponent..." Thus, you may not use the Manheim effect when a hidden agenda is played (because it must be played face down, and is immune to "general use cards") or activated (because it was not "just played").

Martok –

 [SD] D'k Tahg

Masaka Transformations – If you have earned an artifact that is placed on the bottom of your draw deck due to this interrupt, you may still play that artifact if you later draw it back into your hand.

Mask of Korgano, The – Playing this event on a unique personnel does not allow you to bring another copy of that personnel (or any other instance of the same **persona**) into play at the same time. The presence or absence of an [AU] icon does not affect the underlying persona.

matching affiliation – Two cards are of *matching* affiliation if their **affiliation icons** are the same. For example, if you have a Romulan/Cardassian treaty in play, your Cardassians *match* your Nor, but your Romulan and Non-Aligned cards do not (they are, however, **compatible**). If a site refers to a matching personnel, it means matching the affiliation of that facility. See **"loses affiliation"**.

When a Nor or ship is commandeered and its affiliation changes to match one of the commandeering personnel, treat it as though the new affiliation icon were printed on the card. For example, if you commandeer your opponent's Cardassian Terok Nor with a Romulan Away Team, it now conceptually has a Romulan icon; your Romulan cards now match the station's affiliation, while your opponent's Cardassian cards do not.

A personnel matches a mission's affiliation if he has one of the affiliation icons printed on the card (or added conceptually by a card such as Bribery or Arandis). A personnel matches a homeworld's affiliation if he is of the affiliation that belongs to that homeworld. For example, Cloaked Mission (Romulus) is the Romulan homeworld, but has a [Klg] affiliation icon. Gowron matches the mission's affiliation (icon), while Tomalak matches the homeworld's affiliation.

matching commander – A personnel is the matching commander for a ship if either the ship lore or the personnel lore indicates that the personnel *is* or *was* the *commander* or *captain* of the ship. For example, Jean-Luc Picard (Premiere) and Admiral Picard are both matching commanders for the *U.S.S. Enterprise*, while Jean-Luc Picard (First Contact) is the matching commander for the *U.S.S. Enterprise-E*. Both Jean-Luc Picards are matching commanders for the *U.S.S. Stargazer*.

When specified in the ship's lore, only the named personnel is the matching commander; another version of the persona with a different name, or an instance of a different persona, cannot serve as the matching commander. When specified in the personnel lore, no other versions of that persona (even with the same name) can serve as matching commander for a ship. For example, The Emissary is not the matching commander for the *U.S.S. Defiant*; Commander Data is not the matching commander for the *U.S.S. Sutherland*; Jean-Luc Picard (Premiere) is not the matching commander for the *U.S.S. Enterprise-E*.

A statement that a ship "transported" or was "used by" a personnel does not qualify that personnel as the ship's matching commander. For example, Kivas Fajo and Gowron are *not* matching commanders for *Zibalian Transport* or *I.K.C. Buruk* respectively.

Unless otherwise specified, each ship can benefit from only one matching commander at a time. For example, the *U.S.S. Enterprise* does not gain +4 RANGE from Defiant Dedication Plaque with both Jean-Luc Picard (Premiere) and Admiral Picard aboard. The matching commander must not be disabled, in stasis, etc. (See **present**.)

Matching commanders are defined only for ships; facilities get no benefits for a commander mentioned in the personnel or facility lore.

Most matching commanders may be easily determined directly from the ship and/or personnel lore, following the rules given above. A few need some additional explanation.

> *I.K.C. Bortas* has revised lore (Gowron is its matching commander).
>
> *Tama*: "Dathon, speaking first" is Tamarian for "commanded by Dathon."
>
> ❖ *D'deridex*: Tomalak's lore says he was the "Commander of a D'deridex-class warbird." We have elected to allow him to command the universal *D'deridex* (not the *D'deridex Advanced*).
>
> ❖ *Galor*: Ocett's lore says she was the "Commander of a Galor-class warship." We have elected to allow her to command the universal *Galor*.
>
> Also, Rinnak Pire's special skill allows him to be the matching commander for any ❖ Bajoran ship.

meeting requirements – You choose which personnel to use to meet mission and dilemma requirements, and in which order. Any "excess" personnel are not required to apply their skills, etc. toward meeting the requirements. Thus, a personnel with Picard's Artificial Heart will not die when facing a dilemma with a STRENGTH requirement if you can satisfy the requirement with other personnel in the Away Team.

Memory Wipe – This event implements a special play environment when playing Starter Deck II vs. Starter Deck II. You and your opponent must each seed the card and may not nullify it. This allows each player's cards of different affiliations to mix without having to use one or more Treaty cards.

It may also be used in the normal play environment for either function, but your opponent is not required to use it and either player is free to nullify it. See **Away Team and crew**, **"loses affiliation"**, **Stop First Contact**, **multi-affiliation cards**.

Mendak – See **Going to the Top**, **facility**, **ranks and titles**.

Menthar Booby Trap – Errata:

~~Place on ship; it cannot move.~~ Unless MEDICAL present, one crew member killed (random selection). **Discard with** ~~Ship can't move until~~ 2 ENGINEER ~~present~~ **aboard**.

Mickey D. – This personnel automatically wins a Royale Casino side game for you if he is in your Away Team, not if he is in your hand. Your opponent's Mickey D. is not **present** during your mission attempt, even if on the same planet.

Miracle Worker – This skill includes **Transporter Skill**.

Mirasta Yale – This personnel may not be reported normally, by downloading, by Devidian Door, etc. She may *only* be brought into play by seeding like a dilemma under Malcor III (the mission First Contact). Unlike a personnel seeded like an artifact, she enters play immediately when **encountered** by an Away Team during a mission or scouting attempt, even though the mission is not solved, joining the Away Team, forming a separate Away Team, or being captured as appropriate (see **personnel – seeded**).

Mirror Image – When this hidden agenda event is activated in response to the play of one of the target cards, the target card immediately takes effect for all players. For example, if Kivas Fajo – Collector is played and Mirror Image is activated in response, each player must choose someone to draw 3 cards. If they both choose the *same* player, that player must draw 6 cards.

Revealing this event is not a valid response to your opponent encountering Thought Fire. See **actions – step 2 – responses**.

Mirror Quadrant [Mir] – This icon, found in the game text of Sherman's Peak, will be developed in the *Mirror, Mirror* expansion set.

mis-seeds – If you seed, under one mission:

• more than one copy of the same dilemma (or card seeded like a dilemma): the first has its normal effect, the second is a mis-seed.
• more than one artifact (whether duplicates or not): all your artifacts there are mis-seeds.
• more than one copy of a card seeded like an artifact (such as personnel at Rescue Prisoners): all copies are mis-seeds. (Personnel may not be seeded in duplicate, even if they are universal.)

If you *and your opponent* each seed an artifact, or a copy of the same card, under one mission, each has its normal effect (unless it is not duplicatable; see **unique and universal**).

Seed cards are "revealed" only during a mission, scouting, or commandeering attempt. For example, game text that allows you look at the bottom seed card under a mission (e.g., Ocular Implants) does not "reveal" a mis-seed (allowing it to be discarded). It remains under the mission and you cannot look at the next card instead. Mis-seeds are not **encountered**.

You may deliberately mis-seed cards under a mission as a bluff. When discovered, such mis-seeds are placed out-of-play as usual. However, if you reveal your own mis-seeded card under any mission, you may not solve that mission (or complete any objective targeting it) for the rest of the game. (If you reveal your own mis-seeded card under Empok Nor, you may not commandeer that Empok Nor while it is uncontrolled.) Revealing your opponent's mis-seeds, or your opponent revealing your mis-seeds, does not affect your ability to solve a mission or commandeer Empok Nor.

Mis-seeds include (but are not limited to) non-seed cards (such as Equipment cards) placed under a mission as a bluff, multiple copies of the same card seeded under one mission by a single player, multiple artifacts seeded under one mission by a single player, space dilemmas seeded under planet missions (and vice versa), and personnel with no game text allowing them to seed (such as Mirasta Yale under a mission other than First Contact).

If cards you seeded legally become mis-seeds later in the game, they will not affect your ability to complete a mission. For example, using a Pla-Net to discard a Cryosatellite will not make any personnel seeded with the artifact prevent you from completing the mission.

mission – A card type representing a location in space, in the present time of the Star Trek universe, where missions and objectives can be accomplished and battles may take place.

There are three kinds of missions: space [S], planet [P], and **dual-icon missions** [S][P]. During the mission **seed phase**, missions are laid out in one or more **spacelines** representing different quadrants of the galaxy. Mission quadrants may be determined from the design of their point boxes. Gamma Quadrant mission point boxes include a Γ symbol; Alpha Quadrant mission points boxes have no symbol. (Missions with no point box may be placed in either quadrant. There are no Delta Quadrant missions yet.) A mission's lore may indicate that it belongs to a specific **region of space** (locations in the same region must be seeded adjacent to each other).

You may seed multiple copies of missions with the universal ❖ icon, but only one copy of a unique mission (without the icon); if a unique mission is a duplicate of one your opponent has seeded, stack your mission on top of his to form a single location.

Mission cards are designed with relevant information facing both players. A summary of the mission faces your opponent; complete information faces you. Sometimes the information facing your opponent is intentionally different from the information facing you. Unless otherwise specified by a card, each player is affected by the following only on the end of the mission facing him: mission requirements, special instructions (italic game text), affiliation icons (or other indication of who may attempt a mission), point box, and span. Thus, Construct Depot may not be attempted or scouted by the opponent, because the opponent's end has no affiliation icons or text enabling an attempt, and no point box. Any information not normally included in the opponent's mission summary, including quadrant icons, [S] and [P] icons, and the mission name and lore (including regions) apply to both players.

Icons (or game text) at each end of the Mission card indicate which affiliation(s) or other groups can attempt the mission. Game text also lists the requirements (skills, attributes, and other features) you must meet to complete (solve) the mission. (If there are no such icons or game text, or no requirements, that mission cannot be attempted.)

Game text in italic type on a mission card represents special instructions for use of the mission (not requirements for solving the mission). Unless the text specifies when it takes effect (e.g., "when mission solved"), it is always in effect. For example, no ship-to-ship beaming is allowed at any time at Quash Conspiracy, before or after the mission is solved. *All* special mission text applies even when the mission is attempted and solved with alternate requirements (e.g., Subjugate Planet). See **Reunion**, **mission attempt**.

mission attempt – Completing missions is the primary method of scoring points for all affiliations except Borg. You *attempt* a mission by bringing one or more personnel to the mission location and encountering and resolving any dilemmas which may be present. If the personnel remaining after all dilemmas have been resolved have the skills, attributes, and other features required by the mission (or if you bring more personnel for another attempt), they complete (or "solve") the mission and score its points.

For a mission to be attemptable, it must have have mission requirements (either printed or added by an objective such as Establish Trade Route), plus one or more affiliation icons (either printed or added by a card such as Bribery) or game text indicating who may attempt the mission (e.g., "Any crew may attempt mission"), on the end of the Mission card facing you. See **mission**. Thus, you may not attempt ❖ Space or ❖ Nebula from either side,

or Construct Depot from the opponent's side. Artifacts seeded at an unattemptable mission may not be acquired.

To begin or continue a mission attempt, or to complete the mission, at least one crew or Away Team member must match one of the mission's affiliation icons (if any); other (non-matching) personnel in the crew or Away Team can assist in the attempt. (Also, to attempt a space mission, at least one crew member must match the ship's affiliation. The ship does not have to be staffed for **movement** or match the mission's affiliation.) If you lose all matching personnel during the mission attempt, the mission attempt ends.

Either player may attempt a mission with appropriate personnel, regardless of who placed the card on the spaceline. Mission attempts may be made at scouted or unscouted locations, but may not be made at assimilated planets.

Planet missions can be attempted by an Away Team on the planet's surface (outside a facility or landed ship). Space missions can be attempted by the entire crew of one undocked ship. (**Dual-icon missions** require both a ship with crew in orbit and an Away Team on the planet.)

A mission attempt is a single action which may not be interrupted except by valid responses or actions that suspend play. See **actions – interrupting actions**. A mission attempt lasts from the time you announce you are attempting the mission until one of the following occurs:

- The entire crew or Away Team is **"stopped"**.
- No one remains in the crew or Away Team.
- A dilemma prevents the mission attempt from continuing (e.g., Radioactive Garbage Scow).
- All dilemmas are resolved but the crew or Away Team does not meet the requirements to solve the mission. (They are not "stopped" unless **Mission Debriefing** is in play.)
- The mission is solved.

Once the mission attempt is ended by one of these circumstances (except by solving the mission), you may reattempt the mission on the same turn with "unstopped" personnel (and an "unstopped" ship for a space mission). This constitutes a *new* mission attempt, not a "continuation" of the attempt.

All Mission cards state what skills and other requirements are necessary to complete the mission. For example, if a planet mission requires Computer Skill x2, at least two personnel with Computer Skill (or one personnel with Computer Skill x2) must be present in the Away Team for you to complete the mission. However, the requirements for *completing* the mission need not be present in order for the crew or Away Team to *attempt* the mission (encounter dilemmas). (When a mission requires or allows you to discard cards as part of completing the mission, those cards must come from the crew or Away Team attempting the mission, not from your hand.) See **meeting requirements**.

When you meet the requirements for solving a mission, you first score any mission points, then resolve any special game text on that mission (or on any objectives targeting it), then earn and resolve any **artifacts** or cards seeded like artifacts. Equipment and artifacts that say "use as equipment" join your crew or Away Team; personnel that you seeded join your crew or Away Team (if compatible; otherwise they are under **house arrest** or form a separate Away Team); and personnel that your opponent seeded are captured. (See **capturing**. If scoring the mission points brings your score to victory conditions, the game ends immediately and you do not resolve any **artifacts**.)

Once you complete a mission, its points are yours to keep. Cards which affect a mission's points or attemptability (e.g., Supernova,

Mordock, The Sheliak, Assimilate Planet) do not affect your score if they occur after the mission is completed (unless otherwise specified, as with I Tried to Warn You or Hero of the Empire).

Alternate mission requirements – A mission attempt using alternate requirements provided by an objective is exactly like any other mission attempt. You do not need to have the requirements in the Away Team (i.e., you can redshirt), and you score the point value of the underlying mission when you complete it. The mission cannot then be completed with its normal requirements.

In order to gain any additional benefits from such an objective (such as Establish Trade Route's download of a Ferengi Trading Post and equipment upon completing the mission), you must complete the targeted mission using the objective's alternate requirements.

If an objective allows a different affiliation to attempt a mission than the icons on the Mission card, only that affiliation may use the requirements provided by the objective.

mission attempt – example – The following example shows how to attempt a planet mission with dilemmas and artifacts present. (A space mission is attempted in a similar fashion, with an entire ship's crew instead of an Away Team. See **dual-icon mission**.)

Select and beam your Away Team to the planet, or have them disembark from your landed ship or exit from a planet facility. (At a space mission, select one ship and crew to attempt the mission; undock and/or decloak the ship, if necessary.) Announce that you are attempting the mission.

Slide out the bottom seed card under the mission and turn it over. Look only at the bottom card. (If you encounter an **artifact** or a card seeded like an artifact, move it to the top of the seed card stack, sliding it just beneath the Mission card. Artifacts are not earned until the mission is completed.) If more than one copy of any card, seeded by the same player, is encountered under one mission, any copy after the first is placed **out-of-play** as a **mis-seed**.

Read the first Dilemma card aloud. (Dilemmas are intended to be read by the player encountering them.) Resolve the dilemma following the instructions under **dilemma resolution**. Failing to overcome a dilemma that has conditions immediately "stops" your Away Team and ends that mission attempt. A dilemma without conditions does not "stop" your crew or Away Team – they must continue the mission attempt unless otherwise specified.

- Personnel who die and ships or equipment that are destroyed are placed in your discard pile. (**Holographic personnel and equipment** are an exception; they are *deactivated* instead.)
- Personnel may be chosen for death or other effects by **random selection, opponent's choice**, or owner's choice. See **ties**.
- In addition to dilemmas, you may encounter a Q-Flash doorway seeded like a dilemma. When you do, your crew or Away Team must collectively face a number of cards from your opponent's **Q-Continuum side deck** equal to the number of personnel present.

Repeat this step for each dilemma (or Q-Flash) in turn until no more remain. Each dilemma must be resolved in turn before the mission can be completed.

Once you have resolved all the dilemmas under a mission, if your remaining "unstopped" personnel can meet the mission requirements, you score the mission points and earn any artifacts present. To score the mission and mark it complete, slide the Mission card toward yourself about one-half card length. The completed mission remains on the table as a spaceline location, but it cannot be attempted or scored again.

Your "unstopped" Away Team is free to beam back up to the ship and continue if desired. (Failing to complete the mission does not "stop" the Away Team.)

"mission continues" – See **dilemma resolution**.

Mission Debriefing – This event "stops" personnel after any **mission attempt**, whether successful or unsuccessful. For example, if your Away Team resolves all dilemmas but cannot complete the mission, that mission attempt ends (unsuccessfully), and the Away Team is "stopped" if this event is in play. Additional personnel brought to the mission may complete the mission (and then will also be "stopped"), but the "stopped" personnel from the previous attempt may not assist them.

Mission Fatigue – While this dilemma is in play atop the mission, treat each subsequent dilemma or Q-Flash encountered as if it had the following text *before* its actual text: " 'Stops' one personnel (random selection); cannot get past unless any other personnel remain." (A Q-Flash will "stop" only one personnel, not one for each Q-icon card encountered.) In other words, the randomly selected personnel is not "stopped" until the dilemma is revealed and **encountered**, but you must have at least one personnel left to face the actual dilemma text.

Personnel are "stopped" normally (until start of next turn), not for the duration of the countdown.

mission requirements – alternate – See **mission attempt**.

mission specialist – A mission specialist is a personnel who has only one **skill**, and no special skills. For example, Tarus has only Stellar Cartography and Kahless has only Honor x2; thus, both are mission specialists. On the other hand, John Doe and Madam Guinan are *not* mission specialists. While John Doe has only one skill, it is a special skill; and Madam Guinan has two skills (one regular skill and one special skill).

While you cannot "create" a mission specialist by removing skills from a multi-skilled personnel (e.g., with Tsiolkovsky Infection), if a card replaces a mission specialist's single skill with another regular skill (e.g., Reflection Therapy, Vantika's Neural Pathways), that personnel remains a mission specialist. If a personnel loses mission specialist status due to a card such as Mot's Advice, he regains it when the card is nullified.

"mix and cooperate" – See **compatible**.

Mona Lisa – You are directly responsible for destroying this artifact if you play a card, such as Disruptor Overload, Plasma Fire, or Loss of Orbital Stability, with the intent of destroying the artifact or the ship it is on; or if you attack or return fire against a ship it is on, destroying that ship and the artifact. Playing a spaceline hazard, such as Subspace Warp Rift, which your opponent is not required to cross, does not count. If an outside force that neither player controls (such as a Borg Ship or a Subspace Warp Rift) destroys the ship, then no points are lost.

Montana Missile Complex – Seeding a *Phoenix* from **outside the game** beneath this **time location** is mandatory. If you do not have a *Phoenix* to seed, you may not play the time location.

The sentence "Once *Phoenix* has taken off or *Vulcan Lander* has landed here, nullifies Stop First Contact" means that all Stop First Contact objectives are nullified for the rest of the game (similar to the "**once in play**" rule). The *Phoenix* seeded under the time location must be acquired and take off to nullify Stop First Contact (a *Phoenix* played by the opponent does not count).

Mordock – If you participate in any battle at any time during the game (before or after you score points with Mordock), you lose any **bonus points** already scored with this personnel's skill, and you may not score any further points from his skill. You have participated in a

battle if you attack or are attacked by your opponent or another force (such as Rogue Borg or the Borg Ship dilemma), whether you return fire or not. If Mordock is killed, captured, loses his skill, etc., you keep the bonus points scored as long as you do not battle (but the points are still lost if you battle after he is killed).

Mortal Q – This personnel's CUNNING of "Q" is an **undefined attribute.** His skill of Leadership -1 is a "multiple" skill with a multiplier of x(-1). His presence would allow Lal to select Leadership as a skill. If he is assimilated, and there is no higher level of Leadership in the hive, his skill must be shared at the -1 level throughout the hive when skill-sharing is enabled by the Interlink Drone. See **once in play**.

If this personnel is assimilated, his owner can still play Immortal Again to nullify him.

mortally wounded – See **stunned and mortally wounded**.

most cunning, strongest, highest total attributes, etc. – See **ties**.

movement – There are two kinds of movement:

- *Normal movement* – often indicated by the word "move." This is the default type of movement when a card does not specify otherwise. "Stopped" cards cannot perform normal movement.

 Normal ship movement includes using RANGE, landing, taking off, launching, loading, docking, undocking, **time travel** (Orb of Time, first function of Temporal Vortex), and use of cards such as Wormholes and Transwarp Network Gateways. Normal movement requires full **ship staffing**.

 Normal personnel movement includes **beaming**, **walking** between sites, boarding and disembarking from a docked or carried ship, entering and exiting from a planet facility, **time travel**, and placing a personnel on an Assimilation Table.

- *Relocation* – identified by the word "relocate" (Mysterious Orb, second function of Temporal Vortex) or by a euphemism such as "hurl" (Gomtuu), "transport" (Maman Picard), or "must follow" (Temporal Wake). Relocation does *not* require full ship staffing, and "stopped" cards may be relocated.

You may move a card any number of times during your turn (except by **walking**). Whenever a card or rule allows or requires your personnel to move (e.g., Security Office, Emergency Transporter Armbands, walking between sites), they may carry Equipment cards with them.

You may not transfer any card into space unless a card specifically allows you to do so (e.g., Airlock, Anti-Matter Pod).

Your staffed ship can move along your side of the spaceline in either direction. The distance your ship can move on one turn is limited by its RANGE. You determine how far it can travel by adding up the span numbers on each Mission card the ship moves to (or passes), not counting the location where it begins.

A ship does not have to move all of its RANGE on a turn. A ship can stop at each location as it moves, or it can "warp past" locations without stopping there (but still using RANGE). When flying by a location, a ship is not affected by another card at that location (such as an enemy ship), unless the card says it affects ships passing by. You may move any number of ships on your turn, but they must move one at a time (not as a "fleet").

See **movement between quadrants**.

movement between quadrants – Any game text which allows or requires a card to move directly from one location to another may potentially relocate or allow that card to move to a different quadrant. Examples of cards that can work across quadrants include

Bajoran Wormhole, Mysterious Orb, Iconian Gateway, Transwarp Network Gateway, Go Back Whence Thou Camest, Where's Guinan?, and Wormhole.

However, if game text uses the word **spaceline** or a reference to distance (e.g., nearest or farthest location, or a span) in this context, the movement is restricted to the current spaceline. In other words, "to any other spaceline location" means "to any other location on this spaceline," "farthest planet" means "farthest planet on this spaceline," etc. Examples of cards that are limited in this way include The Traveler, Where No One Has Gone Before, Magic Carpet Ride OCD, Dr. Q, Medicine Entity, Gomtuu, and Love Interest dilemmas. See **Hippocratic Oath**.

movement between time location and spaceline – See **time travel**.

multi-affiliation cards – Multi-affiliation cards have two or more affiliation icons. Their skills or other characteristics may differ according to their current affiliation "mode." A multi-affiliation card may use only one affiliation at a time. Declare the affiliation of a multi-affiliation card when you seed or play it face-up (personnel or ship affiliation must be compatible with the facility where it reports; an outpost's affiliation must match an affiliation icon on the mission) or when you earn it (if seeded under a mission). You may switch its affiliation any number of times during the course of the game, between other actions. For example, if Major Rakal is currently in [Fed] mode and encounters Zaldan, she cannot switch to [Rom] mode during the mission attempt. Dual-personnel cards may have only one affiliation at a time (e.g., for the Sisters of Duras, Lursa cannot be [Klg] while B'Etor is [Rom]). See **Cha'Joh**.

If a multi-affiliation personnel, whose skills or attributes are dependent on their affiliation mode, is assimilated or made Non-Aligned (e.g., by Memory Wipe), they may still switch "modes" as a game action.

multiple targets – See **battle – ship.**

Multiplexor Drone (Nine of Seventeen) – This personnel's skill allows its ship to fire WEAPONS against multiple targets during a battle, if a current objective or other card (e.g., Gowron of Borg) allows targeting of multiple ships, or if returning fire or counter-attacking. For example, if your opponent attacked any of your forces on the previous turn, and he has two ships and an outpost at the location of that attack, your Borg Cube with a Multiplexor Drone and two other [Def] Borg aboard (total of 3 [Def]) may attack both ships and the outpost with 24 WEAPONS against each of the three targets. See **battle – ship** (multiple targets).

"must do nothing but" – See **actions – required**.

Mysterious Orb – You may not relocate a non-Borg personnel to a Delta Quadrant Borg Outpost. See **HQ: Return Orb to Bajor**, **"anywhere"**, **Assimilate Counterpart**.

Naprem – See **affiliation and ship origin**.

native quadrant – All personnel, ships, and facilities are native to the Alpha Quadrant, except those that have a gamma Γ icon or a delta Δ icon. See **reporting for duty**, **facility**.

"native to this timeline" – See **time location**.

Navigate Plasma Storms – A cloaked ship (but not a phased ship) in the Badlands triggers probing for, and may be damaged or destroyed by, this objective. See **cloaking and phasing**.

Near-Warp Transport – You may use this interrupt to transport through a Q-Net, but it does not allow you to overcome any "normal" obstacles to **beaming**. It may not target a docked ship. See **docking**.

nearest planet, etc. – See **ties**.

nebula – A location is a nebula if it has the word "nebula" in its card title or lore.

❖ **Nebula** – Because it has no point box, this mission may be placed in either the Alpha or Gamma Quadrant, even if there are no other missions in the quadrant. It may not be placed in the Delta Quadrant.

This mission says, "Face next dilemma here when opponent scores points." Although this does not constitute a **mission attempt** (this mission is not attemptable), only a crew (not disabled or in stasis) aboard an undocked ship, which could normally attempt a space mission, will face a dilemma when the opponent scores points.

A Scan must be played to initiate only a ship battle (not personnel battle) at this mission location.

nemesis icon [Nem] – Nemesis icons identify a relationship between personnel or ships that lead to the destruction of one of the pair. Two personnel or ships that have a nemesis relationship will have icons of the same color but pointing in different directions.

If two or more personnel or ships with opposing nemesis icons are **present** with each other at the end of a player's turn, that player must choose one of them to be immediately killed (personnel) or destroyed (ships), regardless of ownership. (If one of the nemesis ships is cloaked or phased, neither is destroyed.) This is not a battle.

Neural Servo Device – See **control – temporary**.

Neutral – Neutral cards are neither an aligned affiliation nor Non-Aligned. See **Non-Aligned**.

Neutral Outpost – Errata:

Seed one at *any* **[S] mission** ~~Space location~~ OR build ~~later~~ at *any* **[S] mission** ~~a Space location~~ where **you have** any ENGINEER ~~is present. No repairs here~~. **Does not repair ships.**

Non-Aligned – Non-Aligned (and Neutral) cards are **compatible** with (may mix and work with) cards of any affiliation (except Borg). Thus, personnel and ships of all affiliations may report for duty at Non-Aligned or Neutral outposts, as long as incompatible personnel or ships don't mix aboard or dock at the outpost at the same time. Non-Aligned and Neutral cards may initiate battle against any affiliation, including their own. In all other respects, the Non-Aligned and Neutral affiliations work exactly like other affiliations.

All Non-Aligned personnel of Cardassian or Ferengi species remain Non-Aligned by affiliation.

Nor – Generic term for a Cardassian-origin mining station, a type of facility. See **facility**.

Nor, control of – See **facility**.

normal speed – See **actions – required**.

not duplicatable – See **unique and universal**.

nullify – To nullify a card is to **cancel** and discard it. If a card is nullified before it resolves, the nullified card has no results. "Destroy" on a card means the same as "nullify" (except in the context of physical destruction such as Supernova). See **actions – step 2 – responses**.

The effect of a card can be nullified without the card itself being nullified. For instance, Hugh nullifies the attack of a Borg Ship dilemma, not the dilemma itself.

"May be nullified by…" – A card containing this phrase may be nullified by the card listed, as well as any other applicable nullifying cards. For example, Frigid is a Q event which "may be nullified by Fire Sculptor." It may also be nullified by Kevin Uxbridge (it is an event), or by Q-Flash (it is a [Q]-icon card).

"May be nullified only by…" – A card containing this phrase cannot be nullified by any cards other than the one listed. For example,

interrupts may normally be nullified by Amanda Rogers. However, the Q interrupt, Gift of the Tormentor, "may be nullified only by Countermanda," so it is immune to Amanda Rogers (and Q-Flash).

"May not be nullified." A card containing this phrase may not be nullified by any card (unless another card specifically states that it nullifies that card by name). For example, Hide and Seek, when used as a Q event, "may not be nullified." It is immune to Kevin Uxbridge, Mercy Kill, Q-Flash, or any other card that may normally nullify events or [Q]-icon cards. ("May not be nullified" on a card refers to nullifying the card with a counter card; it does not prevent physical destruction such as by battle, Black Hole, or Supernova.)

objective – A card type representing an assignment or task to perform, which may score points or provide other benefits. It may play on the table, or play on and affect another card. A seedable objective may seed during any **seed phase** unless otherwise specified. Playing an Objective card uses your normal card play.

An objective may require you to target (select) a ship, planet, personnel, etc. If the target of the objective is removed from play or becomes an invalid target, the Objective card is immediately discarded. Otherwise, the objective remains in play until nullified, discarded, or relocated according to its game text. Once an objective is completed or resolved and is relocated somewhere to mark this (e.g., Establish Gateway, Hero of the Empire), it may no longer be nullified.

Points for an objective with a point box are scored when the objective is successfully completed. Performing other listed results of the objective are additional results and have no effect on scoring the points.

A **Borg** player is limited to one Borg Use Only [BO] current objective at a time. Any player may have any number of non-[BO] objectives in play at a time.

Obsidian Order – See **skills**.

occupied ship – Your ship is *occupied* if you have any crew aboard. See **empty ship**.

Ocett – See **Non-Aligned**.

Ocular Implants – This event may be used to look at the **bottom seed card** under a planet mission only. The personnel "wearing" the Ocular Implants must be on the planet. See **present**.

Odo – See **equipment**.

"off line" – See **damage**.

"on planet" – Cards which are in a planet facility or aboard a ship landed on a planet are also "on planet."

"on table" – A card that "seeds on table" or "plays on table" is played to a special area on the table away from the spaceline. Cards on the spaceline are not considered to be "on table."

once each (every) turn – See **once per turn**.

once in play – When a card has an effect "once in play," that effect continues for the rest of the game, even after the card is no longer in play (unless another card specifically cancels the effect). For example, Mortal Q's restriction box says, "Once in play, your Q-Continuum is inactive." Even if Mortal Q is killed, your Q-Continuum remains inactive for the rest of the game. However, if you nullify (discard) your Mortal Q with Immortal Again, your Q-Continuum is reactivated, as stated on Immortal Again. See **"rest of game."**

once per game – When a card has an effect that may be used "once per game" (including special downloads), you may use that card's effect only once during a game, no matter how many copies of that card you have in play during that game (even universal cards). For example, you may download Reflection Therapy only once per game with Suna's skill, even if you play multiple copies of Suna. You and

your opponent may each use such text once per game if you each control a copy of that card.

If the same "once per game" skill is included on different cards, you may use the skill once for each card; for example, you may use the ability to destroy seed cards once per game for Ajur and once per game for Boratus.

once per turn – A card whose effect is limited to use "once per turn," "once each turn," or "once every turn" can be used only once during a **turn** regardless of the number of copies of that card you have in play, except for cards with a universal ❖ icon and **cumulative** cards. *Each copy* of a ❖ or cumulative card may use a "once per turn" effect once during a turn.

Open Diplomatic Relations – Each seeded copy of this objective allows you to seed one treaty during the doorway seed phase.

Operate Wormhole Relays – Moving through a pair of Wormholes kept open by this objective can be part of a single movement action to the mouth of the wormhole and through it, continuing along the spaceline upon exit.

Ophidian Cane – This artifact is played as a response to saying "Devidian Door," allowing three Personnel and/or Equipment cards to be reported to the same destination.

opponent's choice – When game text or a rule states that a card is selected by opponent's choice, your opponent may examine your cards fully (look at the entire card) before making the selection. See **showing your cards**, **ties**.

opposing – An "opposing" personnel, ship, or facility is one controlled by your opponent and which is not cloaked, phased, disabled, or in stasis. See **unopposed**, **Patrol Neutral Zone**.

Ops – The affiliation of a personnel or ship downloaded to any site using this site's text must match the affiliation of the Nor. A treaty makes cards **compatible** but not **matching affiliation**. You are not required to have a personnel in Ops in order to download a card to any site. Only the destination site must be **unopposed**.

A "card which may play there" is one which is allowed to play there by the text of the destination site (e.g., Security Office, "SECURITY-classification personnel and hand weapons may report here"), or by its own text (e.g., Weapons Locker "plays on ... Security Office"). If an additional card is required to allow the card to play there, it may not be downloaded (even if the additional card is present). For example, you may not download a non-SECURITY Bajoran to Security Office even if The Emissary is there; you may not download a Breen CRM114 to the Security Office even if a Breen or arms dealer is there.

Orb Negotiations – You may seed any number of *different* Orb artifacts (no duplicates) under this mission, in place of the single artifact normally allowed at a mission.

Orb of Prophecy and Change – On this artifact, the sentence "Insert it anywhere within your draw deck if you wish" refers to the top card of your draw deck that you just looked at, not the Orb itself.

orbiting – See **"in orbit"**.

Ore Processing Unit – If you commandeer your opponent's DS9 with Klingons, it is under Klingon control. You may process ore (using the Process Ore objective) even if you have Bajorans aboard and a Klingon/Bajoran treaty in play, but only with a [Klg] ENGINEER or SECURITY personnel at this site. See **commandeering**, **facility** (control of facilities).

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

out-of-play – When directed to place a card out-of-play, place it in a pile separate from the discard pile. A card placed out-of-play may not be returned to the game by any means (except by reversal of a Black Hole). Discarded cards are not "out-of-play" (although they are not "**in play**," either). When you place any card out-of-play (including unused seed cards), you must first show it to your opponent.

Outpost Raid – "If at your outpost" means if you encounter this dilemma at a location where you have an outpost, whether it is a planet or space mission. "Outpost" does not include other types of facilities. Personnel aboard the outpost are not affected by the dilemma.

outpost – A kind of **facility**. The Bajoran, Borg, Cardassian, Federation, Ferengi, Klaestron, Klingon, and Romulan Outposts have errata, where XXX is the affiliation or species name (see also **Neutral Outpost**):

Seed one ~~if playing XXX~~ OR build ~~later at any location~~ where **you have** a XXX ENGINEER ~~is present~~.

If you have no outpost in play, no player may play a card requiring you to return a personnel or ship to your outpost (e.g., Rescue Captives with no Prepare the Prisoner in play, Incoming Message cards), nor may you choose an effect on a card that would require an outpost (e.g., replying "five" to Interrogation).

outside the game – Cards brought in from "outside the game" may not be any of your cards currently **out-of-play** or duplicates of those cards. Any cards added to your deck from "outside the game" (e.g., *Phoenix* seeded under Montana Missile Complex or the contents of a First Contact expansion pack added by Add Distinctiveness) must be removed from your deck at the end of the game, and your deck restored to its original condition.

owner – The owner of a card is the player who originally stocked that card in their game deck. All cards temporarily controlled by the opponent (e.g., captured, commandeered, assimilated, stolen) are returned to their owner at the end of the game.

Palor Toff – Alien Trader – See **discard pile**.

Parallax Arguers – This interrupt has multiple functions. During initiation of the card play, you must declare which function of the interrupt you are using and meet any conditions for using that function. If you do not meet the conditions for that function, it is an invalid card play and the card returns to your hand. See **actions**.

The condition for using the first function of the card is that "that [the previous game action] was cool." This means that *you say it was cool*, and your opponent *does not disagree with you*. He does not have to actively agree, as long as he does not disagree. The condition for using the second function of the card is that "you just argued" over the coolness of the last game action. This means that *you said it was cool*, and your opponent *disagreed*. No other "arguments" count for this card.

Here's how to play Parallax Arguers (PA) for the first two functions:

1. Just after a game action is completed, say "That was cool," and attempt to play PA. If your opponent does not disagree, carry out the results of the first function: place the PA in your bonus point area, with X=5. If your opponent disagrees, return the PA to your hand; it was an invalid card play (the condition was not met).

2. You now meet the conditions for the second function. *If you want to use that function*, say, "We just argued," and play the PA. Carry out the results of the second function: play an Event card from

your hand, and place the PA in your bonus point area with X=0. *If you do not want to use this function*, you don't have to.

Here's how the third function (nullifying another PA) works:

1. I play a PA (for coolness). X=5, but...
2. You respond by playing a PA to nullify my PA. Mine is discarded; for yours, X=10, but...
3. I respond by playing another PA to nullify yours. Yours is now discarded; for mine, X=15.

In other words, if we play a chain of PAs, each one nullifies the previous one, and the last player to play a PA scores a total of 5 points for each PA in the chain. All PAs except the last, unnullified one are discarded. The last one goes in its owner's bonus point area.

Unless nullified, this interrupt is placed in your bonus point area regardless of its use, even if its point value is 0. (X=5, 0, or "opponent's Arguers points + 5.") Thus, it may not be retrieved and reused after using it to play an event.

Particle Fountain – You may play this interrupt only on a mission that you completed.

passing locations – To "pass" or "fly by" a location (e.g., for Cargo Bay, Subspace Warp Rift, or Hail), your ship must move to it from one location and away from it to a different one, all using span numbers. The ship is not considered to pass a mission if it moves away from it back in the direction it came from (e.g., picking up someone stranded at the end of the spaceline), or if it moves to or from the mission without using span numbers (e.g., Wormhole).

Patrol Neutral Zone –

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

There are "no opposing ships in Neutral Zone" if your opponent has no **opposing** ships (including landed and docked ships) at any location that is part of the Neutral Zone (see **regions of space**). See **unopposed, cloaking and phasing**.

Paul Rice – This personnel may nullify one Echo Papa per turn.

Penalty Box – This Q-event is *not* a capturing-related card.

Persistence of Memory – This artifact "reverses" the effect of one of a number of cards. The following entries are the official definitions of "**reverse**" for the cards affected by Persistence of Memory:

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

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

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

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

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

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

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

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

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

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

persona – Two Personnel cards are instances of the same *persona* if they are duplicates (exact copies); or if they have the exact same card title; or if one has the other's name in boldface type in its lore; or if they both have the same persona name in boldface type in their lore. The presence or absence of [AU] icons does not determine whether two personnel are instances of the same persona.

You may not have more than one instance of the same non-universal persona in play at the same time, including personnel who have been captured, assimilated, or are otherwise controlled by your opponent. (You *may* have multiple instances of a universal persona in play.) See **unique and universal**. You and your opponent may each have a copy of the same non-universal persona in play. Examples:

Jean-Luc Picard (Premiere), Jean-Luc Picard (First Contact), Locutus of Borg, and Galen are all instances (different versions) of the same persona (the "Jean-Luc Picard" persona). You may have only one of them in play at a time. Admiral Picard and Lt. (j.g.) Picard are instances of different personas (one from Barash's illusion, and one from an alternate timeline). You may have Jean-Luc Picard and Admiral Picard (for example) in play at the same time.

You may have any number of copies of ❖ Linda Larson in play at the same time; they are all instances of the Linda Larson persona. Only one copy may probe (once per game) for Visit Cochrane Memorial if It's Only a Game is in play.

Two nonidentical instances of the same persona are not "duplicates" (e.g., for Doppelganger), and may not be substituted for **matching commanders**, mission requirements, etc., if they do not meet other applicable criteria (same name, matching commander lore, etc.). For example, The Emissary is not the matching commander for the *U.S.S. Defiant*, which states that Benjamin Sisko is its commander.

Treat unique ships and non-duplicatable facilities in the same way, i.e., you may not have more than one instance of a unique ship or non-duplicatable station "persona" in play at the same time.

The persona rule does not apply to other card types such as events or interrupts. See **card title groups**.

Persona replacement – When you have one version of a personnel persona in play and a second version of that same persona in your hand, you may exchange them at the start of your turn for free. (Facilities may not be exchanged.) Any cards already affecting the first version (e.g., Orb Experience, Framed For Murder) automatically transfer to the second one, if applicable. Those cards not applicable return to their owners' hands. You may not replace the same persona more than once at the start of a turn. Replacing a persona is not a card play or reporting for duty. See **exchanging cards, in play**.

Persona replacements involving **dual-personnel cards** must exchange versions of both personas on that card. For example, you must replace Sisters of Duras with both Lursa and B'Etor (or vice versa).

To replace one version of a persona with another, the first version must have been originally played under, and still be under, your control (not your opponent's). Thus, you may not replace your personnel who has been captured, abducted, or assimilated; and you may not replace a Jean-Luc Picard you assimilated from your opponent with your Locutus of Borg. (You can still play your Locutus of Borg, because you did not play Jean-Luc Picard.)

Impersonators – A personnel who has a boldfaced, *italicized* "persona name" in its lore, and a diamond-shaped **infiltration icon**, is an impersonator, *not* a true version of that persona. An impersonator may not be exchanged for any version of that persona and may not be substituted for a matching commander, mission requirement or dilemma condition, cure, or nullifier. See **species**.

personnel – A card type representing a character from the Star Trek universe. Personnel have eight different **classifications** and three **attributes** – INTEGRITY, CUNNING, and STRENGTH. These classifications and attributes, along with **skills** listed on the cards (e.g., Navigation or Stellar Cartography), are used to overcome dilemmas and complete missions. Personnel also may have icons indicating such features as ship-staffing ability, origination in an alternate universe or timeline, Orb experience, or membership in the Maquis. (**Borg** have no classifications, and have special *subcommand* icons.)

personnel – seeded – Some game text allows you to seed Personnel cards under a mission (e.g., Cryosatellite, Rescue Prisoners, Tora Ziyal). Such cards are seeded face-down, like artifacts, and are earned when you solve the mission or complete a Borg objective targeting the mission. (**Mirasta Yale** is an exception, because her text states she seeds like a dilemma; she is earned when encountered.) Personnel that you seeded join your crew or Away Team, if compatible; otherwise they are placed under **house arrest** (on a ship) or form a separate Away Team (on a planet). Personnel that your opponent seeded become your captives. See **capturing**, **mis-seeds**.

personnel movement – See **movement**.

personnel type –The eight personnel types are OFFICER, ENGINEER, MEDICAL, SCIENCE, SECURITY, V.I.P., CIVILIAN, and ANIMAL. All personnel types appear as **classifications**; some also appear as **skills**. If a card requires a personnel type without specifying either a classification or a skill, either will satisfy the requirement.

Phased Matter –

Away Team is split into two Away Teams (~~owner's~~ **your** choice). ~~Only the smaller team may beam up~~ **Larger team is phased and cannot beam** until ~~cured by~~ ENGINEER and SCIENCE ~~present~~ **in another Away Team on planet**.

If you split the Away Team encountering this dilemma into two groups of equal size, designate one the "larger" group. If there is only one personnel in the Away Team, your two "groups" contain one and zero personnel. The smaller Away Team must continue the mission attempt.

Like phased ships, phased personnel are both invisible and untouchable. They are not affected by external phenomena (e.g., The Sheliak), and may not affect non-phased cards (e.g., engage in battle with non-phased cards, attempt or scout missions), but remain vulnerable to global effects caused by changes in the timeline (e.g., Anti-Time Anomaly, Stop First Contact). See **cloaking and phasing**.

Phased personnel are initially unaffected by a Supernova, but will be killed upon exposure to space (except Borg or androids).

Phaser Burns – Errata:

If you have phasers or disruptors present during ~~an Away Team~~ **a personnel** battle, before a winner is determined randomly select two opposing ~~personnel~~ **stunned cards** to die.

phasing – See **cloaking and phasing**.

Phasing Cloak – This **special equipment** allows a ship and its crew to go "out of phase" with the universe. The ship is both invisible and untouchable, and thus can fly through planets and other navigational obstructions. While phased, the ship receives a RANGE enhancement as indicated on the card providing the phasing ability. See **cloaking and phasing**.

Phoenix – This ship must be undocked to be **"in orbit"** of a planet and worth bonus points. If reported in space, it is considered conceptually to have already taken off and so cannot take off again if landed. "NO WEAPONS" is an **undefined attribute**.

Picard's Artificial Heart – This Q-artifact can be stocked only in your **Q-Continuum side deck**. When your opponent encounters it, immediately seed it under the mission where encountered. Whenever the mission is completed (or scouted), you – the card's "owner" – always take it into your hand. See **meeting requirements**.

Plain, Simple Garak – This personnel's special skill allows you to perform a **persona** replacement at any time, rather than only at the start of your turn. He may be replaced only by another version of the Elim Garak persona. (The [AU] personnel "Garak" is *not* a version of the Elim Garak persona.)

planet facility – See **facility**.

Plans of the Obsidian Order and Tal Shiar – The personnel with Obsidian Order or Tal Shiar skill must be at the mission location where you play your Espionage card for free. You do not need such a personnel in play to use the other functions of these objectives.

Plasma Fire – The ship is damaged by this event at the end of each of the **turns** of the ship's owner, beginning at the end of the owner's next turn.

play phase – After the seed phases are over, shuffle your draw deck and place it face down on the table. Draw seven cards to form your starting hand. (There is no limit to the number of cards you may hold in your hand during the game.)

The starting player (chosen before the seed phases began) takes the first turn, then players alternate **turns** until one player scores 100 points, or until both players' draw decks run out. See **winning the game**.

"played as" – See **card types**.

point box – A point box on a card may contain a number (a point value) or a variable such as X or 10X. "A point box" is any point box regardless of its contents. "A point box with a number" is one with just a number and no variable.

When a card refers to a mission point box "showing at least 40 points," it means the actual number printed on the card, not what the mission may be worth. Thus, the point box on Quest for the Sword always shows 40 points, even after The Sheliak arrives and makes the mission worth 0 points. Likewise, Reunion's point box never shows any points, although it may be worth 15 or 40 points.

points – "Scoring points" refers to any change in a player's score, either gaining or losing points. If you encounter a card that has a negative point value, your score is reduced by those points. This may cause your score to become negative. For example, if your score is 0 and you encounter a dilemma with a –10 point value, your score is –10; you must score 110 additional points to win. See **bonus points**.

When points are transferred between players, the changes in score are treated independently. For example, if you nullify a point loss

from Mandarin Bailiff with Bribery, your opponent still gains points. If you are playing Borg and cannot gain bonus points, your non-Borg opponent will still lose them.

If certain bonus points "do not count toward winning" (e.g., because of Intermix Ratio or Altonian Brain Teaser), those points are not counted when determining your final score in the game (whether you win or lose). The points are not lost, however, and still count for determining your current score in other situations, for example, to pass Dead End or to resolve Lemon-Aid.

Post Garrison – See **cloaking and phasing**.

Prepare Assault Teams – This objective allows you to split your cards into two assault teams at the start of personnel battle. Each assault team must have at least one personnel card in it; it may not consist solely of Equipment cards. If you initiated the battle, your assault team that you choose to participate in the battle must contain a leader (unless counter-attacking).

present – Your personnel and equipment are present together (or "with" each other) if they are in the same crew or Away Team. Personnel who are "stopped," disabled, in stasis, or under house arrest form a separate crew or Away Team. (See **Away Team and crew**.)

Personnel and equipment in a separate crew or Away Team may not contribute skills or enhance others to battle, to solve missions, or to overcome, nullify, or cure dilemmas or Q-icon cards during a mission attempt. They may not trigger or be targeted by dilemmas or Q-icon cards encountered by the attempting Away Team or crew.

Your personnel are present with your opponent's personnel if they are on the same planet (but outside a facility or landed ship), or on the same ship, facility, or site, where there is the possibility of physical contact.

You may not benefit from your opponent's personnel who are "present" with yours, unless a card affects "all" of a type of personnel present. Examples:

- Your Kahlest increases the STRENGTH of your Klingons with Honor during a personnel battle or mission attempt only if she is participating in the battle or mission attempt.
- Your K'mtar's attributes are enhanced only by your Alexander Rozhenko in the same Away Team or crew (requiring a treaty).
- An android in stasis or under house arrest will not trigger, or be "stopped" by, Chinese Finger Puzzle.
- Your opponent's personnel may pass on a Coalescent Organism to one of your personnel on the same planet.
- Your opponent's Targ enhances STRENGTH of "all non-Targ Klingons...where present," including your Klingons.

If a dilemma "holds" or otherwise separates part of a crew or Away Team (for example, Alien Abduction), your other personnel may be considered "present" for purposes of curing that dilemma, even during the mission attempt.

"Aboard" (a ship or facility) is also used interchangeably with "present" for many space dilemmas and other cards.

- Only the crew attempting or scouting the mission (or the Away Team attempting to commandeer Empok Nor) are considered to be "aboard" for encountering dilemmas or Q-icon cards.
- "Stopped" personnel are considered to be "aboard" for all other purposes except staffing ships.
- Personnel who are intruders, disabled, or under house arrest are considered to be "aboard" for all other purposes, except they may not contribute traits or skills for staffing ships, for curing or nullifying dilemmas that have long-term effects, or for such cards

as Paxan "Wormhole," Defiant Dedication Plaque, Kurlan Naiskos, or Navigate Plasma Storms.

Your personnel are present with other cards (e.g., event, interrupt, or doorway cards, seeded cards outside the context of a mission attempt, dilemmas that enter play) if they are on the planet (outside a facility or landed ship) where the card is played or seeded, on a ship, facility, or site on which the card is played, or present with a personnel on which the card is played. Personnel are never present with a card played on or seeded under a space mission. A seeded card may not be nullified by a personnel "present" until it is encountered in a mission attempt. Examples:

- A personnel wearing Ocular Implants may look at a seed card only under a planet mission, and must be on the planet to do so.
- Madam Guinan may nullify Frame of Mind only if she is in the encountering Away Team or crew, or (after the mission attempt) if she is present with the affected personnel.
- The human ENGINEER who enables probing for Visit Cochrane Memorial must be on the planet surface, not in a landed ship or facility.

Two ships or facilities are present with each other if they are either in space at the same **location** or on the same planet. A ship is present at a site if it is docked at that site.

A ship is present at a mission if it is at the mission location. It is present for a mission attempt or dilemma encounter only if the crew of that ship is attempting the mission. (**Quantum Singularity Lifeforms** is an exception.)

An artifact just earned is not present (e.g., for Kivas Fajo or HQ: Return Orb to Bajor) unless it joins the crew or Away Team. Thus an Orb of Prophecy and Change is present with the Away Team when earned, but a Mysterious Orb is not.

See **Away Team and crew, here, in play, location, "stopped."**

"prevents" – See **actions – step 2: responses**.

Primary Supply Depot – This outpost may be seeded at any non-homeworld Gamma Quadrant mission, regardless of affiliation icons. It may not be built later. See **damage, Ketracel-White**.

probing – Probing is a feature of some Objective and other cards which uses card icons to determine a randomized outcome. When a card requires or allows you to probe, you do so at the end of your turn (just before your card draw) by revealing and examining the top card of your draw deck, called the *probe card.* (If your draw deck is empty, you may not probe.)

- Start with the first icon in the objective's probe list. If that icon appears *anywhere* on the probe card (in game text, as a staffing icon, etc.), first replace the probe card on your draw deck and then execute the appropriate outcome for that icon. (Thus, if the outcome allows you to download a card from your draw deck, the probe card will be shuffled into the deck before you take your end-of-turn card draw.) If not, look for the second icon in the probe list, then the third, and so on. Always examine the icons in the *probe list* from top to bottom, and execute *only* the first appropriate outcome. The position of the icon on the *probe card* is irrelevant.
- If none of the icons in the probe list appear on the probe card, but the word "Otherwise" appears at the end of the probe list, replace the probe card on your draw deck and execute that outcome.
- If there are no icon matches and no "Otherwise" in the probe list, simply replace the probe card. This is defined as *probing with no outcome.*

Some probe outcomes "complete" the objective (e.g., the last outcome on Navigate Plasma Storms) – these outcomes tell you to discard the objective or relocate it as a marker. Other outcomes simply have an effect and allow the objective to remain in play (e.g., both of the outcomes on Promenade Shops). You may continue probing on successive turns until the objective is nullified, discarded, or completed.

As an example, Visit Cochrane Memorial has the following text:

[Fed], [Obj]: *"Oooh."* Draw one card.

[Ev], [Int]: *"Aaaaah."* Play one card.

[Fajo], [Eq]: *"Wow!"* Download one card.

[NA], [Door]: *"I thought it'd be bigger."* Discard one card.

The probe list consists of the icons. The outcomes are "Draw one card," "Play one card," and so on. If either the [Fed] or [Obj] icon appears *anywhere* on the probe card, replace the probe card on your draw deck and then execute the outcome "Draw one card." (You will draw the probe card.) This is the appropriate outcome, even if another icon, such as [Fajo], also appears on the probe card (for example, on Lore). All outcomes allow you to continue to probe on each turn that you have an unopposed human ENGINEER present.

If two or more cards allow or require you to probe, announce all of them at once and reveal only one probe card (using it to resolve the probes in any order you wish). However, cards which instruct you to "immediately probe" are resolved individually, without waiting for the end of your turn.

If a Borg objective involves scouting a ship or location, you may probe only after **scouting** is complete, and not at the end of the same turn you completed scouting.

If a card has received errata that gives it a new icon, treat that card as if the icon were printed on it for purposes of probing. For example, Tasha Yar – Alternate has errata changing her special skill to [SD] Starfleet Type II Phaser, and thus is a successful probe for Under Fire.

Process Ore – See **Ore Processing Unit**.

Procurement Drone (One of Eleven) – This drone may steal *any* equipment card for the Borg to use, regardless of that equipment's affiliation restrictions. See **stealing**.

Proficiency Drone – See **Seven of Nine**.

protecting cards – When a card, such as Ready Room Door or Intruder Alert, downloads and protects an event from nullification, the card is placed to protect the event only after the opponent declines or fails to nullify that event. A hidden agenda event may not be protected until after it has been activated.

Protouniverse – If you nullify this interrupt, the "Subspace Seaweed" dilemma is discarded also.

"Pup" – See **disabled**, **Birth of "Junior."**

Q –

Unless 2 Leadership and INTEGRITY>60, Q allows opponent to rearrange spaceline locations. Otherwise, discard all dilemmas seeded under here. Discard dilemma.

You may rearrange only the **spaceline** where this dilemma was encountered. Move each location card and all cards there (including ships and facilities) as a single unit. You may relocate a Q-Net between any two adjacent spaceline locations. **Regions of space** may be rearranged, breaking up the region.

Overcoming this dilemma allows you to discard only Dilemma cards seeded under the mission, not a Q-Flash (a Doorway card) or Q-icon dilemmas encountered during a Q-Flash.

Q-Continuum side deck – This **side deck** is made up of cards identified by the [Q] icon. You can have as many **Q-icon cards** in your side deck as you like, even duplicates. The side deck is activated during the doorway seed phase by a Q-Flash doorway placed face up on top of the side deck.

Seed more Q-Flash doorways like dilemmas under any mission (no more than one per mission) to cause your opponent to face the cards in your Q-Continuum. (Additional Q-Flash doorways may be stocked in your draw deck or Q's Tent for nullifying Q-icon cards or for seeding during the game using the objective Beware of Q.)

When your opponent encounters a Q-Flash under a mission, his crew or Away Team must collectively face a number of cards from your Q-Continuum side deck equal to the number of personnel present. (See **dual-icon mission**.) Draw and resolve Q-icon cards one at a time. If the same Q-icon card occurs more than once during a given Q-Flash, discard any duplicates (do not draw more cards to replace them). When you have finished resolving the required number of cards, discard the Q-Flash doorway.

Your used Q-icon cards from your side deck do not go to your discard pile if you have a Q-Continuum side deck. Instead, whenever one of them is discarded or otherwise leaves the table, place it *face up* underneath your side deck. When your side deck runs out of face-down Q-icon cards, shuffle the face-up cards and place them face down again underneath your seeded Q-Flash doorway. (Q-icon cards that come into play from any source other than your Q-Continuum side deck, such as Q-icon dilemmas seeded under a mission with Beware of Q or a Q's Planet from your Q's Tent, are discarded normally after use, even if you also have a side deck.)

If an entire crew or Away Team is killed, captured, relocated, or otherwise unable to continue a Q-Flash, do not draw any remaining Q-icon cards. Unless otherwise specified, a Q-icon dilemma encountered during a Q-Flash does not "stop" a crew or Away Team that cannot meet its requirements.

You never encounter your own Q-Continuum side deck. If you encounter a Q-Flash, regardless of who seeded it, you encounter your opponent's Q-Continuum. If your opponent does not have a Q-Continuum side deck (or if its doorway is closed), discard that Q-Flash.

Q-Flash – This doorway seeds *like* a dilemma; it is not *used as* a dilemma. It is thus not affected by cards that affect dilemmas. See **card types**, **Q-Continuum side deck**.

Q-icon cards – Cards identified by the special [Q] icon, representing actions of Q or one of the other Q entities, come into play only through a special **Q-Continuum side deck**, unless a card's text allows them to be used in another way (e.g., Q's Planet, Hide and Seek, Beware of Q). (If so, you do not need a Q-Continuum side deck, or any seeded Q-Flash doorways, to use these cards.)

Although labeled as interrupts, events, dilemmas, and other card types, they cannot normally be used the same way as other cards of those types. The objective card Beware of Q allows Q-icon dilemmas (but not other Q-icon card types) to seed as normal [S/P] dilemmas. Q-icon cards can be nullified in the normal ways (dilemmas by Q2, events by Kevin Uxbridge, and interrupts by Amanda Rogers) unless otherwise specified. See **nullify**.

A Q-icon card that contains the phrase "until any Q-Flash" has its effect only until the next Q-Flash card is played from a hand or encountered by any crew or Away Team, then is discarded.

Q-related dilemma – The phrases "Q-related dilemma" (on the Q2 card) and "Q-related card" (on Adapt: Negate Obstruction) refer to Q-icon Dilemma cards and regular Dilemma cards with Q's name in the

title, such as the Q dilemma, Q's Vicious Animal Things, and Q Gets the Point. A Q-Flash is not a Q-related dilemma.

Q the Referee – When you use this incident to play a [Ref] card with a Hidden Agenda icon for free, you must show the card to your opponent to verify its [Ref] status before playing it face down on the table.

Q2 – Nullifying and discarding the Q dilemma with this interrupt does not "overcome" the dilemma; you may not discard the other dilemmas seeded there. See **Q-related dilemma**.

Qapla'! – In Federation Standard, the title, lore, and game text of this interrupt would read:

> SUCCESS!
>
> When threatened, fight. When in doubt, surprise them. Brute strength is not the most important asset in a fight. Real power is in the heart. A Klingon does not run away from his battles.
>
> If an opponent attacks you, during that battle your Klingons with Honor add INTEGRITY to STRENGTH. (Not cumulative.)

Q's Planet – This Q-icon mission is not seeded at the beginning of the game, but comes into play later. (See **Q-icon cards**.) You may stock it either in your **Q-Continuum side deck** or in your Q's Tent. When your opponent encounters this card from your Q-Continuum, you immediately insert it anywhere on the current **spaceline**. Starting with your opponent, both players take turns placing seed cards under the mission (up to 3 each). You may not "pass" during the seeding until you have no cards left to seed. You may seed only cards that seed face down under a mission and all normal seeding and **mis-seed** rules apply.

If stocked in your Q's Tent, Q's Planet may be retrieved normally by playing a Q's Tent from hand (or by a card that allows it to be downloaded). You may insert it into either spaceline (even if there are no missions yet on that spaceline) as your normal card play (or play immediately if downloaded). Players then place seed cards as described above.

While it may not be nullified by a counter-card (such as Q-Flash), Q's Planet may be destroyed by a Supernova or Black Hole. Once destroyed, its game text requiring an additional 40 points to win is no longer in effect. See **nullify**.

Like any non-universal mission, Q's Planet can be solved only once per game. If it is destroyed after being solved, any copy subsequently played by any player enters play already solved, and no cards may be seeded there.

Q's Tent – This doorway requires you to choose a target card to take into your hand as part of initiating the card play. Announce the play of Q's Tent (without naming a target card), look through your **Q's Tent side deck** and choose a card, and show it to your opponent, who may then respond by nullifying the Q's Tent or revealing a Computer Crash. See **actions**.

After you play this doorway, you may not draw any cards for the remainder of the turn. See **card draw**.

Q's Tent side deck – This **side deck** allows you to stock up to 13 different cards (no duplicates) which you can access during play. You may stock any card in your Q's Tent side deck except a Q-icon card (unless allowed by the card), or a Tactic, Tribble, or Trouble card. Cards that must normally be seeded (e.g., missions, dilemmas, and artifacts) can be placed in your Q's Tent, but you will not be able to use them unless a card allows it (Q's Planet, Hide and Seek, Starry Night, etc.). The side deck is activated during the doorway seed phase by a Q's Tent doorway placed face up on top of the side deck. There are three ways to retrieve cards from Q's Tent:

• You may stock additional **Q's Tent** doorways in your draw deck. You may then play a Q's Tent doorway from your hand at any time during your turn (subject to normal timing rules) to take a card from your Q's Tent side deck (either randomly or selectively, as described on the card) into your hand. You may then play the card normally from your hand, whenever you may legally play that card. You may not play a Q's Tent from your hand if your Q's Tent side deck is empty.

• You may use a card that allows **downloading** to access cards stocked in your Tent.

• Some cards specifically allow you to take cards from Q's Tent (e.g., Q's Planet, Hide and Seek).

If the seeded Q's Tent **doorway** is closed, you may not retrieve cards from Q's Tent unless a card explicitly allows you to access a closed Tent.

Quantum Drone (Six of Eleven) –

When on your ship, may download an Alternate Universe Door in place of one card draw.

Quantum Singularity Lifeforms – Any Romulan-affiliation ship at the mission location will trigger this dilemma (not just the ship attempting the mission). Only ships and personnel at the location when the dilemma is encountered (including personnel aboard a facility at the location) are placed in **stasis**; ships and personnel arriving later do not enter stasis. Any player may bring in a new ENGINEER or play Emergency Transporter Armbands to cure the dilemma and release all ships and personnel from stasis. See **affiliation and ship origin**.

quarantine – When a ship, facility, or planet is under quarantine, personnel may board the ship or facility, or beam to the planet, but none may leave.

While personnel may not leave a quarantined ship (e.g., Aphasia Device) to satisfy the conditions of a dilemma such as Tarellian Plague Ship, Abandon Ship! has no conditions and forces the abandonment of personnel, overriding the quarantine.

Quark's Isolinear Rods – This incident nullifies cards preventing you from playing a Q's Tent *only* when you are actually playing one. For example, it will not nullify a Revolving Door on your Q's Tent side deck when you are trying to download a card from there.

Quash Conspiracy – This mission's special text "No ship-to-ship beaming" does not restrict beaming to and from an outpost or a dilemma (Tarellian Plague Ship).

Radioactive Garbage Scow –

Place on spaceline here. Mission cannot be attempted where present. Ships with Tractor Beam and 2 ENGINEER can tow scow to a different location.

This dilemma does not prevent Borg scouting.

Raise the Stakes – This event is banned from tournament play.

random selection – When a card is to be chosen by random selection, shuffle together all eligible cards, hold them so the faces of the cards cannot be seen, and let your opponent draw a single card, at random, from this group.

ranks and titles – When a card refers to personnel of specific ranks or titles, such as admiral, ambassador, Kai, senator, etc., a personnel must be identified in its card title or lore as currently or formerly holding that rank or title. A title with the prefix "vice" counts as that title. For example, Alynna Nechayev ("Vice-Admiral") counts as an Admiral for Going to the Top or Office of the President; Bok ("former Ferengi DaiMon") is enhanced by Calandra.

Information on other cards (such as a Ship card) may not be used. Thus Alidar Jarok ("Conscientious admiral…") may report for free to the Office of the Proconsul, but not Mendak, who is not identified in his card title or lore as an admiral (although the *Devoras* identifies him as Admiral Mendak). **Matching commander** is not a rank or title and may use information from either the personnel or ship lore.

rationing – See **Ketracel-White**.

Reaction Control Thrusters – When you move a facility with this event, any docked ships are carried along (this is not normal ship **movement**), while undocked ships are left behind.

Reactor Overload – For this incident, you have "processed ore to draw two cards" if you create two card draws during one turn using the Process Ore objective, even if you convert one or more of those draws to downloads or other actions.

Ready Room Door – You may dispose of this doorway in any of the three ways listed, whether it was used to download a **matching commander** or a Captain's Order. See **protecting cards**.

You may download another matching commander to a ship that already has one aboard (though the ship may not benefit from more than one, such as with Captain's Log).

Receptacle Stones – When you encounter a dilemma with this artifact in play, apply the dilemma first to your own ship, then to the opponent's ship, as if it had just encountered it at that ship's own spaceline location. Both [S] and [S/P] dilemmas encountered at a space mission affect the opponent's ship.

Recruit Mercenaries – The negative points for this event are scored ("paid") at the location where you download the mercenaries. See **Altonian Brain Teaser**.

Red Alert! –

Plays on table. In place of your normal card play, you may report for duty any number of Ship, Personnel and Equipment cards.

Interrupts may not be played between the individual cards reported. See **card play, actions**.

referee icon [Ref] – This icon is used by Q the Referee.

Reflection Therapy – This objective can change a regular skill that does not actually appear in a skills box, but was added by an Equipment card, Mot's Advice, etc. If the personnel is separated from the Equipment card, or Mot's Advice is nullified, discard the Reflection Therapy objective, because the target skill no longer exists.

The new skill may be selected only at the x1 level. If the replaced skill is at the x2 level, the entire skill is replaced. For example, you may change Honor x2 to Treachery. See **present, mission specialist, skills**.

Refuse Immigration – To solve this mission, the single ship whose crew is attempting it must have usable WEAPONS>10. See **WEAPONS**.

Regenerate – If seed cards such as dilemmas or artifacts are shuffled into your deck using this event, you may not use or discard them unless a card specifically allows it. See **discard pile, discarding**. The Regenerate card itself is not shuffled into the deck, but instead is discarded after the deck regeneration.

regions of space – Certain mission locations are known to be in the same region of space (as defined in the mission lore). Also, other cards may form locations that belong to a region (e.g., the Alpha Quadrant end of the Bajoran Wormhole creates a location in the Bajor Region). Whenever a regional card is being added to the spaceline, it must be placed (or inserted) next to another location in the same region, if possible.

Some cards, such as ❖ Space, Gaps in Normal Space, Blade of Tkon, and the Q dilemma, allow non-regional locations to be inserted between regional locations. Such inserted cards are not considered to be part of the region (unless specified on the card). Thus, for example, a ship is "in the Neutral Zone" only when it is actually at one of the Neutral Zone mission locations listed below.

The following regions of space are defined for pre-Deep Space Nine cards: the Neutral Zone Region, consisting of **Covert Installation**, **Iconia Investigation**, **Investigate "Shattered Space,"** and **Patrol Neutral Zone**; and Sector 001 Region, consisting of **Espionage Mission** (Earth) and **Reunion** (Mars). These missions have errata defining their regional status.

Beginning with the Deep Space Nine expansion, regional missions are clearly identified in the lore as regional (e.g., Alter Records, "Bajor Region • Bajor"). The following additional regions now exist: the Bajor Region, the Cardassia Region, the Badlands Region, the Demilitarized Zone.

relocation – See **movement, movement between quadrants, time travel**.

REM Fatigue Hallucinations –

Entire crew or Away Team dies in three of your full turns unless 3 MEDICAL present OR ship returns to outpost first.

This dilemma affects *only* the crew or Away Team that attempted the mission and encountered the dilemma. It will not affect other personnel who later join the Away Team, or other crew members if the Away Team beams back to a ship.

In order to cure this dilemma by returning to an outpost, the ship must dock there. Returning to another type of facility does not count. Either cure (returning to and docking at the outpost, or bringing 3 MEDICAL to the affected personnel) earns the 5 point bonus.

Remodulation – Errata:

Nullifies Adapt: ~~Neutralize Weapon~~ **Modulate Shields**. OR "Remodulates" your hand. Discard one or two cards and draw an equal ~~amount~~ **number** from the bottom of your draw deck.

Remote Supply Depot – This outpost may be built at any mission with a Dominion affiliation icon in either quadrant. It may not be seeded. See **damage, Ketracel-White**.

repair – See **damage**.

"report with crew" – This phrase means to simultaneously report a ship with any number of compatible Personnel and/or Equipment cards *from your hand* (you may *not* download the cards unless specified). You must report at least enough personnel to meet the staffing requirements. Reporting with crew counts as your normal card play, unless otherwise specified.

Reported Activity –

Navigation + Honor x2 OR Navigation + ENGINEER x2

reporting for duty – Personnel, Ship, and Equipment cards must normally *report for duty* to a **compatible** outpost, headquarters, site, or other place that allows reporting (i.e., personnel may not normally be reported directly aboard a ship or to a planet). Place the card face up at the facility or site and announce the card name, then stack the card under the **facility** or on top of the site. Small Tribble cards may report **"anywhere."** You may not report any card into space.

When a facility or its site allows you to report a card for duty, you may do so only if that card and the facility are both in their **native quadrant**. (Equipment cards are native to all quadrants and thus may report to any appropriate facility that is in its native quadrant.) Also, when a site allows you report cards, you may do so only if that Nor also has at least one docking site.

However, when the reporting is allowed by some other card, such as The Emissary's special skill or Devidian Door, the card may report to any quadrant, even if it happens to be reporting aboard a facility; and a docking site is not required on the Nor.

Any personnel "played" by any means (e.g., normal card play, Devidian Door, downloading into play) is "reporting for duty." Any action that may or must take place upon reporting takes place at the time of play.

Personnel seeded under a mission (e.g., in a Cryosatellite, under Rescue Prisoners, Mirasta Yale) have already conceptually reported for duty. Thus, they do not report for duty when acquired, but simply join your crew or Away Team (if your opponent seeded them, you capture them). See **personnel – seeded**. Actions dependent on reporting cannot take place.

Persona replacement is not a card play or reporting for duty, but an exchange for a personnel who already reported for duty.

Selected or shared features or **skills** do not exist until you have reported the personnel for duty. For example:

- A Soong-type Android may not report to a site allowing a certain classification to report, because it has no classification before reporting.
- Lal cannot report to Mr. Homn as an Empath (by selecting her skill from Lwaxana Troi who is with Mr. Homn), because she can't "learn" Empathy until she is reported.
- Skills are not shared by drones being reported to a hive with skill-sharing enabled, until after they have been reported.

See **showing your cards**.

Res-Q – See **discard pile**.

rescue – See **capturing**.

responses – See **actions – step 2: responses.**

Ressikan Flute – This artifact is worth a variable number of points (it does not score points each turn), depending on the number of personnel with Music skill you have in play (not the number of Music skills). For example, if you have four personnel with Music skill in play when you earn the Flute, it is worth 20 points. If you report another Music personnel for duty, it is worth 25 points. If two of those personnel are killed, it will be worth only 15 points.

Two copies of a universal personnel with Music cannot both affect the value of the Flute at the same time. See **cumulative**.

"rest of game" – When a card has an effect that lasts for "rest of game," the effect continues even after the card is no longer in play (unless another card specifically cancels the effect). For example, Tomalak of Borg says, "For rest of game, all your ships have Cloaking Device." Your ships continue to have Cloaking Devices even if he is killed and discarded. See **"once in play."**

restriction box – Some personnel have limitations listed just above their skills in an area called a "restriction box." These are not skills and are not affected by cards that affect skills.

retaliation – See **Kova Tholl**.

Retask – When this event is played, any damage (either rotation damage or damage markers) on the Borg Ship dilemma is transferred to the Borg Cube. See **exchanging cards**.

Replacement of a Borg Ship dilemma with a downloaded universal ❖ Borg Cube and the seven specified **drones** is not a "report with crew" action; you may *not* report additional Borg with the seven drones.

return to a facility – See **docking**.

return to hand – Cards that are "returned to hand" always return to their **owner**'s hand. See **in play**.

Reunion –

(Lore) **Sector 001 Region • Utopia Planitia, Mars Station**

If you solve this mission with the alternate requirements of Subjugate Planet, its point value (and therefore the STRENGTH requirement of the objective) still depends on whether you have Miracle Worker, Cantankerousness, and/or Spock present in the Away Team.

- If none are present: 0 points, STRENGTH>0 required.
- If one is present: 15 points, STRENGTH>30 required.
- If all three are present: 40 points, STRENGTH>80 required.

See **point box, mission attempt**.

reverse – When a card is "reversed," that card has its game text conceptually changed to work in an opposite way. To ensure consistent gameplay, an official definition is established in each case. See **Intruder Force Field, Persistence of Memory**.

revised text – The following cards have revised game text or lore. See the Glossary introduction for more information on revisions and the individual Glossary entries for the actual revised text.

Alien Abduction	Latinum Payoff
Amanda Rogers	Major Rakal
Amanda's Parents	Martok
Anti-Time Anomaly	Menthar Booby Trap
Assign Mission Specialists	Neutral Outpost
Birth of "Junior"	Outpost (8 outposts listed with
Captain's Log	similar errata)
Cargo Rendezvous	Patrol Neutral Zone
Chinese Finger Puzzle	Phased Matter
Clan People	Phaser Burns
Covert Installation	Q
Cryosatellite	Quantum Drone (Six of Eleven)
Diplomatic Conference	Radioactive Garbage Scow
Distortion Field	Red Alert!
Distortion of Space/Time	REM Fatigue Hallucinations
Continuum	Remodulation
Docking Pads	Reported Activity
Edo Probe	Reunion
Emergency Transporter	Scan
Armbands	Sense the Borg
Ensign Tuvok	Tarellian Plague Ship
Espionage Mission	Tasha Yar – Alternate
Firestorm	Thine Own Self
Frame of Mind	T'Pan
Full Planet Scan	Tsiolkovsky Infection
Garak	Two-Dimensional Creatures
I.K.C. Bortas	U.S.S. Danube
Iconia Investigation	Vulcan Mindmeld
Investigate "Shattered Space"	Vulcan Nerve Pinch
Kevin Uxbridge	Zaldan
Khitomer Research	Zon

Revolving Door – See **doorway**.

Roger Maris Baseball Card – See **1962 Roger Maris...**.

Rogue Borg Mercenaries – This interrupt may be played in multiples. The STRENGTH of each individual Rogue Borg depends on the number that are present together. For example, two Rogue Borg have a STRENGTH of 2 each; five have a STRENGTH of 5 each. If Crosis is in the group, he counts as a Rogue Borg and doubles the STRENGTH of each one in the group. In this group of five (four Rogue Borg Mercenaries plus Crosis), each Rogue Borg's STRENGTH is 10. If either player has the Personnel card Lore in play, each Rogue Borg's

STRENGTH is also doubled. (In this example, each would have a STRENGTH of 20.)

The term "Rogue Borg" includes both Rogue Borg Mercenaries and Crosis. The term "Rogue Borg Mercenaries" includes only copies of the Rogue Borg Mercenaries Interrupt card.

Rogue Borg can play as a response to another Rogue Borg play, or as a response to the initiation of an automatic Rogue Borg battle at start of turn. Each of these Rogue Borg may be responded to individually (e.g., by Amanda Rogers). Once the player has "passed" (finished playing Rogue Borg), the entire group of Rogue Borg may be responded to (e.g., by Hugh). If not canceled, the result will then begin with the attack of the Rogue Borg in a normal personnel battle.

Rogue Borg can be played at other times (i.e., in a new action). If played where the player has previously played Rogue Borg, the new ones will battle by themselves before joining with those other Rogue Borg at the end of the turn.

If the entire crew is killed, surviving Rogue Borg remain on the ship, but cannot use the ship unless the event **Lore Returns** is played.

Rogue Borg Mercenaries and Crosis are considered "rogue" and not part of any Borg collective. Thus, they affect Borg-affiliation cards normally.

Romulan Ambush – The captive that you take with this interrupt is selected and relocated to your ship before the ship is destroyed. If the crew is saved with a card that plays during the destruction (such as Escape Pod), the captive is not saved. See **battle** – non-battle cards.

Royale Casino: Blackjack – See **Royale Casino side games**.

Royale Casino: Craps – If you can't show a Personnel card for this dilemma, your opponent wins the points. See **Royale Casino side games**.

Royale Casino side games – The CUNNING numbers on the Personnel cards in your hand, used in the Royale Casino dilemma "side games," are not affected by attribute modifiers such as Yellow Alert or PADDs. See **variable attribute**, **Mickey D**.

Sabotage Drone (Six of Seventeen) – While this personnel's special skill of reducing a ship's RANGE or WEAPONS may be used during the opponent's turn ("Once every turn..."), it may not interrupt a mission attempt. Thus, you may not use a Sabotage Drone downloaded to the opponent's ship with Undetected Beam-In to reduce the ship's RANGE before encountering Abandon Ship! See **actions**.

Saltah'na Clock – While affiliation attack restrictions do not apply (i.e., any affiliation, including Borg, is required to initiate battle), this artifact does not allow or require you to attack your own cards. The requirement to initiate battle is a non-moving required action. (See **actions – required**.)

Any personnel aboard the affected ship or facility (whether crew or intruders) must, on their owner's turn, initiate either a ship battle or a personnel battle, depending on what is possible and/or appropriate. For example, if the Clock is on a ship with both a crew and intruders aboard, the crew, on its owner's turn, must initiate either a personnel battle against the intruders, or a ship battle against an opponent's ship or facility at its location (owner's choice). On the opponent's turn, his intruders must initiate a personnel battle against the crew.

Salvage Starship – Searching your opponent's discard pile for a ship is optional and has no effect on scoring the points for this objective. See **objectives, special equipment**.

Samaritan Snare – On this mission, the phrase "Federation must attempt mission if present" includes any ship and crew containing Federation cards, even if the ship itself is of a different affiliation.

After the mission attempt has ended (even if unsuccessful), they are free to move away (even on a later turn), but are required to re-attempt the mission each time they stop (or undock from a facility) at the location. See **actions – required, Treaty: Federation/Romulan/Klingon**.

Samuel Clemens' Pocketwatch – This artifact allows you to perform now one action which *must* happen on your next turn (any action that is scheduled to happen, or which you are required to perform by a card or rule). It does not allow you to perform an optional action, such as playing a card or moving a ship. Examples:

- Drawing a card: You may take your next turn's mandatory end-of-turn card draw now. You may not then draw a card at the end of your next turn.
- Showing a Devidian Door: You are required to show the Door during your next turn, so you can use SCP to show it immediately.
- Countdown icons: Your card with a countdown icon must count down at the end of your turn, so you can use SCP to make it count down once now. It will then not count down at the end of your next turn.
- Time effects without a countdown icon (e.g., Temporal Rift, diseases): If the effect is scheduled to resolve on your next turn, you can use SCP to force it to resolve now. You may not "remove" a turn unless the effect is scheduled to resolve on your next turn, because (unlike a countdown icon) nothing is scheduled to happen on your next turn.
- Cytherians: If your ship is affected by a moving required action such as Cytherians, you will be required to move it next turn. You may use SCP to move it now and may not move it again next turn.
- Borg Ship dilemma and The Sheliak: These cards must move down the spaceline at the end of your next turn, so you may give them an extra move this turn with SCP. They will not move at the end of your next turn. (However, they *will* still move on your opponent's intervening turn.)

Scan –

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

Science Lab – See **"bottom seed card"**.

Scorched Hand – See **counting cards**.

scoring points – See **points**.

scoring tournaments – See the official tournament guide.

Scout Encounter – If you download a scout ship (see **ship types**) when your opponent encounters this dilemma, you must also download at least one compatible universal crew member. The downloaded ship may initiate battle (if the ship has a leader, a matching personnel, and no affiliation restrictions) or move away (if the ship is staffed for movement). These actions are optional; the ship may simply remain at the mission location and do nothing. The ship and crew may not perform any other actions until your turn unless a card specifically allows it.

scouting – If your current objective requires scouting, your Borg must complete scouting before you may probe to determine the objective's outcome. See **probing**. Also, you may not probe

- on the same turn in which your Borg completed scouting; or
- if your Borg participated in any battles at that location during your current turn or during your opponent's previous turn. (That is, your opponent may delay completion of your current objective by battling your Borg.)

See **scouting locations, scouting ships**.

scouting locations – Unlike other affiliations, Borg never attempt missions. Instead, they use Objective cards to scout locations. Scouting conceptually represents overcoming resistance (encountering dilemmas and Q-Flashes) and gathering data.

Borg encounter and resolve dilemmas and Q-Flashes in the same way that non-Borg do during mission attempts (see **dilemma resolution**), subject to a few additional rules:

- When your Borg are confronted with a dilemma or Q-icon card which is point-related (and does not specify that it affects Borg), play out the card but ignore the points. (Discard the dilemma when you are done with it rather than placing it in your bonus point area.) If that card presents a choice, you must choose an option which is not point-related, if possible.
- Discard gender-related dilemmas such as Love Interests or Matriarchal Society.
- Borg personnel have no **classification**. Any cards which specifically require or change classifications, such as Scottish Setter, do not affect Borg. However, a dilemma which specifies a personnel type, such as OFFICER, without specifying classification or skill, *will* affect the Borg normally.
- Dilemma text such as "Abandon mission attempt…" or "Mission may not be attempted" does not affect Borg, because they do not attempt missions. Ignore such text, and discard the dilemma if it is wholly inapplicable. However, the text "Mission continues" should be taken to mean "Scouting continues" for Borg.

In general, dilemmas affect Borg normally. With the exceptions noted above, Borg must meet all conditions imposed by a dilemma in order to pass it, including requirements for skills that the Borg do not possess, such as Empathy. Such skills may be provided by assimilating a personnel with the required skill, or by selecting that skill for the Borg Queen at the beginning of a turn, and sharing the skill if necessary through the **Interlink Drone**. Such dilemmas may also be nullified (on a subsequent encounter) with Adapt: Negate Obstruction.

Before you may scout a location, you must have an activated current objective targeting the location.

Scouting Planets – Begin scouting a planet by beaming down a single scout (any Borg personnel) or have a single scout disembark from a landed ship. Announce that you are scouting the mission. This scout begins to encounter dilemmas and Q-Flashes, similar to a mission attempt. (If an artifact is encountered, move it to the back of the stack as usual.) If that scout is "stopped," killed, or otherwise unable to continue, you may beam down another scout to begin a new scouting attempt, and so on. You may also on a later turn beam down another scout to join any already on the planet, and so on. As a result of being "stopped," scouts may accumulate on the planet. On your next turn, they may resume scouting together, assist a newly arriving scout, etc. Like other personnel, your "unstopped" Borg already on a planet form a single Away Team, but may beam separately or together.

While scouting normally begins with a single scout, if you have multiple "unstopped" Borg on a planet by any legal means (e.g., beamed with Emergency Transporter Armbands, left from a counter-attack, etc.), they may be used together to scout the planet if it is targeted by your current objective, even if you have not previously begun scouting with a single Borg.

Scouting Space Locations – Begin scouting a space location by selecting the crew of one of your Borg ships to encounter dilemmas and Q-Flashes there. Announce that you are scouting the mission. If that crew is unable to continue, you may select the crew of another ship to begin another scouting attempt.

Scouting Dual-Icon Locations – A dual-icon mission may be targeted by an objective either as a space or a planet location, but only one Borg objective may be completed targeting that mission. To begin or continue scouting a dual-icon mission, you must have both a crew on a ship in orbit and an Away Team on the planet. Normal rules for scouting apply (begin scouting by beaming down a single scout to the planet *and* by selecting the crew of one ship). The crew and Away Team encounter dilemmas as for a mission attempt at a **dual-icon mission**.

When Borg are scouting a location, any artifacts encountered there are "moved to the back" normally. The Borg must complete an objective targeting that location before the Survey Drone can acquire the artifact(s). (Picard's Artificial Heart is acquired by its owner upon completion of *scouting*. At a dual-icon mission, space-permissible artifacts may be acquired upon completion of a space objective. Any planet artifacts may be acquired only after completion of Assimilate Planet.) If you have no Survey Drone on the planet (or aboard a ship at a space location) when you complete the objective, the artifacts are placed face up on the mission and may be acquired later by your Survey Drone or by any non-Borg personnel present. (However, the Survey Drone may not beam down to a planet without a card allowing him to do so. Once scouting is complete, the objective no longer allows scouts to beam to the planet.)

Like mission attempts, a scouting attempt is one action that may not be interrupted (except by valid responses to dilemmas or Q-icon cards and by actions that suspend play), and may not be aborted unless the entire Away Team or crew is "stopped" or removed from the location.

After a scouting attempt is over (whether scouting is complete or not), your "unstopped" Borg are free to beam back up to the ship if desired, or remain to acquire artifacts, if any, when the objective is completed. Objectives targeting a location require that you have Borg (or a counterpart, for Assimilate Homeworld) at the location to probe; they need not be on the planet.

Scouting a planet or space location is complete at the end of your turn if you have scouted it at least once, and no dilemmas or Q-Flashes remain to be encountered. (It does not matter if there are any Borg remaining or if they are "stopped" by the last dilemma. A dilemma that has entered play, such as Friendly Fire or Cytherians, no longer remains to be encountered, and so does not prevent scouting from being complete.) Your Borg must complete scouting before you may probe to determine your current objective's outcome. You may not probe on the same turn in which you completed scouting. You also may not probe if your Borg participated in any battles at the targeted location during your current turn or during your opponent's previous turn. **Probing** takes place at the end of your turn.

When an objective calls for scouting a mission location, you must scout even if there are no dilemmas remaining when you begin scouting (because none were seeded, or your opponent cleared them during a mission attempt). In other words, you must bring one scout to a planet mission, or bring a ship and crew to a space mission, and announce that you are scouting that location. At the end of that turn, scouting is complete.

When an objective requires you to target a space mission "if not yet scouted," it must be a mission which neither you nor your Borg opponent has *completed* scouting. The absence of dilemmas for other reasons (such as a non-Borg opponent attempting the mission) does not mean the mission has been scouted. If your opponent completes scouting a mission *after* you have targeted it, it does not discard your objective.

If you have completed scouting a mission, but have not completed the objective, and either player seeds a Q-Flash under the location using Beware of Q, then scouting is no longer complete. You must resolve the Q-Flash to complete scouting again before you can probe on your next turn. Or, you may use A Change of Plans to target the mission with a new objective requiring that the mission be "not yet scouted."

However, once you have completed the objective, you may not target the mission with another objective requiring that it be "not yet scouted," by seeding a Q-Flash under the mission.

scouting ships – An Objective card may direct your Borg to scout a ship. Scouting a ship conceptually represents overcoming resistance and gathering data. Before you may scout a ship, you must have an activated current objective targeting the ship.

Begin scouting an enemy ship by beaming over a single scout. (If you already have one or more Borg aboard the ship from Undetected Beam-In, Borg Servo, counter-attacking, etc., they may scout the ship.) If that scout is somehow "stopped," killed, disabled, lost, etc. before the end of your turn, you may beam over a replacement. You may also on a later turn beam over another scout, and so on. Note that you will need the Transport Drone, Two of Eleven, to beam through your opponent's SHIELDS (unless your opponent is also playing Borg).

If your opponent attacks your scout(s) during his turn, you may counter-attack during your next turn with any number of Borg. Those Borg are free to remain on the enemy ship and continue scouting on your next turn.

Scouting an enemy ship is complete at the end of your turn if you have Borg aboard that ship (even if "stopped," but not if disabled). As when scouting a location, your Borg must complete scouting before you may probe to determine your current objective's outcome. You may not probe on the same turn you completed scouting, or if your Borg participated in any battles at the location of the targeted ship during your current turn or during your opponent's previous turn. Once scouting is complete, you do not have to complete scouting again (with another delay before probing) if your scout is killed before you can probe (though you must meet the requirements of the objective, such as having Computer Skill aboard). **Probing** takes place at the end of your turn.

Search For Weapons – This mission's special text ("May seed hand weapons here") does not allow you to seed the Varon-T Disruptor in addition to another artifact. While the Varon-T Disruptor is a **hand weapon**, the mission text does not override the "one artifact per mission" rule.

Security Office – This site's text will allow you to join any battle on the station. See **movement**.

seed deck – Your seed deck may include several types of seed cards.

- It may include up to 30 of the following: Dilemma and Artifact cards, plus any other cards which are allowed or required by game text to be seeded, such as certain Facility, Doorway, Objective, Incident, and Event cards. (If you seed any card that is not a seed card, it is a **mis-seed**.)

- It may include up to six Site cards, which seed "for free" (i.e., in addition to the 30 cards in the first category).

- It *must* include exactly six Mission cards, which also seed "for free." Each of your six missions must be different, except for those that are universal (their card title begins with the universal ❖ symbol).

All cards that you seed (or "place during the seed phase") are counted as seed cards unless a card or rule specifically states that they seed for free. Thus, the personnel seeded with a Cryosatellite, the

doorways that activate your side decks (but not the contents of the side decks), Data's Body, etc. all count toward your maximum of 30.

When a seeded card allows a download during the seed phase (e.g., Assign Mission Specialists, Ultimatum), the downloaded cards are not seed cards; they come from your draw deck or Q's Tent.

See **counting cards**.

seed phases – There are four seed phases that must occur in sequence: the doorway phase, mission phase, dilemma phase, and facility phase (formerly called the "outpost phase").

During each phase, players take turns seeding cards on the table. The starting player goes first in each phase. Each time it is your turn, you may either seed a card or say "pass." As soon as both players pass consecutively, that phase ends (even if you wanted to seed more cards in that phase).

Before the seed phases begin, shuffle any side decks you have.

Doorway Phase – You and your opponent take turns placing seedable doorways (such as the Alternate Universe Door), and any other cards that may or must seed during this phase (such as Open Diplomatic Relations), on the table or on top of **side decks** as specified by the card's game text. See **Alternate Universe icon**.

Mission Phase – You and your opponent create one or two lines of Mission cards, called **spacelines**. Each spaceline represents a different *quadrant* of the galaxy. The spacelines function like a gameboard where your other cards will move and interact.

Shuffle your six missions and place them face down in a temporary pile; your opponent does likewise. If you are the starting player, draw the top mission from your pile and place it face up on the table. Take turns with your opponent placing each successive mission face up on either end of the spaceline appropriate for that mission (Alpha Quadrant or Gamma Quadrant). You may not pass until you have no missions left to seed. (A mission that says it may be inserted in the spaceline may be placed anywhere within or on the end of the spaceline.) See **regions of space**.

Alpha Quadrant and Gamma Quadrant missions may be distinguished from each other by the design of their point boxes. Gamma Quadrant mission point boxes include a Γ symbol; Alpha Quadrant mission points boxes have no symbol. (Missions with no point box may be placed in either quadrant, even if there are no other missions in the quadrant yet. No missions may be placed in the Delta Quadrant yet.)

Missions without the universal ❖ symbol in their title are not duplicatable. When you attempt to seed a non-universal mission that is already represented on the spaceline, place your copy on top of the one already seeded (leaving half of your opponent's copy exposed). The mission is treated by both players as "their" mission for all purposes; each player ignores the "opponent's end" of the cards. (The completed spaceline will have one fewer mission.) The mission may only be completed once. See **unique and universal**.

Dilemma Phase – If you are the starting player, insert one card of your choice face down beneath any mission, then take turns until you and your opponent consecutively pass. Whenever you seed a card beneath a mission, that card always goes on the bottom of any other cards already stacked there. (Thus, when you attempt a mission during the play phase, you will slide out the bottom card – the last one seeded – and encounter it first.) The rules for seeding cards during this phase are as follows:

- Planet dilemmas and artifacts seed under any mission with a planet icon.
- Space dilemmas seed under any mission with a space icon.
- Space/planet dilemmas seed under any mission.

- You may not seed more than one copy of any card under the same mission.
- You may seed as many different dilemmas as you like under each mission, but only *one* artifact (unless a card states otherwise, such as Cryosatellite or Orb Negotiations). If you illegally seed two or more artifacts at the same location, *all* of your artifacts there are considered mis-seeded.
- Some game text allows you to seed Personnel or Equipment cards beneath missions. Such cards are seeded face-down, like artifacts, and are earned when you solve the mission (except **Mirasta Yale**).
- You may seed **Q-icon** dilemmas under missions *only* when you have previously seeded the Objective card Beware of Q, or if the card's text says it may be seeded (such as Hide and Seek).

Any cards seeded under missions other than described above are **mis-seeds** and are placed **out-of-play** when revealed.

Facility Phase – After the dilemma phase is completed, you and your opponent take turns establishing seedable outposts, headquarters, and stations (and any related sites) in their **native quadrant**. Place each of your Facility cards face up in front of a mission on your side of the spaceline. (Special interim rules apply to the **Borg Outpost**.)

Facilities – See **facility** for rules on seeding different types of facilities (number, location).

Sites – You may seed up to six sites during the facility phase. Each site may be added to any appropriate station, as indicated on the lower left of the Site card, no matter which player seeded that station. (The six sites seed for free. You may not seed additional sites as part of your 30 seed cards.) Sites must be arranged in the modules specified on each **site** card.

While you are not required to seed or play any specific sites on a Nor, all reporting, docking, repair, and other functions are enabled by site text (not the Nor itself). Also, reporting to any site is allowed *only* if that Nor also has at least one docking site.

Other Seeding Rules

- Some cards have text that specifies that they seed during a different phase than usual for the card type.
- A few Event, Objective, and Incident cards have game text which allows them to seed. Unless they specify a particular phase, you may seed such cards during any seed phase.
- Cards seeded under a mission and cards with a **hidden agenda** icon always seed face down (a hidden agenda may not be activated during the seed phase). All other cards seed face up.
- When a card seeded face-up allows an immediate download during the seed phase, the downloaded cards come from your draw deck or Q's Tent (they are not seed cards).
- Regardless of which phase it is or which type of card is being seeded, you and your opponent always take turns seeding or passing. For example, during the mission phase your opponent might seed a mission, then you might seed an objective, then your opponent might seed his next mission. You may *not* seed multiple cards at once (e.g., a group of dilemmas, multiple sites at a Nor, or a Cryosatellite and its contents).
- After all the seed phases are over, show any unused seed cards to your opponent and then place them **out-of-play**.

"seeds or plays" – Cards with this phrase may be seeded during any part of the seed phase (unless they belong to a specific phase, such as doorways) or may be stocked in your draw deck to play normally. Alternate seeding cards normally, regardless of the seed phase or card type being seeded. Cards with a hidden agenda [HA]

icon *must* be seeded face down and cannot be activated until after the seed phase. All other "seeds or plays" cards must seed face up.

Seismic Quake – See **zero**.

Seize Wesley – You cannot play this interrupt while your opponent is encountering the Ktarian Game dilemma; you must wait until after it is clear that he does not have CUNNING>30 or an android present.

Senior Staff Meeting – This interrupt is played "just before" a mission attempt; once played, neither you nor your opponent may take any other action before the attempt begins (except valid responses, such as Amanda Rogers). If nullified, you must still begin the mission attempt.

The first attempt of a specific mission made by *any* player is "the initial attempt" of that mission. If your opponent has already attempted the mission, you may not play this interrupt for *your* first attempt.

If the first seeded card is a Q-Flash, then it is not discarded and has its normal effect. However, if a Q-icon dilemma is encountered within the Q-Flash, it is discarded as "the first dilemma encountered."

Mis-seeds are not **encountered**.

Sense the Borg – Errata:

Plays if a Borg ship, Borg personnel, Borg Ship dilemma or Rogue Borg just entered play. Download **to hand** Weak Spot OR Hugh OR Borg Neuroprocessor OR Ready Room Door.

Seven of Nine – This personnel's special skill allows it to contribute more than one staffing icon to staffing a ship. See **Activate Subcommands, drone**.

shape-shifter – This term refers to all changelings and allasamorphs. "Shape-shifter" is not a species.

Sheliak, The – This dilemma is not a Ship card and is not affected by cards that affect ships (Q-Nets, etc.).

"Mission then = zero points" applies only to an uncompleted mission. If you have already scored the mission points, you do not lose them when The Sheliak arrives at the mission. It has no effect on what the **point box** of the mission shows. The mission is *worth* 0 points.

Only outposts, stations, and Away Teams are destroyed (not headquarters or ships).

ship – A card type. Ships carry personnel and equipment to mission locations and engage in battle. Ships have three **attributes** – RANGE, WEAPONS, and SHIELDS – which determine how far they may move each turn, as well as their offensive and defensive capabilities. Some ships also have **special equipment** such as a Tractor Beam or Cloaking Device.

ship attribute enhancements – See **attribute enhancements**.

ship movement – See **movement**.

ship origin – See **affiliation and ship origin.**

ship staffing – Staffing requirements for each ship are listed on the card, usually as icons. (Non-icon staffing requirements include specific skills, such as Empathy x2, or a species of personnel, such as a Vulcan.) Any **compatible** personnel can be used to meet a ship's listed crew requirements, but at least one crew member of **matching affiliation** must be on board. (If a ship lists no specific staffing requirements, any one personnel of **matching affiliation** can fly it.) Staffing icon requirements must be met by personnel. For example, you may not use the [OS] icon on a Classic Tricorder to staff a Starship Constitution.

Normal staffing icons include command ability [Cmd], staff ability [Stf], and Borg subcommand [Com] [Nav] [Def] icons. A personnel

with a [Cmd] icon can substitute for a [Stf] icon. Other staffing icons may not substitute for [Cmd] or [Stf] icons.

Special staffing icons include any icon used to staff a ship, except the normal staffing icons listed above and affiliation icons (e.g, the [NA] icons on Zalkonian Vessel). There are currently six special staffing icons: [AU] [Ex] [EE] [OCD] [OS] [KW].

One personnel cannot supply more than one staffing icon requirement, even if the personnel has more than one of the required icons, unless a card text specifically allows it (such as **Seven of Nine**). Therefore, a Borg cube normally requires seven personnel to staff it, even if the Queen or Locutus is aboard.

Ships must be fully staffed:

- to perform normal **movement**;
- for any other card or rule that specifies it, such as the "**report with crew**" rule.

Other ship functions do not require full staffing. A ship must have at least one personnel of **matching affiliation** aboard for normal movement or to attempt a mission, initiate battle, or fire WEAPONS.

If a ship loses one of its required crew, it will be stalled (unable to move) until appropriate reinforcements can be brought aboard. A stalled ship is not "stopped" and can still beam Away Teams, attack and defend itself, or attempt the mission at its location.

ship types – When a card refers to a type of ship, such as scout, shuttlecraft, freighter, cube, Bird-of-Prey, etc., the ship must be identified in its name (card title), ship class, or lore as being that type of ship. "Shuttlecraft" include ships identified as a "shuttle." (A Runabout is not a shuttle; it only "resembles" one.)

Shipwreck – See **attribute enhancements**.

showing your cards – When reporting any card for duty, you must announce the card's name and show that card to your opponent. Afterwards, your opponent may only see your Personnel and Equipment cards when necessary, such as during personnel battle, for an "opponent's choice" selection or when you must prove you have a particular skill, staffing icon, etc. He may see your ships only when they are undocked, uncloaked, and unphased, or when you must verify attributes and staffing requirements for battle, movement, etc. See **facilities**.

A card requires revealing your cards if it says so explicitly (e.g., Long-Range Scan, or an "opponent's choice" dilemma) or if it allows the opponent to target one of a group of cards in a non-random manner (e.g., Brain Drain, Assimilate Counterpart, or Eliminate Starship).

When required to reveal your cards, you need only reveal those portions of the cards necessary for the situation. For example, when a card is played that allows the opponent to target a personnel non-randomly, you need reveal only the names and locations of the personnel; to verify that you can overcome a dilemma, only the relevant skills, attributes, etc. However, if a dilemma allows **"opponent's choice"** of personnel to be affected (including a tie for "most CUNNING," etc., where the opponent chooses), he may look at the entire card. See **ties**.

If the conditions for playing a card in your hand depend upon your opponent's cards, you may ask them to reveal whether they meet those conditions. (You must show the card which requires that information.) Examples:

- If you have Thine Own Self in hand, you may ask your opponent how many personnel are in their Away Team.
- If you have a Dal'Rok in hand, you may ask your opponent to reveal the location of their Orb Fragment in play.
- If you have Outgunned in hand, you may ask your opponent to reveal the total SHIELDS of their only undocked ship at a location.

side deck – Side decks are optional customized decks of cards separate from, and in addition to, your normal game deck. Each side deck is shuffled and placed face down on the table, then activated or "opened" during the doorway seed phase by a Doorway card. This Doorway card is placed face up on top of the side deck and counts as one of your seed cards (the face-down cards in the side deck are not seed cards and do not count toward the **30/30 rule**). The four types of side decks are the **Q-Continuum**, **Q's Tent**, **Battle Bridge**, and **Tribble side deck**s. You may use any or all of these side decks in the same game, but you may have only one side deck of each type in play.

You may not look through the cards in any side deck unless a card allows you to. For example, playing a Q's Tent doorway allows you to look through your Q's Tent to choose a target card.

Whenever you "draw" (not "take", as on Q's Tent) a card from a side deck, it is not defined as a "**card draw**" for purposes of cards affecting card draws (e.g., Subspace Schism). When a card just drawn from a side deck is played (e.g., your current tactic, a Q-icon card during a Q-Flash, or a Tribble or Trouble card), it is not defined as a "**card play**" for purposes of cards affecting card plays (e.g., 211th Rule of Acquistion, Goddess of Empathy).

Sisko 197 Subroutine – See **"your."**

Sisters of Duras – Because these personnel do not work with Klingons who have Honor, you may not give either of them the skill of Honor with Reflection Therapy. See **dual-personnel cards**, **multi-affiliation cards**.

site – A card type representing rooms and other areas inside a Nor where personnel can report for duty, walk around, perform various tasks, and engage in hand-to-hand combat with enemy personnel; and docking areas where ships can report for duty and be repaired. Each Site card states what kind of cards may report there, such as personnel of a specific classification, **equipment** that is "related" to a specific personnel type, or ships with a certain number of staffing icons.

Your seed deck may include up to six sites, which seed for free during the facility **seed phase** (even if the Nor seeded in an earlier phase). Any site may play during the play phase, using your normal card play.

All sites added to each station are arranged side-by-side in a straight line next to that station. Each site indicates which level of the station it belongs to (Ops Module, Promenade, Habitat Ring or Docking Ring), and the sites must be kept together on the table in this order (from left to right). When placing a site on the table, you may insert it between other sites, as long as you obey this grouping system.

By default, sites are "unique per station." That is, each station is limited to one of each kind of site card. However, some sites are ❖ **universal** and thus may exist in multiple on each station.

skill-sharing – See **Interlink Drone**.

skills – A skill is anything that appears in the skills box of a personnel card, including **personnel types** such as ENGINEER. (The personnel type that appears in the classification box is not a skill.)

Regular skills are one- or two-word skills, such as Physics or Stellar Cartography. *Special skills* are explained in a sentence with a period at the end, such as "Orb artifacts may not be nullified." Special download skills, preceded by the special download icon ▼, are also special skills.

"All skills" refers to everything in a personnel's skills box. When a card allows a personnel to share, add, double, or select skills, if a skill

is already present in the skills box, the level of that skill is increased; skills not already present in the skills box are conceptually added to the end of the skills box for purposes of cards such as Fightin' Words. For example, if Lt. D'Amato (Geology x2, Archaeology) adds Geology with a Classic Tricorder, his skills will be Geology x3, Archaeology; if instead he adds Physics, his skills will be Geology x2, Archaeology, Physics.

When a personnel is assimilated, their classification becomes their first-listed skill (unless that personnel type already appears as a skill, in which case that skill's level is increased by one). When a first-listed skill is "lost" (e.g., to a dilemma), the skill becomes "empty" (the second skill does not "slide over" to become a new first-listed skill).

Most skills are preceded by a red [Skill] • icon. However, the number of skills a personnel has is not necessarily the same as the number of skill dots on the Personnel card. Skill dots are not gained or lost when skills are added or removed by a card. Juliana Tainer has four regular skills and one special skill, but only two skill dots. Special download skills have a triangular icon instead of a dot. When a card such as Assimilate Counterpart refers to the number of [Skill] icons on a personnel, use the actual number of skill dots printed on the card. (If a card has errata, which are official changes, use the number of skill dots specified by the errata. See **Tasha Yar – Alternate, T'Pan**.)

If a card requires a personnel type such as MEDICAL without specifying either a classification or a skill, either will suffice. A requirement for a multiple level of a skill, such as Navigation x2, may be satisfied by two personnel, each with Navigation (unless the card specifies "a personnel with Navigation x2").

When a card such as Keldon Advanced requires a skill, such as Obsidian Order, it must be supplied by a personnel who has that skill in its skills box. Mention of the term in the lore is not equivalent to having the skill. For example, Jaron does not have Tal Shiar skill.

In general, your personnel's skills may be used only during your own turn. Using skills is an action (except applying **automatic modifiers** such as "Attributes all +5 if with Toral" or "Suspends effect of Doppelganger where present"). Thus, during your opponent's turn, you may use skills that represent valid responses (e.g., "May replace anyone randomly selected to die here") or that specifically allow use during the opponent's turn (e.g., special downloads, "Once every turn, may "pounce"..."). Examples of skills that may not be used during your opponent's turn include "Once each turn, may reprogram any androids present" and "May 'steal' unattended Equipment cards present." See **turn**, **actions – taking turns**.

Skill multipliers – A skill with an integral multiplier (x2, x3) is a single skill at a high level (not two or three skills). For example, when a card causes a personnel to lose his first-listed skill of Diplomacy x2, all Diplomacy is lost (it is not reduced to Diplomacy). If a personnel has Diplomacy as a skill and adds another Diplomacy by mindmelding, they combine to give Diplomacy x2. A requirement for Diplomacy x2 is equivalent to a requirement for 2 Diplomacy, and may be satisfied by any combination of Diplomacy skills on one or more personnel.

A skill with a fractional multiplier (x1/2) does not satisfy a requirement for that skill. For example, a personnel with Leadership x1/2 cannot solve a mission that requires Leadership, and does not count as a leader in battle. If he is present with another personnel with Leadership x1/2, together they have a full Leadership skill for these purposes.

Removing Skills – When a card, such as Frame of Mind or Impersonate Captive, removes a personnel's skills, both regular and special skills are removed.

Selecting, Adding, Doubling, and Sharing Skills – When a card allows you to select (e.g., K'chiQ, Lal, Reflection Therapy, Frame of Mind), add (e.g.,Vulcan Mindmeld), double (e.g., Ishka), or share (e.g., Interlink Drone) personnel skills, you may select, add, double, or share only regular skills. Selected or shared features or skills do not exist until you have reported the personnel for duty. See **reporting for duty**.

When *selecting* skills, you may select a skill only at the x1 level, and when a card requires you to select two or more skills (e.g., Lal), you may not pick the same skill twice. Thus, if Deanna Troi (First Contact) and Sarek were present when Lal was reported, she could gain any two of the following skills: Diplomacy, Empathy, Navigation, or Mindmeld. She could not choose Deanna's special skill or choose Diplomacy twice, nor could she choose Sarek's Diplomacy x3. Similarly, K'chiQ can select Diplomacy (but not Diplomacy x2), and Reflection Therapy can replace Diplomacy x2 with Honor (but not Honor x2).

When *adding* or *doubling* skills (or replacing one personnel's skills with another's, as with Impersonate Captive), skill multipliers are retained. For example, if Sarek mindmelds with Riva, Sarek would have the following skills: Diplomacy x5, Mindmeld. (See **Vulcan Mindmeld**.)

See **Interlink Drone** for a description of Borg skill-sharing.

When selecting skills for the Borg Queen, K'chiQ, Frame of Mind, etc., valid choices include any personnel type except ANIMAL and any regular skill that exists in the game. Currently, the following are all selectable as skills:

CIVILIAN, ENGINEER, MEDICAL, OFFICER, SCIENCE, SECURITY, V.I.P., Anthropology, Acquisition, Archaeology, Astrophysics, Barbering, Biology, Cantankerousness, Computer Skill, Cybernetics, Diplomacy, Empathy, Exobiology, FCA, Geology, Greed, Guramba, Honor, Klingon Intelligence, Law, Leadership, Mindmeld, Miracle Worker, Music, Navigation, Obsidian Order, Orion Syndicate, Physics, Resistance, Section 31, Smuggling, Stellar Cartography, Tal Shiar, Transporter Skill, Treachery, and Youth.

solve – Solving a mission means completing that mission, by meeting the mission requirements. Solving a mission is a sub-action of a **mission attempt**.

Soong-type android – One type of **android**; any personnel identified in its lore as a "Soong-type android" or as created by Dr. Noonien Soong.

❖ **Soong-type Android** – See **ANIMAL**, **gender**, **reporting for duty**.

❖ **Space** – This mission counts as half a card. In other words, two ❖ Space missions plus five other missions count as six missions. (Other universal missions count as a full card.)

This mission is not attemptable. See **mission attempt**.

"May insert into spaceline" means that you may seed this mission anywhere on the spaceline, either between two missions already seeded, or at either end of the spaceline as usual. It does not allow you to add the mission to the spaceline during the game. If inserted into a region, it does not become part of that region. See **regions of space**.

Because it has no point box, this mission may be placed in either the Alpha or Gamma Quadrant, even if there are no other missions in the quadrant. You may not place it in the Delta Quadrant.

Span calculations are based on the number of directly adjacent universal mission cards (not just ❖ Space missions). The maximum span for one ❖ Space card is 5.

space – transferring cards into – You may not beam, report, or otherwise transfer any card into space unless a card specifically allows you to do so (e.g., Airlock, Anti-Matter Pod).

space facility – See **facilities**.

Space-Time Portal – You may play only one [AU] card per turn even if you have multiple copies of this doorway in play. See **once per turn**. However, if you also have a seeded Alternate Universe Door in play, that doorway will allow you to play multiple [AU] cards each turn (e.g., interrupts, doorways, or multiple card plays allowed by a card such as Red Alert!). The Alternate Universe Door is not restricted by the Space-Time Portal's text.

Because this doorway allows you to seed *or* play only one [AU]-icon card per turn, you may not seed more than one [AU]-icon card under Q's Planet, and only if you have not already played an [AU]-icon card that turn.

This doorway does not allow seeding of [AU] cards that are not normally seedable, such as personnel or ships (unless another card makes them seedable, such as Cryosatellite). It allows you to seed [AU] dilemmas, artifacts, or other seed cards.

You must discard a copy of this doorway from the table to get any one of the listed effects. You may report an [AU]-icon ship with [AU] crew by such a discard even if you have already played the one [AU] card allowed by the Portal for the turn. (See **report with crew**.) If an Alternate Universe Door is downloaded into play, it may be used only for one of the "play" functions of that doorway; it may not be downloaded "onto the table." If the Space-Time Portal is discarded to "play as a second Wormhole interrupt," it may be nullified by **Amanda Rogers**. However, it is still a Doorway card, and may be closed (if the Wormholes are kept open with Operate Wormhole Relays). See **card types**.

The phrase "at any time" means that you may discard the doorway from the table for one of its functions during either player's turn, before or after your card play or executing orders. This action must conform to the normal timing rules and may not interrupt another action unless it is a valid response to that action. It is not a valid response to the initiation of a battle or the encounter of a dilemma, because it does not specifically modify or nullify those actions; thus, you may not escape from battle or a dilemma encounter by returning a ship to your hand. See **actions**.

Spacedock – This event repairs any of your ships that docks at the outpost where the Spacedock is played, even if the outpost itself does not repair ships. See **damage**. It plays *only* on a outpost.

Spacedoor – This doorway seeds *only* on an outpost (not other types of facilities). When you return an **empty ship** to hand, any cards aboard (equipment) or played on it (such as events) are also returned to their owners' hands. See **in play**. If this doorway is closed by another card, such as Revolving Door, do not flip over the Spacedoor.

You may seed more than one Spacedoor, but you cannot overhaul or download more than one ship per turn. You may download only one ship in place of your normal card play, even if you have **Red Alert!** in play. See **card play.**

You may not use the discard for a Static Warp Bubble to also re-open a Spacedoor. See **discarding**.

spaceline – Mission cards are seeded to form one or more spacelines, representing different quadrants of the galaxy. A mission with a Gamma Γ icon in its point box is placed in the Gamma Quadrant spaceline. A mission without such an icon is placed in the Alpha Quadrant spaceline. A mission with no point box may be placed in either the Alpha or the Gamma Quadrant. Currently there are no missions with a Delta Δ icon, and thus no Delta Quadrant spaceline. (See **Borg Outpost**.)

Whenever a card references the "spaceline," its effects apply only to the quadrant where it is played or encountered. Thus, for example, when Q rearranges the spaceline, he rearranges only the quadrant where the Q dilemma was seeded. If game text uses the word "spaceline" or a reference to distance (e.g., nearest or farthest location, or a span) in the context of moving or relocating a card, that card may not move from one spaceline to another (or to a time location, unless otherwise specified). See **movement between quadrants**, **time travel**.

Cards "on the spaceline" include ships, facilities, and personnel on the spaceline (and cards played on them). Cards that seed or play "on table" are not on the spaceline. When a card plays at a "spaceline end," it plays at the last location on either end of that spaceline. It does not form another location.

special download – See **downloading – special download**.

special equipment – When a card refers to a ship's "special equipment," this means ship systems expressed as a phrase of just a few words. Special equipment currently includes Cloaking Device, Energy Dampener, Holodeck, Invasive Transporters, Long-Range Scan Shielding, Particle Scattering Device, Phasing Cloak, Tractor Beam, and MEDICAL (on U.S.S. Pasteur).

Regular transporters (which all ships have unless otherwise specified), special downloads, and other game text on the ship card, usually expressed as a sentence with a period, are not special equipment. For example, the U.S.S. Stargazer's text ("Once each game, may be taken from discard pile to hand.") is not special equipment.

special staffing icon – See **ship staffing**.

species – For most personnel, their images (and affiliation) indicate their species. For example, a Federation or Non-Aligned personnel who appears to be human is assumed to be of human species; a Klingon-affiliation personnel who appears to be Klingon is assumed to be Klingon species, etc. However, a personnel may appear to be one species, while their lore indicates they are of another species (e.g., Roga Danar's lore identifies him as Angosian; Lal's lore identifies her as an android; Riker Wil's lore identifies him as human).

Calandra, Hannah Bates, and Lakanta are human. Marouk, Riva, and Vekor are humanoid (not human).

Although an impersonator may appear to be one species, his lore will list his actual species, such as changeling. The species given in the lore applies for cards such as Hate Crime.

A personnel of mixed species is considered to be a member of both species. For example, Alexander Rozhenko is both human and Klingon. K'mtar, on the other hand, is considered Klingon (because he appears Klingon, and his lore does not state otherwise), even though he is actually Alexander Rozhenko from the future. Android and hologram are considered to be distinct "species."

A term such as Klingon applies either to affiliation or to species. See **affiliation and species**.

Sphere Encounter – See **report with crew**.

Spot – This personnel is a female of Neutral affiliation. See **ANIMAL**. Her STRENGTH is an **undefined attribute**. Whenever Spot is killed, if she has any lives remaining she immediately pops back to life at the same place, but is "stopped." Any cards played on Spot (e.g., Mask of Korgano, Brainwash) are not nullified by her first eight deaths. If Spot dies aboard a facility or ship being destroyed (and she has any lives remaining), she comes back to life in the vacuum of

space, only to suffocate and come back to life again over and over until her remaining lives are gone.

staffing – See **ship staffing**.

start of turn – See **turn**.

starting the game – The game begins by choosing a starting player using any mutually agreeable method. Each game consists of four **seed phases** followed by the **play phase**. The starting player goes first in each seed phase and takes the first turn in the play phase.

stasis – A personnel or ship in stasis is conceptually in "suspended animation." Cards in stasis may not be used in any way (including game text, lore, skills, traits such as gender or matching commander status, etc.), and are considered in play for uniqueness only. They may not perform any actions and may not be moved or beamed. For example, a Treachery personnel in stasis would not allow you to download personnel there with Recruit Mercenaries; an android in stasis aboard a ship at Paxan "Wormhole" cannot prevent that ship from being relocated; and Borg personnel may not be reported to a Borg Cube in stasis using the ship's game text. If personnel who are not in stasis are aboard a ship in stasis (e.g., because a Cyber Drone was aboard when the ship entered stasis), they cannot move the ship, or beam off using that ship's transporters.

Cards aboard a ship in stasis are also in stasis (unless prevented by the Cyber Drone). A card already in play on a card in stasis is suspended, unless its game text affects a player or other cards not in stasis. For example, if a ship is in stasis, an Aphasia Device will not disable personnel aboard, and cards with a countdown icon or effect (e.g., Ketracel-White, REM Fatigue Hallucinations) will not count down on that ship. However, Writ of Accountability affects a player, so it is not suspended if the personnel it is played on enters stasis.

Cards or rules that have a global effect, such as Anti-Time Anomaly and Borg timeline disruption, affect cards in stasis normally. No other cards may affect or play on a card in stasis unless they specifically permit it (e.g., Dead In Bed). (If a personnel worth bonus points when killed, such as Aamin Marritza, is killed while in stasis, the stasis effect ends when he is killed and the points are scored.)

Cards in stasis may not be targeted in ship battle and are excluded from personnel battle (and may not be randomly selected to die).

Static Warp Bubble – See **The Traveler: Transcendence, discarding**.

station – A type of **facility**.

stealing – You may not "steal" Equipment cards, even if unattended, unless a card allows it, such as Reginod or HQ: Return Orb to Bajor. When a card allows you to steal Equipment cards, they come under your control and you use them as your own, disregarding **affiliation and species** requirements for use (e.g., "Klingon use only"). (However, a card which enhances only Klingons, for example, still enhances only Klingons.) You cannot steal cards that you control. All "stolen" cards are returned to their owners at the end of the game. See **Procurement Drone**.

Stolen Attack Ship – See **affiliation and ship origin**.

Stop First Contact – This objective (or Build Interplexing Beacon) disrupts the timeline with the following effects:

"Timeline disrupted in 2063" – If the Borg change history by completing a Stop First Contact or Build Interplexing Beacon objective, the timeline is disrupted such that Federation history ceases to exist. Cards which cease to exist include

- humans, including Borg whose biological distinctiveness indicates that they were originally "human species" (but not "humanoids"), and

- [Fed]-affiliation cards (including multi-affiliation cards, regardless of current mode), such as personnel, ships, and facilities.

However, things from other universes and in other times are not affected by this timeline disruption; thus, the following cards are *protected*:

- Cards which are at a time location or which are time traveling into the future (e.g., Temporal Rift or Time Travel Pod).
- Cards with an [AU] icon.

If a non-human personnel's [Fed] affiliation is "lost" (e.g., to Memory Wipe or Frame of Mind) and the personnel "becomes Non-Aligned," they are also protected from timeline disruption. See **"loses affiliation."**

Except for cards which are protected, all humans and [Fed] cards in play and in both players' hands, draw decks, side decks, discard piles, etc. must be placed out-of-play. (Reshuffle where appropriate.) If any cards which do not cease to exist are aboard (or played on) a ship or facility which ceases to exist, those cards return to owner's hand.

"stopped" – Cards may be "stopped" in certain situations.

- Encountering a dilemma with conditions that the crew or Away Team can't overcome "stops" that entire Away Team or ship and crew. (See **dilemma resolution**.)
- Participating in a battle "stops" cards involved in the battle.
- Carrying (and then dropping) or beaming a **Tribble** card "stops" the personnel who did so.
- Some cards may explicitly "stop" one or more personnel or ships.

Cards that are "stopped" may not be beamed, move, walk, cloak, phase, participate in a battle, staff a ship, or participate in a mission, commandeering, or scouting attempt. (Personnel selectively "stopped" by a dilemma form a separate group and no longer participate in the mission attempt.) Cards may target "stopped" cards, as long as they do not require them to take any of these actions. For example, you may relocate a "stopped" ship with Magic Carpet Ride OCD (see **movement**), but you may not play Emergency Transporter Armbands on your "stopped" personnel, because they may not beam.

Cards that are "stopped" *may* perform other actions and use skills as appropriate. For example, a "stopped" personnel may operate transporters to beam "unstopped" cards, use a downloading skill, contribute traits or skills for such cards as Paxan "Wormhole," Defiant Dedication Plaque, Kurlan Naiskos, Navigate Plasma Storms, or Ketracel-White, and (if Borg) share skills with the hive. (See **present**.) Also, whenever "stopped" cards are attacked, they are "unstopped" for the duration of that battle and may defend themselves.

"Stopped" cards become "unstopped" automatically at the start of the next turn, unless a longer period is specified. When a card "stops" personnel for a specific duration (e.g., Parallel Romance, Chinese Finger Puzzle), they may still be "unstopped" by other cards (e.g., Distortion of Space/Time Continuum, Deanna Troi).

Some additional notes:

- Failing to complete a mission after resolving the dilemmas does not "stop" the crew or Away Team.
- Using up its maximum RANGE does not "stop" a ship.
- Your cards aboard your "stopped" ship are also "stopped."
- During a mission, commandeering, or scouting attempt, "stopped" personnel cannot contribute traits or skills to trigger, overcome, nullify, or cure dilemmas. See **present**.

Storage Compartment Door – Drawing the three cards allowed by this doorway is **executing orders** and must take place after the card play segment of your **turn**. The cards drawn are not part of your

hand and must be either played or discarded (face up under your **Tribble side deck**) immediately. See **card draw, card play**.

Study Plasma Storm – This mission's special text, "Computer Skill required to use any equipment here," applies both to **Equipment** cards and ship **special equipment**.

If Computer Skill is not present on the ship, Ketracel-White cards cannot be used at this location and thus do not prevent white deprivation. Because the Ketracel-White is not being used, it does not count down.

stunned and mortally wounded – Stunned and mortally wounded personnel may still modify other personnel (for example, by adding to their attributes), but may not use other skills (e.g., stunned MEDICAL personnel cannot run the Genetronic Replicator; a stunned Elim Garak may not avoid the random selection of a personnel to be killed). See **battle – personnel**.

Subjugate Planet – You may not download a Remote Supply Depot if you already have a facility at this objective's target location. See **dual-icon mission, mission, Reunion, mission attempt**.

Subspace Schism – This interrupt may be played to affect any **card draw** a player makes.

"Subspace Seaweed" – See **Protouniverse**.

Subspace Warp Rift – A ship that stops at the location of this event to avoid damage is not "stopped" (e.g., it may initiate battle or attempt a mission). A ship that is "relocated" to or from the location of this event does not incur damage. See **passing locations, movement**.

Suna – See **"once per game"**.

Supernova – This event plays only on a Mission card, not non-mission locations such as time locations, Gaps In Normal Space, Black Hole, etc. It *may* be played on the same turn as Tox Uthat, if a card (such as Parallax Arguers) allows you to play another card on the current turn.

The mission is not discarded when it is destroyed by a Supernova, but remains underneath for span reference only, leaving a spaceline **location** of unspecified type (neither [P] nor [S]). *None* of its game text, icons, etc. remain in effect other than the span.

If a mission was assimilated before being destroyed by the event, reversing the effects of Supernova with **Persistence of Memory** does not unassimilate the mission (just as it does not "unsolve" a mission previously solved). Therefore it still cannot be solved or targeted for assimilation again.

Any cards not affected by Supernova (e.g., staffed Gomtuu, completed Borg objectives), and any cards in play on them, are not discarded.

Survey Drone (Sixteen of Nineteen) – This personnel's special skill allows it to acquire artifacts that have been placed on top of the mission where a [BO] objective has been completed (or artifacts that could not be acquired when a mission was solved because of The Charybdis). It may not acquire artifacts that are still seeded under a mission or steal artifacts in play. See **scouting locations**.

"suspends play" – A card which specifically says it "suspends play" may be played at any time (even during your opponent's turn) and may interrupt and temporarily suspend *any* action. Using a special download ▼ icon also suspends play. After the card play or special download has resolved, the suspended action resumes. See **downloading – special download, actions**.

Symbiont Diagnosis – See **homeworld**.

tactic – A card type which comes into play only through a special **Battle Bridge side deck** (you cannot stock Tactic cards in your draw deck or your Q's Tent). Tactic cards increase your offensive and/or

defensive capabilities during ship battles and also indicate specific damage affecting your opponent's ships and facilities.

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

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

Tal Shiar – See **skills**.

Tama – The lore on this ship is written in Tamarian. The phrase "Dathon, speaking first" means that Dathon is its captain and thus its **matching commander**.

Tamarian-related dilemmas – See **Dathon**.

Tarchannen Study – See **dual-icon missions.**

Tarellian Plague Ship –

Entire crew immediately dies from plague unless MEDICAL "beams over" (discarded) to Tarellians. Discard dilemma.

An OFFICER with a Medical Kit overcomes this dilemma if both cards "beam over" (are discarded). Borg may overcome this dilemma by "beaming over" a [Com] Borg with shared MEDICAL skill. A holographic MEDICAL may "beam over" if you have Holo-Projectors in play. The hologram is discarded (not deactivated). See **holographic personnel and equipment**.

Barclay Transporter Phobia is a valid reponse to an attempted "beaming." If the first MEDICAL is prevented from beaming over, another MEDICAL may be selected to do so.

See **Quash Conspiracy, quarantine**.

Targ – See **ANIMAL**.

target – Act of selecting and identifying a particular thing such as a card, discard pile, draw deck, player, etc. for a purpose specified by a card or rule. Also, the thing that is targeted. A card does not have to explicitly use the word "target" to target something. Targets are selected during the initiation step of an action. You cannot target an action. For example, Barclay Transporter Phobia targets a personnel, randomly selected from a group that is beaming. It does not target the beaming action itself. See **showing your cards, actions.**

Tasha Yar – Alternate – Errata:

~~Armed with~~ **[SD]** Starflet Type II Phaser

This personnel has only two red [Skill] • icons.

Tekeny Ghemor – For purposes of this personnel's special skill, a "Cardassian player" is one who has seeded or played any Cardassian-affiliation cards (or attempted to do so). Cards seeded face down by your opponent must be earned or acquired before they count. Multi-affiliation cards count only if your opponent has used the card in Cardassian mode. A card that you seeded or played, even if subsequently controlled by your opponent, does not count.

For example, you may use this skill to look at your opponent's hidden agendas if he seeded a Cardassian Outpost or Nor; attempted to seed Terok Nor (but you seeded Deep Space 9 or Terok Nor first); played any Cardassian-affiliation ships or personnel (even if they are no longer in play); or earned Garak from a Cryosatellite and selected (or later switched him to) Cardassian affiliation (but not if you reported Garak to his Away Team with The Naked Truth).

Telepathic Alien Kidnappers – Using this event, you guess a **card type** at the end of each of your **turns**, just before your card draw. See **Intruder Force Field**.

When you have this event and any card forcing your opponent to reveal his hand (e.g., Alien Probe, Ferengi Bug) both in play, you must allow your opponent to shuffle and conceal his hand before you make the selection.

Temporal Causality Loop – If one of the actions to be undone by this dilemma cannot be undone, then the results of the action are left intact. If the action was initiated by a card play, that card returns to your hand. For example, if you played a Scan card, you cannot "undo" having seen the seed cards under the mission, but the Scan card returns to your hand. If you played a Regenerate to shuffle your discard pile into your draw deck, the draw deck remains intact (because you cannot separate the cards), and the Regenerate returns to your hand.

Temporal Rift – This interrupt it is not a valid response to battle or a dilemma, and may not be used to "escape" them. It may not target a docked or carried ship. See **docking, actions – step 2: optional responses**.

Cards may not be played on a ship in a Temporal Rift. A card in a Temporal Rift is still in play, but is not "in the present," so cards like Anti-Time Anomaly cannot affect it. "Countdown" effects and icons, such as Plasma Fire or Ketracel-White, also do not count down while a ship is in a Temporal Rift. The same rules also apply to a ship affected by a Time Travel Pod. See **time travel**.

Temporal Narcosis – See **double turn, Horga'hn**.

Temporal Vortex – When played for its last function, this doorway relocates only one ship, one time. Although it has a countdown icon, it cannot perform any additional relocations during the countdown. (Play the doorway on the ship, and discard it at the end of the countdown.)

If played on a Borg Ship when encountered, the dilemma does not attack (so your cards are not "stopped"), nor does it attack when it reappears after the countdown expires.

Temporal Wake – This interrupt may not target a docked or carried ship to force it to follow a time-traveling ship. See **docking**.

Terok Nor – See **Deep Space 9**.

Terraforming Station – This station allows you to "terraform" (redefine) the requirements of a planet mission for a subsequent game with the same opponent. You may choose to replace each requirement with another requirement of the same type. You can replace classifications with classifications (that is, **personnel types**), skills with skills (that is, regular skills that are not personnel types), personnel names with personnel names, etc. Skills and classifications (personnel types) are considered to be separate in this case.

You may redefine any skills, classifications, and attributes, as well as the name of a Personnel, Equipment, or Artifact card. For example, if a mission required "MEDICAL + Guinan + CUNNING > 30" it could be changed to "ANIMAL + Spock + INTEGRITY > 30." The redefinition works for both ends of the mission. You may not redefine numbers, icons, or special requirements such as "3 AU icon Personnel," or make redundant requirements (such as "Treachery + Treachery").

The mission loses the redefinition after your next game with the same opponent, even if you don't use that mission.

The new requirements must be defined immediately after the game ends. In tournament play, the redefinition should be given to the tournament director in writing, before the cards are removed from the spaceline. A redefinition of mission requirements made outside of a specific tournament *cannot* affect a match within that tournament. However, a redefinition made at a tournament match *will* affect a later match in that same tournament, if you play the same opponent.

Tetryon Field – A ship without Navigation aboard must stop moving at the location of this event and cannot move for the remainder of the turn, but is not "stopped" (e.g., it may initiate battle or attempt a mission).

The – Card titles starting with "The" are sorted under the second word of the card title (e.g., The Big Picture is under "Big").

there – See **here**.

Theta-Radiation Poisoning – Only one Medical Kit is required aboard the ship or outpost affected by this dilemma to prevent any personnel from dying at the end of each turn.

Thine Own Self –

Plays on opponent's one- or two-person Away Team on a planet (unless in a facility). Away Team is "lost" (place under mission). Capture (or opponent rescues) by solving mission.

This interrupt remains on the "lost" Away Team until they are rescued or captured. See **discarding**. A "lost" Borg scout may not be retrieved when the Borg complete their objective. See **Away Team and crew**.

Third of Five – See **drone**.

Thought Fire –

If The Traveler: Transcendence is affecting you, all crew or Away Team members with (CUNNING+INTEGRITY)<12 are killed unless Empathy present.

ties – When a dilemma specifies a superlative such as "strongest," "most CUNNING," or "highest total attributes," and there is a tie, the opponent of the player encountering the dilemma gets to choose (unless the dilemma states otherwise). See **opponent's choice**.

To determine such things as "nearest planet" and "far end of spaceline," compare the number of *cards* in each direction; if there is a tie, then compare the total *span* in each direction. If still a tie, the opponent chooses. See **spaceline**.

ties (scoring) – See the official tournament guide.

time location – A card type representing a location in the past or future of the Star Trek universe. Time locations may be [S] or [P] locations. A time location is not a mission or spaceline location.

A time location is placed by itself on the table, creating its own planet or space location separate from the spacelines. The card may have special instructions to be carried out when it is seeded or played; if you cannot carry out all instructions, you may not seed or play the time location. Playing a time location uses your normal card play.

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

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

Time To Reconsider – You may play this interrupt to "stop" your ship and crew on your turn, but it will have no effect on an opponent's

ability to counter-attack on his turn (because it only prevents a counter-attack "this turn"). If you attacked your opponent this turn, you may play the interrupt on your ship during his turn to prevent him from counter-attacking.

time travel – There are two forms of time travel.

- **Movement** between a time location and a spaceline is possible only via a pair of Wormhole interrupts, a Q-related "relocator card" such as Where's Guinan or Jealous Amanda, or any card that specifically states that it allows such movement, such as Temporal Vortex or Orb of Time.

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

- Temporal Rift and Time Travel Pod represent a different form of time travel, moving from the "present" into the "future" while remaining at the same physical location. The ship and all cards aboard are still in play, but are not affected by cards that resolve while the ship has "disappeared," such as Anti-Time Anomaly, Stop First Contact, or Supernova.

Time Travel Pod – This artifact refers to the full **turns** of the player whose ship the card is played upon. See **Investigate Time Continuum, Temporal Rift, time travel**.

timeline disruption – The existence of **time locations** makes it possible to conceptually go back in time and alter history in such a way that you change conditions in the present. This will typically have a dramatic effect on the game. See the entry for the card disrupting the timeline for the effects of that card.

timing – See **turn**, **actions**.

Tomalak of Borg – See **counterpart, rest of game**.

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

Toral – See **skills (skill multipliers)**.

Torture – See **Madred**.

tournament scoring – See the official tournament guide for details of scoring victory points and differential. Also see **points**, **bonus points, winning the game**.

towing – A ship may not tow anything unless a card allows it, such as Activate Tractor Beam or Radioactive Garbage Scow. When a ship towing another ship or Scow moves or relocates in any way (e.g., through the Bajoran Wormhole, with Wormholes, The Traveler, time travel, etc.), the towed ship is also moved or relocated. A ship in tow cannot tow another ship. A towed ship may cloak (but not the towing ship). See **cloaking and phasing**, **tractor beam**.

Tox Uthat – If you use this artifact to allow the play of a **Supernova**, it is discarded even if the Supernova is nullified. See **actions – step 1 – initiation**.

T'Pan – Errata:

- SCIENCE • **Mindmeld**

This personnel has two red [Skill] • icons and is not a mission specialist.

tractor beam – A type of **special equipment** listed on a ship. A tractor beam has no "built-in" functions, but is activated by other cards, such as Activate Tractor Beam, Engage Shuttle Operations, and Ship Seizure. See **towing**.

Transporter Skill – See **Miracle Worker, Tribble**.

transporters – All ships and facilities have transporters unless otherwise specified. You may not operate your opponent's

transporters (except when infiltrating; see **infiltration icon**). Transporters are not **special equipment**. See **beaming**.

Transwarp Drone (Two of Nineteen) – This personnel may download one doorway or interrupt whose title includes "Transwarp," i.e., Transwarp Network Gateway (doorway) or Transwarp Conduit (interrupt).

Transwarp Network Gateway – To move ships through Transwarp Network Gateways, there must already be in play two copies of this doorway at different locations. You must play another Transwarp Network Gateway doorway or a Transwarp Conduit interrupt each time you wish to move a ship (or group of ships) through the gateway network. This does not use any of the ship's RANGE, but is still normal ship **movement**, requiring full staffing. You may not download a Transwarp Network Gateway with the Borg Outpost's Special Download icon until you have a [Nav] Borg present at the outpost. See **spaceline**.

Traveler, The – This personnel's skill enables normal ship **movement** requiring full staffing, similar to the Wormhole interrupt.

Traveler: Transcendence, The – This event nullifies all Static Warp Bubbles in play or played later, either yours or your opponent's.

treaties – Treaty cards make one player's cards of two or more different affiliations **compatible** and allow them to mix and cooperate. (They do not change any card's affiliation or make them **matching affiliation**.) If a treaty is destroyed, incompatible personnel aboard a ship or facility are placed under **house arrest**.

Treaties do not "chain." If you have Treaty: Federation/Bajoran and Treaty: Federation/Klingon in play, your Bajorans may not mix with your Klingons. You must also play Treaty: Bajoran/Klingon for all three groups to mix.

Treaty: Federation/Romulan/Klingon – You may not use this event's provisions if you have *any* side deck in play (even if closed or empty), including a Battle Bridge side deck. Only your Federation, Romulan, and Klingon affiliations are restricted from attempting your opponent's missions; your personnel and ships of all other affiliations may attempt any of your opponent's missions with an appropriate icon or text.

Playing an **Espionage** card will not permit you to attempt an opponent's mission while this treaty is in play. However, a required action (such as Samaritan Snare) may compel you to attempt an opponent's mission despite the treaty restriction. See **actions – required**.

tribble – A card type which comes into play only through a **Tribble side deck**. Tribble cards represent single tribbles and groups of 10, 100, 1,000, etc. They may *report* or *breed* as noted on each card.

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

You must have at least the required number of tribbles present to breed tribbles. (You may not breed tribbles from your opponent;s tribble group.) For example, the 100 Tribbles card "Breeds from 10 tribbles." You must have at least 10 tribbles present (either ten 1 Tribble cards or one 10 Tribbles card) to play a 100 Tribbles card to that group.

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

The *large* Tribble cards – 100 Tribbles and greater – may not be carried, but may be beamed by any Transporter Skill personnel. Each personnel may beam up to one large Tribble card for each unit of that skill they have, then that personnel is "stopped" and may beam no more Tribble cards that turn. You may lower the SHIELDS of your Nor to beam large Tribble cards. Although small Tribble cards may not be beamed, you may beam the personnel who are carrying them (this does not require Transporter Skill and does not "stop" anyone).

Each denomination of Tribble card (e.g., 1 Tribble) comes in multiple versions, with different images and card numbers, and a different special colored icon such as Go, Poison, and so on. All versions of a denomination are treated as the same card in the Star Trek Customizable Card Game (they are not cumulative); the special icons are used in the Tribbles Customizable Card Game™.

Tribble Bomb – Your Barry Waddle must be at the same location as your tribble group to allow you to play this incident (not just to play it for free).

Tribble side deck – This **side deck** is made up of **Tribble** and **Trouble** cards. You can have as many Tribble and Trouble cards in your side deck as you like, even duplicates. The side deck is activated during the doorway seed phase by a Storage Compartment Door card placed face up on top of the side deck. The **Storage Compartment Door** allows you to draw and play (or discard) up to three cards from your side deck during each of your **turns**.

Your Tribble and Trouble cards are not part of your normal hand, and thus are not affected by cards such as Alien Probe and Energy Vortex. Whenever a card from your Tribble side deck is discarded or otherwise leaves the table, place it *face up* underneath your side deck. When your side deck runs out of face-down cards, shuffle the face-up cards and place them face down again underneath your seeded Storage Compartment Door.

trouble – A card type which comes into play only through a **Tribble side deck**. You may play Trouble cards only where you have tribbles present. You may play one Trouble card each turn per group of your tribbles. Each Trouble card lists the minimum number of tribbles required to "activate" portions of its game text. If you do not have the minimum number present, the Trouble card stays in play, but its game text is inactive. If you have no tribbles present with a Trouble card, it is discarded.

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

Trouble … on the Bridge – When this Trouble card is present with at least 1,000 tribbles on a ship with more than 10 personnel in its crew, that crew may not attempt missions.

Tsiolkovsky Infection –

(Not cumulative.)

See **skills**.

turn – Players alternate taking turns throughout the play phase. During your turn you will do up to three things, in this order:

1. Play a card from your hand. This "normal **card play**" is optional. All cards except interrupts and doorways may be played only at this time, even those that play "for free," unless a card specifically allows a card play at another time.
   During this segment of your turn (following start-of-turn actions), you may take no actions other than playing and downloading cards, actions that suspend play or may occur "at any time" (including activating hidden agendas and playing interrupts and doorways), and sub-actions of these actions. Any other action

advances you to the "execute orders" segment of your turn, after which you may not play a card (except interrupts and doorways).

2. Execute orders. This means moving and/or using cards already on the table. This is also optional. See **executing orders**.

3. Draw a card from your draw deck to your hand (after performing any end-of-turn actions). This is mandatory and signals the end of your turn. See **card draw**. If you are prevented from drawing a card (for example, by the game text of Q's Tent or the Ops site, or because there are no cards left in your draw deck), then you simply announce when you are done with your turn (after resolving any end-of-turn actions).

Game text that says it may be used "at any time" may be used out of the normal turn order, or during your opponent's turn, even if the card type is normally playable only during your own turn (e.g., an event or doorway). However, such game text may not interrupt an unrelated **action**.

Game text may say it takes place at "start of turn" or "end of turn." (**Probing** is also defined as an end-of-turn action unless otherwise specified.) Start-of-turn actions must be carried out before any other action, including your normal card play (or any action that replaces it). End-of-turn actions occur after you finish executing orders but before your card draw (or any action that replaces it).

Any mandatory start-of-turn actions must take place before optional start-of-turn actions. Other than that, the player whose turn it is chooses the order of start-of-turn actions. For example, at the start of your turn, a Rogue Borg battle and scoring of Colony points are scheduled to take place (mandatory), and you may process ore (optional). You may choose whether to score the Colony points or conduct the Rogue Borg battle first; after both actions are complete, you may process ore. No other actions may take place between start-of-turn actions, other than valid responses. Your normal card play is not a start-of-turn action.

End-of-turn actions are timed the same way as start-of-turn actions (mandatory before optional). No other actions may take place after end-of-turn actions begin, other than valid responses. The card draw (or an action "in place of a card draw," such as a download) signals the end of the turn and is the last action of the turn (it is not an end-of-turn action). If you are prevented from drawing a card (e.g., Klim Dokachin, Q's Tent), then you simply announce when you are done with your turn (after resolving any end-of-turn actions).

A few other uses of the term "turn" are clarified below:

• A "full turn" is one complete turn of one player, from beginning to end, not including the current turn.

• "Owner's turn" refers to the owner of the card being *affected*, rather than the card *played*.

• "Every turn" means every turn of both players.

• "Each turn" means each turn of the subject of the game text (skipping the other player). The subject player is usually indicated by a word such as "you," "opponent" or "owner." ("You" or "your" refers to the person playing the card or encountering the dilemma.) It may also be implied by game text instructing the person who played the card to take specific actions. If no player is specified or implied, then the subject of the game text is the player whom it affects. If it affects both players equally, the subject is the person who played or encountered the card.

Examples:

• Temporal Rift: "Ship … must reappear here after two of your full turns." The subject is the person who played the interrupt.

• Hyper-Aging: "Away Team... dies at the end of your third full turn." The subject is the player encountering the dilemma.

- Warp Core Breach: "Ship explodes at end of owner's next turn." The subject is the owner of the ship.
- Telepathic Alien Kidnappers: "At end of each turn, guess a card type..." The subject is the person who played the card, who is instructed to guess a card type.
- Plasma Fire: "Fire damages ship at end of next turn." The subject is the owner of the ship.

Turrel – This personnel still protects your treaties from nullification even if he is on a ship in a Temporal Rift.

Two-Dimensional Creatures –

Place on ship. Empaths aboard are disabled. Ship can't move until SCIENCE and ENGINEER aboard, discarding dilemma and curing empaths.

undefined attribute – If a card has an undefined attribute (e.g., Mortal Q's CUNNING of Q, Kivas' Fajo's "NO INTEGRITY," or Spot's STRENGTH, which is not a number but is explained in the skills box), it is treated as zero for purposes of comparisons or totalling attributes. Undefined attributes cannot be modified with other cards. A "disabled ship attribute" (for the dilemma "Pup") is treated as an undefined attribute. A **variable attribute** is not undefined unless it is unusable for some reason.

Undetected Beam-In – If your opponent encounters this dilemma, you may download up to four Borg drones (to the planet, if any, or to any ship or facility at the location). If you download them to a ship or facility controlled by your opponent, the drones will remain aboard as intruders and may be battled by your opponent after the mission attempt.

Rogue Borg Mercenaries downloaded through this dilemma battle for the first time at the start of the next turn, even if more Rogue Borg are played normally on the current turn. They may play only on an occupied ship.

unique and universal – *Universal* personnel, ships, sites, missions, and time locations are those with the four-diamond ❖ universal symbol at the beginning of the card name. (Universal facilities will also be marked with the ❖ symbol in future printings.) Those *without* the ❖ universal symbol are *unique*. All other card types are universal unless marked "Unique" or "Not duplicatable".

- Each player may have only one copy of a particular unique personnel or ship (or of the same **persona**) or non-duplicatble facility in play at any time. Any number of copies of a universal personnel, ship, or facility may be in play at the same time.
- Unique sites are "unique per station." That is, each Nor is limited to one of each kind of Site card. Universal sites may exist in multiple on each Nor.
- Unique missions and time locations are *not duplicatable*. There may be only one copy of a time location in play at a time, for both players. Unique missions are stacked to create a single location. Each player may seed more than one copy of any universal mission.
- Each player may have multiple copies of a facility, artifact, dilemma, objective, etc. in play at a time, except for cards marked "Unique" or "Not duplicatable" in their game text.

When any card marked "Unique" in its game text (or any unique personnel or ship) is **in play**, another copy may not be played by the same player, and if another copy belonging to the same player is encountered (e.g., dilemmas), earned (e.g., artifacts), or activated (e.g., hidden agendas) by any player, that copy is discarded.

When any card marked "Not duplicatable" in its game text (or any unique time location) is in play, another copy may not be seeded or

played by *any* player, and if another copy is encountered, earned, or activated by any player, that copy is discarded. When a player seeds any unique mission which has already been seeded on the spaceline, the second copy is stacked atop the first to create a single location. See **Deep Space 9, seed phase**.

Unity Drone (Two of Seventeen) – This personnel allows your Borg to share CUNNING in the **hive**. Example: You have an Away Team on a planet consisting of three Borg, with a total CUNNING of 15:

Bio-Med Drone	[Com]	CUNNING 5
Tactical Drone	[Def]	CUNNING 5
Talon Drone	[Def]	CUNNING 5

You have a Borg ship at a neighboring spaceline locationwith the following crew aboard, with a total CUNNING of 17:

Astrogation Drone	[Nav]	CUNNING 7
Guard Drone	[Def]	CUNNING 5
Unity Drone	[Com]	CUNNING 5

If you bring the ship to the planet location (in the same hive), the CUNNING of the ship's crew is added to the total CUNNING of the Away Team, giving the Away Team a total CUNNING of 32 when facing a dilemma. Likewise, the Away Team's CUNNING is added to that of the ship's crew, so the crew has an effective total CUNNING of 32. This has no effect on the CUNNING of each individual Borg.

If the Bio-Med Drone is now killed, so there is no longer a [Com] Borg on the planet, the Away Team now has a total CUNNING of only 10, and the ship's crew has a total CUNNING of only 17.

universal – See **unique and universal**.

unopposed – Your personnel are unopposed if your opponent has no personnel present with them on a planet, ship, facility, or site. Your ship is unopposed if your opponent has no ships at the same spaceline or timeline location. A site is unopposed if your opponent has no docked ships or personnel at that site. Cards that are cloaked, phased, disabled, or in stasis do not oppose. See **opposing, Patrol Neutral Zone**.

"until any Q-Flash" – See **Q-icon cards**.

U.S.S. Danube – Errata:

U.S.S. Enterprise-C – This ship can report to any location, in either quadrant, or to a time location. It may report to a facility, but cannot avoid being damaged. If your opponent is using a Battle Bridge side deck, he applies default damage (two damage markers) when you report the ship. If reported with crew via Space-Time Portal, damage is applied to the ship before the crew is reported aboard (no casualties will occur).

U.S.S. Pasteur – This ship has **special equipment** providing one MEDICAL skill. This MEDICAL may be used as one of the seven personnel types required by the Kurlan Naiskos. The U.S.S. Pasteur's nemesis is the I.K.C. Chang. See **nemesis icon**.

U.S.S. Yangtzee Kiang – This ship "May be used by Bajoran affiliation." This means it may staffed by Bajorans (without a matching Federation personnel), and reported and docked at a Bajoran facility. It is still a Federation ship and must abide by Federation attack restrictions.

Vantika's Neural Pathways – A mission specialist affected by this dilemma remains a **mission specialist**, with a skill of Treachery x2.

variable attribute – Some personnel have an X in one of their attribute boxes, with a corresponding special skill such as "X=2 or 7." Each time you need to know the value of a variable attribute (even

when the card is in hand, such as for a Royale Casino dilemma), the owner of the card may choose one of the listed values at that time – it is not necessary to specify one in advance. Whenever the special skill is unusable (for example, because of Brain Drain or Hate Crime), the attribute is undefined and thus treated as zero (like Mortal Q's CUNNING). See **undefined attribute**.

verification – When a card or rule requires you to perform some action which you are unable to complete, your opponent must be allowed to verify that you are unable to do so. For example, if you cannot play a card when required to by a card such as Visit Cochrane Memorial or Energy Vortex, your opponent may look at your hand to verify that you are unable to do so. See **showing your cards**.

version – A "version" of a personnel refers to any version of that specific persona. For example, Elim Garak, Elim, and Plain, Simple Garak are all versions of the Elim Garak persona. Thus, Plain, Simple Garak may be replaced at any time by either Elim Garak or Elim. Garak is not a version of the Elim Garak persona, and may not replace Plain, Simple Garak.

Vorgon Raiders – See **in play, stealing**.

Vulcan Mindmeld –

Plays at any location. Each of your Mindmeld personnel there may select another of your personnel present and add that personnel's skills to their own until end of turn.

This interrupt adds only regular(not special) **skills**. Your Mindmeld personnel may meld with any personnel, including androids and holograms. The personnel need not remain together after the meld to use their added skills.

Mindmeld may not be "chained." If Sarek melds with Riva, and Spock melds with Sarek, Spock gains only Sarek's Diplomacy x3 and Mindmeld; he does not also gain Riva's Diplomacy x2.

Vulcan Nerve Pinch –

Plays at start of personnel battle. Your Vulcans and Soong-Type Androids may each place one opposing personnel or Rogue Borg (random selection) in stasis until end of your next turn.

Wake of the Borg, The – This interrupt does not destroy landed, cloaked, or phased ships. See **landed ships, cloaking and phasing**.

walking – Your personnel aboard a Nor may move ("walk") from site to site, individually or as a group, and they may carry Equipment cards with them. Move the personnel or group along the row of sites, one site at a time, until they reach their destination. (They must actually "pass by" each site in turn; they do not relocate from site to another.) They may walk along more than one site each turn; however, as soon as they stop at any site, for any reason, they may not walk again that turn (although they may perform other actions, such as boarding a ship docked there).

Example: you have the following sites on your Nor, in order: Ops, Security Office, Guest Quarters, Ore Processing Unit, Docking Pylons. Your personnel may walk from Ops to Docking Pylons on one turn, moving from one site to the next in turn, and may board your ship docked at Docking Pylons. But if they stop to pick up a hand weapon from the Security Office, they may not walk any further this turn. Likewise, if two [Cmd] personnel walk from Ops to Guest Quarters and stop while you download a personnel there with Going To The Top, the [Cmd] personnel may not walk further this turn.

Entering or exiting from a docked ship or planet facility is not "walking."

Walls Have Ears, The – You may score points from any **intruder** with this interrupt, including a Rogue Borg. See **infiltration icon**.

Warp Core Breach – This event does not affect [Borg] ships.

Warped Space – The owner of this mission uses the span of 5, and the opponent uses the span of 1. Any card that moves like a ship with RANGE, such as Calamarain or The Sheliak, uses the span on the end toward the moving card's owner.

Wartime Conditions – This event may be played on any turn after the initial attack (not necessarily immediately after the attack). It applies to both players while in play.

Weak Spot – See **attribute enhancements.**

WEAPONS – You cannot use your ship's or facility's WEAPONS for *any* purpose unless it is uncloaked, unphased, and undocked, its WEAPONS are greater than zero, and you have a matching personnel aboard. (If the facility is a Nor, the matching personnel must be in Ops.) "Using WEAPONS" includes satisfying the requirements of any card requiring WEAPONS, such as Outgunned or Refuse Immigration.

To fire its WEAPONS in battle, the ship or facility must not be "stopped." (A card targeted by an attack is automatically "unstopped" and thus may return fire.) Unless returning fire or counter-attacking, the ship or facility must also have a **leader** (or a [Def] Borg) in its crew, and must not have any affiliation attack restrictions that prevent it from firing at the target. (If the firing card is a Nor, the personnel required above must be in Ops.)

Where No One Has Gone Before – Only one copy of this event is needed to affect both spacelines. However, it does not allow **movement between quadrants**.

white deprivation – At the beginning of each of your turns, wherever you have a crew or Away Team that includes [KW] personnel but no **Ketracel-White** Equipment cards, those personnel must initiate a personnel battle (regardless of leaders and affiliation attack restrictions). Your white-deprived personnel first form a temporary assault team, separate from any of your other personnel that might be present, then attack according to the following priorities:

1. Opposing personnel (except changelings) or Rogue Borg, if present.
2. Otherwise, your own non-[KW] personnel (except changelings), if present.
3. Otherwise, themselves. Randomly split them into two separate assault teams of equal size (or as close as possible) and conduct the battle.

Your white-deprived personnel will attack even captives (belonging to either player) if present, and must stun and mortally wound their adversaries whenever possible. You may not prevent them from fighting by using cards such as Emergency Transporter Armbands, Prepare Assault Teams, I'm a Doctor Not a Doorstop, Smoke Bomb, etc.

When your own personnel are attacking each other, even though they are separate assault teams they are still a single crew or Away Team. Thus, cards that affect the battle (such as hand weapons) apply to both teams. Echo Papa 607 Killer Drones do not participate in battles caused by white deprivation.

Resolve the battle normally. After it is over, or even if there was no battle (e.g., if you had one personnel alone), one of your personnel (random selection) dies from white deprivation. If you have more than one group of white-deprived personnel, each of those groups must battle and then lose a personnel to white deprivation.

One Ketracel-White card in a crew or Away Team prevents white deprivation for any number of [KW] personnel.

A disabled Jem'Hadar (including a captive) cannot initiate battle, but if white-deprived is still subject to death by random selection.

Because ketracel-white addiction is indicated by an icon [KW], the addiction is rendered irrelevant if a [KW] personnel is assimilated. Thus, an assimilated [KW] personnel does not undergo white deprivation. See **assimilation**.

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

winning the game – Players take turns until one player scores 100 points (the normal victory conditions) and is declared the winner, or until both players' draw decks run out (at which point the player with the most points is declared the winner).

Some cards, such as Q's Planet and The Big Picture, may alter the victory conditions of the game for one or both players. The first player to achieve or exceed his victory conditions is the winner. If both players achieve their victory conditions simultaneously, the player with the most points is the winner.

You may lose (or forfeit) the game due to your opponent's Writ of Accountability, if you play a card via Devidian Door and cannot show the Door on your next turn, or if you seed or play a card as a hidden agenda when it does not have that icon. In each case (in a tournament), you receive a score of 0 (-100). Your opponent receives a score of 2 (+100). If both players forfeit or lose a game in this manner (e.g., both fail to show Devidian Door, or one fails to show a Devidian Door and the other loses to Writ of Accountability), the game is scored as a true tie.

Wormhole – This interrupt plays "just as [a ship] begins to move," that is, after any optional responses to the initiation of movement and just after the results step of the movement action begins. Thus, a response to the initiation of movement (e.g., Establish Tractor Lock to prevent movement) cannot play after the ship has moved through Wormholes. Also, a ship wormholed to the location of a hazard such as a Borg Ship dilemma or Paxan "Wormhole" need not stop at that location and can continue to move away from the hazard (RANGE permitting).

Wormholes allow movement between quadrants or **time travel** between the spaceline and a time location (or between two time locations); the **movement** uses no RANGE. Thus, you may move your ship with Wormholes even if it has no RANGE remaining (but not if affected by a card that says the ship may not move) or if there is no adjacent location to move to. The ship must be fully staffed.

The same player must play both Wormholes (i.e., your opponent may not "complete" your Wormhole with his own to redirect your ship). If your second Wormhole is nullified, the first is also nullified unless you immediately play another Wormhole.

A ship always emerges from a Wormhole in space, not landed or in any other place such as a shuttlebay. This interrupt may not be played on a docked ship (as it undocks). See **docking**.

See **Space-Time Portal, Operate Wormhole Relays**.

Writ of Accountability – For purposes of this incident, you have not used your own dilemma to score points if your opponent's action directly caused you to score points from that dilemma. For example, if your opponent "posts bail" for a captive taken by your Mandarin Bailiff, or his personnel dies with your Vendetta in play on it, you did not use that dilemma to score points.

If you score points by wagering a dilemma with Dabo, you have used that dilemma to score points. See **Horga'hn, winning the game, stasis**.

"you" – See **"your."**

You Dirty Rat – The shape-shifter morphed by this interrupt may not be targeted by anything (not just in battle).

"your" – "Your" personnel, ship, or facility is one that you control, even temporarily. For example, you may play Auto-Destruct Sequence on your opponent's ship that you control using Alien Parasites. You may not play Sisko 197 Subroutine on the Ops of an Empok Nor that you seeded but have not yet commandeered.

On other cards (events, interrupts, dilemmas, etc.), "you" or "your" in game text refers to the player who played a card or who encountered a dilemma or Q-icon card.

Yuta – The personnel discarded by this dilemma dies. The death is a "random selection." If no personnel matches the number chosen, the dilemma is discarded because it has no conditions.

Zaldan –

Unless 2 Treachery OR a disruptor OR Wesley Crusher OR Exobiology present, kills two Away Team members who have Diplomacy (random selection).

Zalkonian Storage Capsule – Returning a card from this event to your hand is a game action which may not interrupt other actions. For example, if your opponent plays Amanda Rogers, you may not get a Q2 from your Storage Capsule to nullify Amanda. See **actions.**

zero – Zero is an even number.

Zon –

May nullify Nausicaans dilemma where present.