Star Trek™ Customizable Card Game™ Rulebook
Version 1.6 – October 1999

INTRODUCTION

Welcome to a universe with endless possibilities. A game requires two players, each with a deck customized from the cards in his or her collection. The Star Trek™ Customizable Card Game™ universe contains over 1300 common, uncommon, rare and premium cards, representing missions, personnel, ships and more from the Star Trek universe. Your personnel will report for duty, fly ships to mission locations and overcome obstacles called "dilemmas" before they can complete their mission and score points. They may engage in ship-to-ship battles or personal combat. Cards representing equipment, rare artifacts and events from the Star Trek universe will aid or hamper their progress.

This rulebook is designed to teach you the basic procedures for playing the Star Trek Customizable Card Game. The companion Glossary Version 1.6 is comprehensive, and contains all Star Trek Customizable Card Game rules and rulings as of October 1999. (It's not necessary to read the Glossary cover to cover, since it's designed to be learn-as-you-go.) We recommend that you discard all rules documents (booklets, supplements, FAQs, Current Rulings etc.) dated prior to October 1999.

Keep these few things in mind as you begin:

- Allow a few hours to read the rules and play your first few games. What seems complicated in the beginning becomes quite natural in subsequent games. It takes a little practice and patience to master the infinite possibilities of this game.
- A term or phrase appearing in **bold type** indicates that there is more information on the topic in the companion Glossary. The Glossary explains topics in detail and addresses special terms which may not be self-explanatory (e.g., **downloading**), as well as including revised game text and answers to Frequently Asked Questions (FAQs) on specific cards. The Glossary is available from the sources listed at the end of this rulebook under "Contacting Decipher."
- A card's specific game text may always override a general rule, and specific rules override more general rules.

THE AFFILIATIONS

There are eight affiliations in the Star Trek™ Customizable Card Game™: Federation, Bajoran, Cardassian, Romulan, Klingon, Dominion, Ferengi (to be developed in the Rules of Acquisition expansion set) and Borg. Other cards are Non-Aligned or Neutral, meaning that they can work with any affiliation except Borg. Each affiliation (as well as Non-Aligned and Neutral) has a distinct border color and a unique icon in the upper left corner of each card.

A few cards, such as Major Rakal, the Klaestron Outpost and the *Cha'Joh*, are **multi-affiliation**; they have two or more different affiliations for you to choose from.

When customizing a deck, you may choose to play with one affiliation or to form alliances of two or more. Normally, cards from different affiliations cannot work together. For example, Federation personnel cannot board a Bajoran ship. However, special cards such as **treaties** may allow two or more affiliations to work together.

The Borg differ from the other affiliations in a number of important ways – for example, the Borg never mix or cooperate with affiliated, Neutral or Non-Aligned cards, and do not attempt missions. Before playing the Borg affiliation, you should familiarize yourself with these differences by reading the Glossary entry on **Borg** (and related entries).

CUSTOMIZING A DECK

You customize a game deck from all the cards in your collection. There are two parts to every customized game deck: the *seed cards* and the *draw deck*. In addition, you may have one or more optional *side decks*.

A card bearing the "Borg Use Only" icon in its title bar can be stocked in your deck and used only when playing the Borg affiliation. Also, players using [Borg] affiliation cards may not include any non-Borg personnel, ships, or facilities in their seed cards, draw deck or any side decks.

SEED CARDS

Seed cards include Mission, Dilemma, Artifact and Site 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. Your game deck is limited to 30 seed cards (not counting those that seed "for free").

You *must* seed exactly six missions, and you *may* seed up to six sites. These Mission and Site cards seed "for free" – that is, they do not count toward your limit of 30 seed cards. Each of your six missions must be different, except for those that are **universal** (their card title begins with the universal ❖ symbol).

DRAW DECK

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

use them in your draw deck. You may include as many copies of each card as you like; in fact, most decks include extra copies of important cards to increase the likelihood that they will come into play early in the game.

SIDE DECKS

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 during the doorway seed phase by a Doorway card. This Doorway card is placed face up on the side deck and counts toward your 30-seed card maximum. (The cards in the side deck do not count as seed cards.)

The three types of side decks are the **Q-Continuum, Q's Tent** and **Battle Bridge** side decks. You may use one, two or all three of these side decks in the same game if you like, but you may have only one side deck of each type in play.

HOW TO PLAY

The goal of the game is to score 100 points – primarily by accomplishing missions and completing objectives. 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 will go first in each seed phase and will take the first turn in the play phase.

THE SEED PHASES

The seed phases "set the stage" for your adventure, and offer a great deal of strategic opportunity. There are four seed phases that must occur in sequence:

1. doorway phase   – placing seedable doorway cards face up on the table.
2. mission phase   – laying out missions face up to create one or two "spacelines."
3. dilemma phase   – hiding dilemmas and artifacts face down beneath missions.
4. facility phase   – placing seedable outposts, headquarters and stations face up at missions. (*This phase was formerly called the "outpost phase."*)

During each phase, players take turns seeding cards on the table. 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.

1. DOORWAY PHASE

Beginning with the starting player, 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.

If you wish to seed any cards containing an **Alternate Universe [AU] icon**, you must seed a doorway during this phase, such as the Alternate Universe Door or Space-Time Portal, which allows such cards to seed. If you wish to seed **Q-icon** dilemmas under missions, you must seed the Beware of Q objective either during this phase or the during the mission phase.

2. MISSION PHASE

In this 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.

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.)

Because both players have cards on the playing surface, you should always orient your cards toward yourself. This makes it easy to identify your own cards and to retrieve them after the game. (When turning over a card, be sure to flip it *widthwise* in order to retain its orientation.)

Some missions are identified in their lore as belonging to a particular **region of space**. Whenever you add a regional mission to a spaceline, you must place (or insert) it next to another mission in the same region, if possible. The regions defined so far include the Neutral Zone, Solar System, Bajor, Cardassia, Badlands and Demilitarized Zone regions.

A mission that says it may be inserted in the spaceline may be placed anywhere within or on the end of the spaceline.

Alpha Quadrant and Gamma Quadrant missions may be distinguished from each other by the design of their point boxes.

30   **30**

Alpha Quadrant   Gamma Quadrant

(Missions with no point box may be placed in either quadrant.)

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, set your copy aside (**out-of-play**). Immediately replace it in your mission pile with any universal ❖ mission (two if ❖ **Space**) from outside the game, reshuffle your mission pile and draw a new mission to seed. See **unique and universal**.

When the mission phase is over, the one or two spacelines created will look something like this:

Alpha Quadrant   Gamma Quadrant

⌐ Badlands Region ⌐
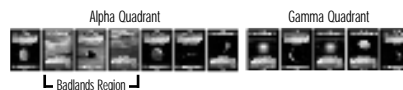
3. DILEMMA PHASE

Next, you and your opponent hide dilemmas and artifacts under missions. Typically you will place dilemmas under your opponent's missions and artifacts under your own missions, but this is not the only strategy to follow.

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. (**Mirasta Yale** is an exception, because her text states she seeds like a dilemma.)
- You may seed **Q-icon** dilemmas under missions *only* when you use the Objective card Beware of Q, or if the card's text says it may be seeded (such as Hide and Seek).

Slide **Dilemma** and **Artifact** cards *face down* under **Mission** cards.
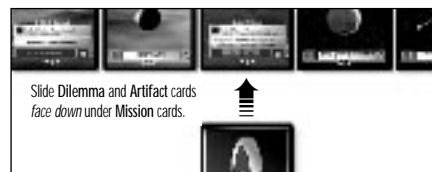
Any cards seeded under missions other than described above are **mis-seeds** and are placed **out-of-play** upon discovery. (In addition to accidental mis-seeds, a player might deliberately mis-seed planet dilemmas under a space mission, or non-seed cards, such as Equipment cards, under a mission as a bluff.) If you reveal your own mis-seeded card in a mission or scouting attempt, you may not solve that mission or complete any objective targeting it.

4. FACILITY PHASE

After the dilemma phase is completed, you and your opponent take turns establishing outposts, headquarters and stations (and any related sites) in their **native quadrant**. Facilities with a Γ Gamma or Δ Delta icon are native to those quadrants; facilities without either icon are native to the Alpha Quadrant. (Although they may *seed* only in their native quadrant, they may be *built* during the play phase in any quadrant, if appropriate.) Place each of your Facility cards face up in front of a mission on your side of the spaceline.

You may not seed or build a facility at any location where you already have a facility. (However, you could have two facilities at the same location as a result of moving or commandeering one later.) Both players may each have a facility at the same location.

Outposts – Most outposts state "Seed one" in game text, allowing each player to seed only one copy of that outpost card. An outpost may be seeded or built at either a planet or a space mission, but only if that mission includes the appropriate affiliation icon (e.g., a Cardassian outpost may not be placed at a Bajoran-only mission). Affiliated outposts may not be established at missions with no affiliation icons, even if attemptable by "any crew" or "any Away Team." Outposts may never be established at any affiliation's **homeworld**. You may not use your opponent's outposts unless a card specifically allows it. (Special interim rules apply to the **Borg Outpost**.)

Headquarters – A headquarters may be seeded or built only on the specified homeworld. Each headquarters' game text specifies that it is not duplicatable; however, it also allows both players (if playing with compatible cards) to make use of the headquarters.

Stations – Stations may be established only at locations specified by the card. The game text of most stations allows them to be used by both players.

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.)

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.

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

- 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.
- 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 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**.

THE PLAY PHASE

Shuffle your draw deck and place it face down on the table. Draw seven cards to form your starting hand. (Although you start with seven cards, there is no limit to the number of cards you can hold in your hand during the game.)

The starting player takes the first turn, then players alternate **turns**. On each turn you will do up to three things:

1. Play a card from your hand to the table. This is optional.
2. Execute orders. This means moving and/or using cards already on the table. This is also optional.
3. Draw a card from your draw deck to your hand. This is mandatory (if you have any cards in your draw deck) and signals the end of your turn. Your turn must proceed in this order.

1. PLAY A CARD

At the start of your turn, first carry out any game text that says it takes place at "start of turn." Then, you may play one Personnel, Ship, Equipment, Event, Objective, Incident, Time Location, Facility or Site card from your hand. This is referred to as your "normal **card play**." (Interrupt and Doorway cards do not count as your normal card play and are not limited to the start of your turn; they are discussed below.)

There are a few ways to play additional cards during your turn. For example, some game text allows a card to play or report "for free"; such a card must still play at the start of your turn, but does not use up your normal card play. The event Red Alert! allows you report multiple Personnel, Ship and Equipment cards in place of your normal card play. Another common way to play additional cards is by **downloading**.

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

Some cards may be **nullified** (canceled) by another card. Some Event, Objective and other cards have a **countdown icon**. When you play one of these cards, it nullifies itself after the specified number of your turns (not counting your opponent's turns).

You may normally play cards with an **Alternate Universe [AU] icon** *only* if you have an open Doorway card which allows such cards to play, such as the Alternate Universe Door or Space-Time Portal.

Card plays are of two types: "reporting for duty" and other card plays.

REPORTING CARDS FOR DUTY

Personnel, Ship and Equipment cards must *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). Outposts and headquarters allow all compatible cards to report there; sites allow only certain cards to report, as indicated on each Site card. You may not use your opponent's outpost unless a card specifically allows it; both players may generally use a headquarters or station.

When a facility (or its site) allows you to report a card for duty, you may do so only if the card to be reported is **compatible** with the facility, and that card and the facility are both in their **native quadrant**. (When the reporting is allowed by another card, such as Jem'Hadar Birthing Chamber or Devidian Door, the card may report to any quadrant, even if it happens to be reporting aboard a facility.) Equipment cards are native to all quadrants and thus may report to any appropriate facility that is in its native quadrant.

Any Personnel, Ship or Equipment card reported or moved to a Nor must be placed at an appropriate site. (They may not report directly to the Nor itself.) Each site lists in its game text what kinds of cards may report to that site. Reporting to a site is allowed *only* if that Nor also has at least one docking site (i.e., Docking Pylons, Docking Ports or Docking Pads).

Personnel and ships indicated on a **time location** as being "native to this timeline" can report for duty *only* at that location if it is in play. No facility is needed, and no Alternate Universe Door or other doorway is required. (If the time location is not in play, they are treated as normal [AU] cards.)

Specific card text may allow **reporting for duty** in other ways. For example, Bajorans may report where The Emissary is present, and the Borg Scout Vessel may **report with crew** to a Transwarp Network Gateway on a spaceline end.

Personnel cards

Place the Personnel card face up at the appropriate facility or site and announce the card name. (Your opponent may look at the card when you report it. Afterwards, he may only see that card when necessary, such as during personnel battle or when you must prove you have a particular skill, staffing icon etc. See **showing your cards**.) This personnel is now located at the facility. Stack Personnel cards on top of the appropriate site (for a Nor) or underneath the Facility card (for any other facility).

You may have only one copy of each unique personnel in play at a given time. (Some Personnel cards, such as *Elim Garak* and *Plain, Simple Garak*, represent different versions of the same **persona**; you may have only one of those versions in play at a time.) You may stock extra copies of such cards in your deck, but while one is in play, you may not play another. On the other hand, you may have any number of copies of a ❖ universal personnel in play at a given time. See **unique and universal**.

Holographic personnel (with the [Holo] icon) are reported like other personnel, but they need technology, such as a ship's holodeck or the Holo-Projectors event, to be used in a crew or Away Team.

Ship cards

A ship reports for duty by docking at a compatible space facility, or by orbiting a planet where a compatible headquarters is located. Place the ship face up at a space facility or its docking site and announce the card name. Then place it on top of the Site card or underneath the Outpost card. If there are personnel stacked there, place the ship underneath the personnel.

A headquarters is a planet facility, and thus ships do not actually dock there. Instead, a ship simply reports for duty in orbit of the planet (place it at the spaceline and announce the card name); transporters may be used to beam personnel and equipment up and down.

You may have only one copy of a unique ship in play at a given time. On the other hand, you may have any number of copies of a ❖ universal ship in play at a given time.

Equipment cards

Equipment cards enter play like personnel, typically by reporting to a facility in its native quadrant. (Because Equipment cards have no affiliation icons, they are compatible with all facilities.) **Holographic equipment** is subject to the same limitations as holographic personnel.

OTHER CARD PLAYS

Instead of reporting a Ship, Personnel or Equipment card for duty, you may play some other kind of card. Other cards of various types describe in their game text what happens when the card is played, and whether it affects one or both players.

Facility and Site cards

Most facilities have game text which allows them to be built during the play phase. (Although they may be *seeded* only in their **native quadrant**, during the play phase they may be *built* in any quadrant. Remember that cards may not report for duty at facilities built outside their native quadrant. However, such a facility may perform other appropriate functions such as repairing ships or extending SHIELDS.) In addition, all sites may play during the play phase.

Event, Objective and Incident cards

While most events, objectives and incidents have a lasting effect on the game (unless the card is nullified or destroyed), a few say to discard them after use because their effect is intended to be temporary. A card with a **countdown icon** will be discarded when it expires.

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 discarded or relocated according to its game text or when its countdown has expired.

Time Location cards

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 played; if you cannot carry out all instructions, you may not play the time location.

Interrupt cards

Interrupts are virtually unrestricted. 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).

Most interrupts have an immediate effect on the game and are then discarded (though a few remain in play permanently or until a **countdown** has expired). If several interrupts are played in a row, they are handled in the sequence they are played. The only exception to this sequence is when an interrupt nullifies or modifies another interrupt. (See **actions**.)

Doorway cards

You may play a doorway at any time that an interrupt would be legal, but only during your own turn. You may play as many doorways as you like during your turn unless a card's text restricts it to one per turn.

SPACELINE SUMMARY

After a few turns of playing (and moving) cards, both sides of the spaceline(s) will look something like this:

Ship undocked at your outpost
Your ship moving down spaceline
An area for your special cards
Draw deck
Discard pile

2. EXECUTE ORDERS

After you play a card from your hand (or choose not to do so this turn), you can execute orders – that is, move and/or use your cards already in play. There is no limit on the number of **actions** you can take in one turn. You can move personnel and equipment, staff and move ships, attempt missions, scout locations or ships (if playing Borg), commandeer a facility or ship, engage in battle or even do all of these things.

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

• Encountering a dilemma with conditions that the crew or Away Team can't overcome "stops" that entire Away Team or ship and crew.

• Participating in a battle "stops" cards involved in the battle.

• Some cards may explicitly "stop" one or more personnel or ships.

Your cards aboard your "stopped" ship are also "stopped." Using up its maximum RANGE does not "stop" a ship.

Cards that are **"stopped"** may not be beamed, move, walk, cloak, initiate a battle, staff a ship or participate in a mission, commandeering or scouting attempt. Cards may target "stopped" cards, as long as they do not require them to take any of these actions. Cards that are "stopped" *may* perform other actions and use skills as appropriate. 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.

MOVING PERSONNEL AND EQUIPMENT

You may move your Personnel and Equipment cards between ships, between a facility and a ship, between sites on the same Nor, or between a ship or facility and a planet. (In the following discussion, "personnel" includes Equipment cards unless otherwise specified.)

Whenever you have personnel or ships aboard (or docked at) a facility, stack them on top of the appropriate site (for a Nor) or underneath the Facility card (for any other facility). Personnel aboard a ship docked at an outpost should be stacked underneath the ship card, while personnel aboard the outpost itself should be stacked between the ship card and the outpost card.

When your personnel are aboard a ship or space facility that you control, they are a crew. *In all other situations*, they are an Away Team. When aboard a ship or facility *controlled by your opponent*, they are also called **intruders**. Intruders cannot attempt or scout missions, but may battle opposing personnel present (if allowed).

Most personnel may form Away Teams freely. An Away Team on a planet need not attempt the mission or match the mission's affiliation icon(s). However, you may not use **holographic personnel** in Away Teams unless you have Holo-Projectors in play and a ship to project them from. (**Borg** are also restricted in forming Away Teams.)

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

Your personnel located at a facility can be loaded onto any of your ships of **compatible** affiliation located at the same facility (if at a Nor, all the cards must be at the same docking site). Stack the personnel beneath the ship, face up in a pile, with the Ship card on top. This symbolizes that the personnel have boarded the ship. When the ship moves, everything on board moves with it. Similarly, a ship can unload cards to a facility, if desired.

Most facilities are conceptually located "in space," even when seeded or built at a planet location. A few, such as headquarters, specify that they are seeded or built on a planet. If the facility is located on a planet, personnel must beam to and from the ship. If the facility is located in space and allows a ship to dock, personnel do not have to beam (they board through a conceptual airlock).

Beaming

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

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

You may not beam personnel aboard an opponent's ship or facility which is protected by SHIELDS, unless a card allows it. (Also, Borg ship SHIELDS do not block transporter beams, except during ship battle.)

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

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

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 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). See **walking**.

STAFFING AND MOVING SHIPS

Each ship requires a minimum crew aboard before it can move (see **movement – ship**). Crew requirements for each ship are listed on the card, usually as icons representing command ability and/or staff ability. (Other crew requirements may include Alternate Universe or Non-Aligned icons, specific skills, such as Empathy x2, or a species of personnel, such as a Vulcan.) If a ship lists no specific crew requirements, any one personnel of **matching affiliation** can fly it. Most Personnel cards have command or staff ability icons. Those with command ability can also act as staff. (Other staffing icons, such as the Enterprise-E icon, may not substitute for command or staff ability.)
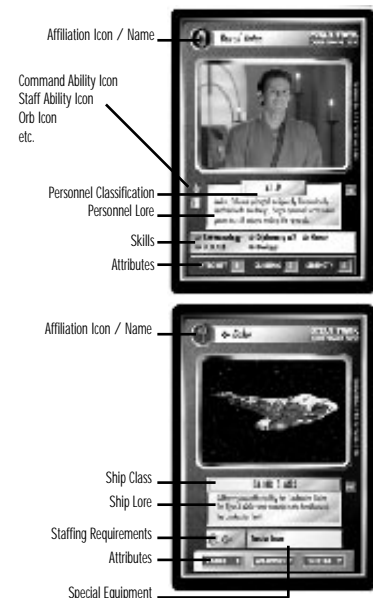
One personnel cannot meet more than one staffing requirement. Thus, a ship requiring three staffing icons must be staffed by a minimum of three personnel, even if one of the personnel has more than one of the required icons.

Non-Aligned personnel, or personnel made **compatible** with the ship by a treaty or other card, can be used to meet any ship's listed crew requirements, but at least one crew member of matching affiliation must be on board. If the treaty is later broken, incompatible personnel can no longer be used to meet the ship's crew requirements. Personnel of any affiliation (or Non-Aligned) can be used to meet crew requirements for Non-Aligned ships (that is, a Non-Aligned personnel is not required), as long as all personnel aboard are compatible with each other.

The minimum crew is not needed for attempting missions, initiating battle, or other actions that do not involve ship movement. For such actions, any personnel of matching affiliation aboard will suffice.

Once your ship has the required crew, it 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").

Affiliation Icon / Name

Command Ability Icon
Staff Ability Icon
Orb Icon
etc.

Personnel Classification
Personnel Lore

Skills

Attributes

Affiliation Icon / Name

Ship Class
Ship Lore

Staffing Requirements
Attributes

Special Equipment

If a ship loses one of its required crew, it will be stalled (unable to move) until appropriate reinforcements can be brought aboard (typically by beaming them from a planet, facility or another ship at the same spaceline location). A stalled ship can still beam Away Teams, attack and defend itself, or attempt the mission at its location.

When moving a ship to the location of a compatible space facility, you must declare whether the ship is docked there by placing it under the outpost or on top of the docking site. When docked, a ship is protected by 50% of the facility's SHIELDS, but may not attempt missions or fire its WEAPONS (even in retaliation).

A ship may not move from one quadrant to the other without a card such as Wormhole, Transwarp Network Gateway or Bajoran Wormhole. (See **movement between quadrants**.)

Movement between a **time location** and the spaceline is a form of **time travel** and is currently possible only via the Temporal Vortex doorway, a pair of Wormhole interrupts or a Q-related "relocator card" such as Where's Guinan or Jealous Amanda.

ATTEMPTING MISSIONS

Completing missions is the primary method of scoring points for all affiliations except **Borg**. You complete (or "solve") a mission by bringing to the mission location one or more personnel with the required skills, attributes and other features and encountering and resolving any dilemmas which may be present. Encountering and resolving dilemmas is referred to as "attempting the mission."

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. If so, each player is affected only by the information facing him. See **mission text**.)

Icons (or game text) at each end of the Mission card indicate which affiliation(s) or other groups can attempt the mission. (If there are no such icons or game text, that mission cannot be attempted.) Either player can use personnel of the indicated affiliation to attempt the mission, regardless of who placed the card on the spaceline.

To attempt or complete a mission, at least one personnel in the crew or Away Team must match one of the mission's affiliation icons. Other (non-matching) personnel in the crew or Away Team can assist in the attempt, as long as they are **compatible** with the personnel who matches the icon. (If a mission has a Non-Aligned icon, it may be attempted by any compatible group of personnel containing at least one Non-Aligned personnel.) If you lose all matching personnel during the mission attempt, the remaining personnel must continue, but you will not be able to complete and score the mission. (The presence of an opposing Away Team, ship or facility at a mission location does not prevent a mission attempt.)

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.) Personnel aboard a facility cannot directly attempt the mission at that location. A mission may *not* be attempted by multiple ships' crews or by multiple Away Teams at the same time. You may beam personnel from multiple ships onto one ship to attempt a space mission, or combine multiple Away Teams into a single Away Team to attempt a planet mission.
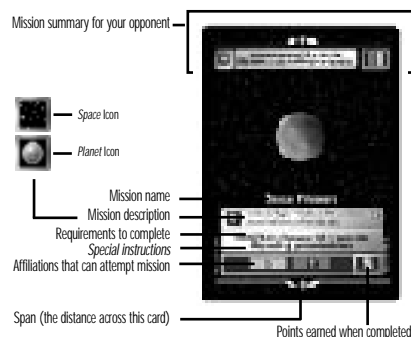
All Mission cards state what skills and other requirements are necessary to complete the mission. For example, if a planet mission requires Computer Skill x2, at least two personnel with Computer Skill (or one personnel with Computer Skill x2) must be present in the Away Team for you to complete the 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.) When your Away Team or crew successfully completes a mission, you earn control of any artifacts seeded at that mission location.

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. The Glossary explains how to attempt a **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 misseed.

Read the first Dilemma card aloud. Each dilemma must be resolved in turn before the mission can be completed. See **dilemmas – resolution** for more information about the following points.

Mission summary for your opponent

Space Icon

Planet Icon

Mission name
Mission description
Requirements to complete
Special instructions
Affiliations that can attempt mission

Span (the distance across this card)

Points earned when completed

• A Dilemma card may list certain skills, attributes, equipment or other features that must be present to *overcome* the dilemma or to "get past" it. If the Away Team meets these *conditions*, then it overcomes the dilemma and must immediately proceed. If the conditions cannot be met, do whatever the dilemma instructs. (Skills that *nullify* or *cure* a dilemma are not conditions.)

• A condition such as STRENGTH>40 refers to the total STRENGTH of the Away Team. If the STRENGTH of the Away Team added together is greater than 40, the Away Team overcomes the dilemma. If less than or equal to 40, the Away Team does not overcome the dilemma.

• Most dilemmas with conditions end with the phrase, "Discard dilemma." Whether you overcome such a dilemma or not, you only have to face it once, and then you discard it.
If a dilemma *with conditions* does not say "Discard dilemma," it stays until you overcome it (regardless of its effects). Slide such a dilemma back under the mission, on the bottom of the stack, to be encountered again the next time a player attempts that mission. Once the dilemma is overcome, discard it. (See **discard pile**.)

• Failing to overcome a dilemma that has conditions immediately "stops" your Away Team and ends that mission attempt. If possible, you can send another Away Team down on this turn, but the first Away Team remains "stopped" and cannot help the second Away Team on this turn. (At a space mission, both your ship and crew are stopped. Your crew of another ship may attempt the mission again on this turn.)

• Some dilemmas have no conditions. They simply have their effect regardless of the skills you have present. Such a dilemma does not automatically "stop" your crew or Away Team — they must continue the mission attempt unless otherwise specified. If a dilemma with no conditions does not instruct you to relocate it somewhere in play, simply discard it after it has had its effect.

• Some dilemmas contain **bonus points**. To earn these points, you must overcome the dilemma (if it has conditions). Whenever you earn points from a dilemma (or other card) with a point box, set the card aside in a **bonus point area** as a reminder, even if that dilemma instructed you to discard it.

• When first encountered, dilemmas normally affect only the personnel in the crew or Away Team attempting the mission. Separate Away Teams on the planet, or crews of other ships at the location, are not affected unless the dilemma says so. A dilemma which enters play may affect other personnel, even the opponent's, after the mission attempt is over.

• 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. 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.

• 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.
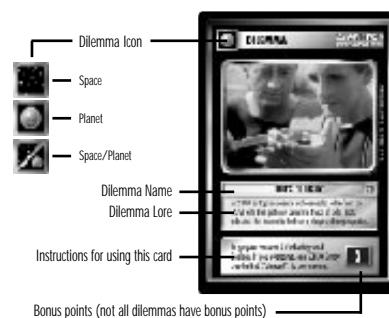
Repeat this step for each dilemma (or Q-Flash) in turn until no more remain.

Once begun, a **mission attempt** may not be aborted unless the Away Team or crew is "stopped," no personnel remain at the mission location or you play a special card such as End Transmission or Time to Reconsider. A mission attempt is all one **action**, although Interrupt and Doorway cards may be played between seed cards or between the announcement of the mission attempt and before the first seed card is encountered (but not between the last seed card encounter and the completion of the mission on that attempt). No other actions may be performed during a mission attempt unless they specifically nullify or modify a dilemma or the mission attempt itself.

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. (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**.) 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.

The "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.)

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 explicitly specified, as with I Tried to Warn You).

Dilemma Icon
Space
Planet
Space/Planet
Dilemma Name
Dilemma Lore
Instructions for using this card
Bonus points (not all dilemmas have bonus points)

SCOUTING

Unlike other affiliations, Borg never attempt missions. Instead, they use Objective cards to scout locations (and ships). See **Borg** and **scouting** in the glossary for more information on scouting and completing objectives.

COMMANDEERING

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

When your crew or Away Team commandeers a ship or facility, it comes under your control, and its affiliation changes to match the affiliation of one of your commandeering personnel (your choice). However, if all of the commandeering personnel are Non-Aligned or Neutral, the affiliation does not change.

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

You may commandeer only cards which you do not already control, and only if a card allows it. There is currently no way to commandeer an outpost. (Borg may not commandeer a ship or facility; instead, they must use a card that allows them to assimilate it.)

ENGAGING IN BATTLE

Two types of battles can occur: ship battles (which can also involve facilities) and personnel battles (which can also involve Rogue Borg). Note that a personnel battle is called an "Away Team battle" or "Away Team or Rogue Borg battle" on some cards. Following are some rules common to both types of battles (see **battle** in the Glossary for more information):

• You may initiate battle only during your own turn.
• Battle can occur only if opposing forces are present with one another. Ships and space facilities can be present together in space at the same location (for ship battle), and personnel can be present together on the same planet, ship, facility or site (for personnel battle). Ships can also attack planet facilities at the same location.
• Each of your ships, facilities or Away Teams that wishes to initiate an attack must have a "**leader**" or (if playing Borg) a [Def] personnel present. A leader is any personnel with Leadership skill or any OFFICER. Each affiliated ship or facility must also have at least one personnel of **matching affiliation** aboard (which may or may not be the leader). Neutral and Non-Aligned ships or facilities require a **compatible** personnel aboard. If the facility is a Nor, the leader and matching or compatible personnel must be in Ops.
• Most affiliations have restrictions on whom they may attack. Normally, an affiliation may attack Non-Aligned and Neutral cards and any affiliation other than their own. There are three exceptions:
   Klingon forces may also attack other Klingons.
   Federation forces cannot attack anyone (except Borg).
   Borg forces may not initiate battle except when allowed by a card.

Completely Non-Aligned and Neutral forces may attack any affiliation as well as other Non-Aligned or Neutral cards. A "mixed" force is subject to *all* the attack restrictions of its members. For example, a mixed Away Team of Federation and Non-Aligned personnel, or a Federation crew aboard a Non-Aligned ship, is a Federation force, and may not initiate a battle against any affiliation. A Romulan crew aboard a Non-Aligned ship is a Romulan force, and may not be attacked by other Romulans. (Rogue Borg interrupts are always able to initiate battle.) Aboard a Nor you control, your affiliation battle restrictions are determined by all your personnel aboard who are compatible with the station's affiliation.

• You may not attack your own cards unless a card or rule requires or allows it.
• No other **actions** can occur during a battle unless a card specifically allows them. For example, you cannot beam personnel off your ship during a battle without a card such as Emergency Transporter Armbands.
• When a battle is over, all cards involved in the battle are **"stopped."**
• If your opponent attacks you, during your next turn you may initiate one or more *counter-attacks* against any or all of your opponent's ships, Away Teams, facilities, crews (if you can beam through the SHIELDS) etc. which are still at the location of the opponent's attack, regardless of the form of the original attack. When you counter-attack, no leader or [Def] personnel is required and no affiliation restrictions apply. Your opponent, on his next turn, may then initiate a counter-attack following your counter-attack, and so on. Counter-attacking is always optional. A counter-attack is a new battle, not a "continuation" of the previous battle.

Personnel Battles

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

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

3. Shuffle your personnel or **Rogue Borg** (not including any which are **disabled**, in **stasis**, **stunned** or **mortally wounded**) and place them face down to form a "combat pile." Your opponent does likewise.

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

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

   • If one personnel's or Rogue Borg's STRENGTH is more than double the other's, that personnel or Rogue Borg may choose to *mortally wound* his adversary (temporarily rotate the adversary card 180 degrees). (**Holographic personnel** may not mortally wound an adversary.)

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

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

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

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

Ship Battles (which can also include facilities)

These rules apply whether **Battle Bridge side decks** are being used by zero, one, or both players.

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

   If your opponent wishes to return fire during this battle, he must also now identify which *one* of your ships or facilities at that location he will be targeting, and which of his ships and/or facilities there will be returning fire against that target. (The target must be one of your cards that is involved in your initial attack.)

   (See "**WEAPONS – using**" for the requirements a ship/facility must meet to fire WEAPONS in a battle.)

   The battle has now been initiated.

2. You and your opponent may now use any cards that apply at the start of the battle. These responses to the battle initiation may include cards which will allow you to draw extra Tactic cards in the next step, such as Battle Bridge Door or Attack Pattern Delta.

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

   • draw up to two Tactic cards (or more if allowed by a card played in step 2) from the top of his side deck (he may look at each one before deciding whether or not to draw the next);

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

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

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

   (Your Tactic cards are not part of your normal hand, and thus are not affected by cards such as Alien Probe and Energy Vortex.)

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

Your opponent computes his DEFENSE total by adding together the SHIELDS of his targeted ship or facility (counting all applicable enhancements, plus the 50% facility SHIELDS extension if the target is a docked ship) plus the DEFENSE bonus from his current tactic (if any). Now compare the two totals to see if you score a hit (but damage is not applied until *after* your opponent's return fire, if any).

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

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

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

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

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

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

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

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

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

• If you are using a Battle Bridge side deck, but you chose not to play a current tactic in this battle (or it was nullified), your opponent suffers default damage. Default damage is two cards from your side deck ([flip][flip]) for a hit, or four cards ([flip][flip][flip][flip]) for a direct hit. If your side deck is ever completely out of Tactic cards (because they are all in play as damage markers), you will be unable to further damage your opponent until some of your damage markers return to your side deck. You may not mix damage markers and "rotation" damage if you are using a Battle Bridge side deck.

See **damage** for more details about damage and repairs.

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

3. DRAW A CARD

The end of each of your turns is signified by drawing a card from your draw deck. Anything that may or must happen at the end of your turn (such as **probing** or being forced to discard by a Static Warp Bubble) happens just *before* your **card draw**. If there is more than one thing scheduled to happen at the end of your turn, you may choose which to do first (but all mandatory end-of-turn **actions** must happen before optional ones).

If you are somehow 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 anything that must happen at the end of that turn.

ENDING THE GAME

Players continue taking turns until one player scores 100 points 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).

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