STAR TREK

CUSTOMIZABLE CARD GAME ™

SECOND EDITION
RULEBOOK

STAR TREK® CCG
SECOND EDITION
ICON GUIDE

- equipment
- event
- interrupt
- headquarters – mission
- planet – dilemma/mission
- space – dilemma/mission
- dual – dilemma
- Alpha quadrant
- Gamma quadrant
- Delta quadrant
- Bajoran affiliation
- Borg affiliation
- Cardassian affiliation
- Dominion affiliation
- Federation affiliation
- Ferengi affiliation
- Klingon affiliation
- Non-Aligned affiliation
- Romulan affiliation
- alternate universe
- *Deep Space Nine*
- Earth
- Maquis
- Terok Nor
- *The Next Generation*
- command
- staff
- skill dot

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This version of the *STAR TREK* CCG Second Edition rulebook was released in August 2003. It replaces and supersedes the previous rulebook.

STAR TREK *CUSTOMIZABLE CARD GAME*
SECOND EDITION RULEBOOK

INTRODUCTION

Welcome to a universe with endless possibilities. Most card games have just one deck of cards that never changes, but a customizable card game (or CCG) works differently. In a CCG, you personalize your playing deck using cards from your collection.

The *STAR TREK* Customizable Card Game provides two or more players with adventures set in the rich universe of *STAR TREK*. This allows you to explore strange new worlds, to seek out new life and new civilizations – to boldly go where no one has gone before.™

Each player's cards include a number of **personnel**, each represented by a different card. Other cards represent the **equipment**, **events**, and **interrupts** that help support them, the **ships** that will take them out into the galaxy, and the **missions** they will attempt to complete.

Each time a player's personnel attempt to complete a mission, they may face **dilemmas** – obstacles selected by an opponent. These dangerous twists must be overcome before the mission is completed and its points are scored.

The risks will prove even greater against opponents not content with peaceful exploration of the galaxy. Your personnel may find themselves in combat, or even in the confines of an opponent's brig. Your ships may be damaged in engagements, even destroyed by powerful and persistent attacks.

If you reach 100 points, and your personnel have completed missions both on a planet and in space, you are the winner!

IMPORTANT CONCEPTS

TYPES OF CARDS

Your deck may contain up to five different types of cards: personnel, ships, equipment, events, and interrupts. In addition to the cards in your deck, two other types of cards are used in the game: missions and dilemmas. The following pages tell you more about each of the seven types of cards in the game.

PERSONNEL

Cost   Card Title

Affiliation

3 • **Weyoun**
Instrument of the Founders

Subtitle

Vorta

Species
Other Icons
Skills

● Diplomacy ● Exobiology ● Intelligence
● Leadership ● 2 Treachery

Ability

While this personnel is present with a Founder, he is attributes +2 and gains Security.

Game Text

"We are all one with the Dominion. . . . We all serve the Founders and we will all make whatever sacrifices they deem necessary."

Lore

Attributes

INTEGRITY 2   **CUNNING 6**   **STRENGTH 4**

Collector Info

A **personnel** has attributes (Integrity, Cunning, and Strength) and skills, used to help you overcome dilemmas and complete missions. A personnel's icons may indicate how he or she can be played, or help you staff ships.

Other Icons include: 🌟 command   🌐 Earth
                      ✦ staff   🌸 Maquis
                      🌑 alternate universe   ⊚ Terok Nor
                      🔵 *Deep Space Nine*   🔺 *The Next Generation*

SHIP

Cost

Card Title

Affiliation

Subtitle

Staffing Requirements

• **U.S.S. Defiant**
Stolen Warship

Defiant Class

Class

Cloaking Device.
Order – If this ship is staffed and at a non-headquarters mission, this mission's owner places two cards from hand on top of his or her deck. You may do this only once each turn.

Game Text

Other Icons

"Are you telling me that one of the most heavily armed warships in this quadrant is now in the hands of Maquis terrorists?"

Lore

Attributes

| RANGE 8 | WEAPONS 10 | SHIELDS 10 |

Collector Info

A **ship** carries personnel and equipment to your missions. Its attributes (Range, Weapons, and Shields) determine how far it can move each turn, as well as its offensive and defensive capabilities.

Staffing Requirements include: command
                 staff

Other Icons include: alternate universe   Maquis
                     Deep Space Nine   Terok Nor
                     Earth   *The Next Generation*

EQUIPMENT

Cost   Card Title

Card Type Icon ——

1   **Jem'Hadar Disruptor Pistol**

Equipment

Card Type ——

Hand Weapon. While in combat, each of your
🔫 personnel present is Strength +1.

*One notable difference between this directed energy weapon and
similar side arms of other cultures is the lack of a configurable
power setting — it can be fired only to kill.*

—— Game Text

—— Lore

—— Collector Info
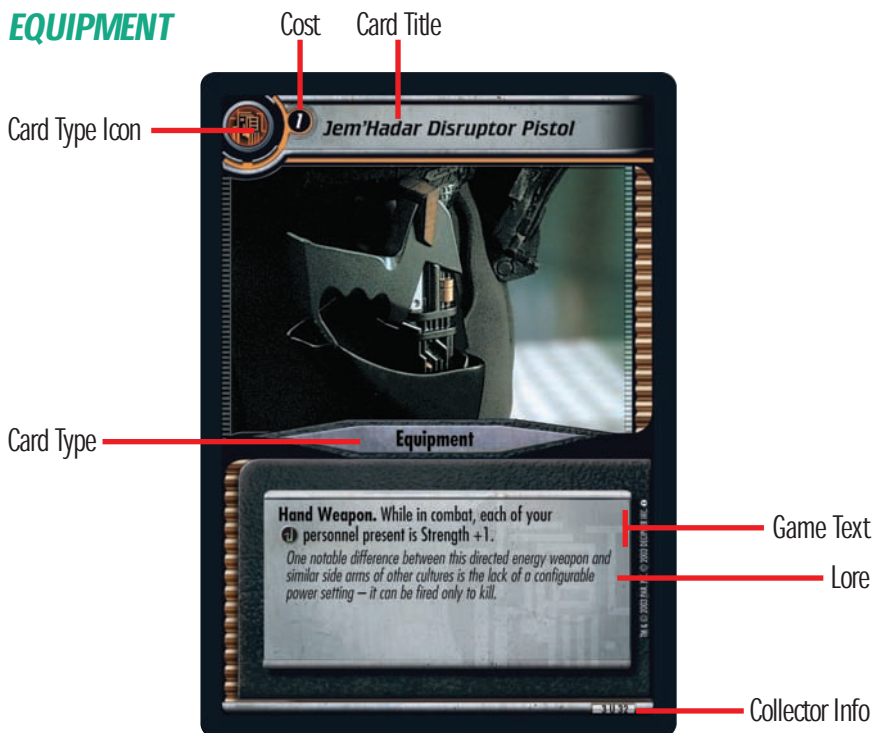
An **equipment** is a weapon, tricorder, or other kind of device. Equipment will
typically enhance your personnel or ships.

EVENT

Cost

Card Title

Card Type Icon

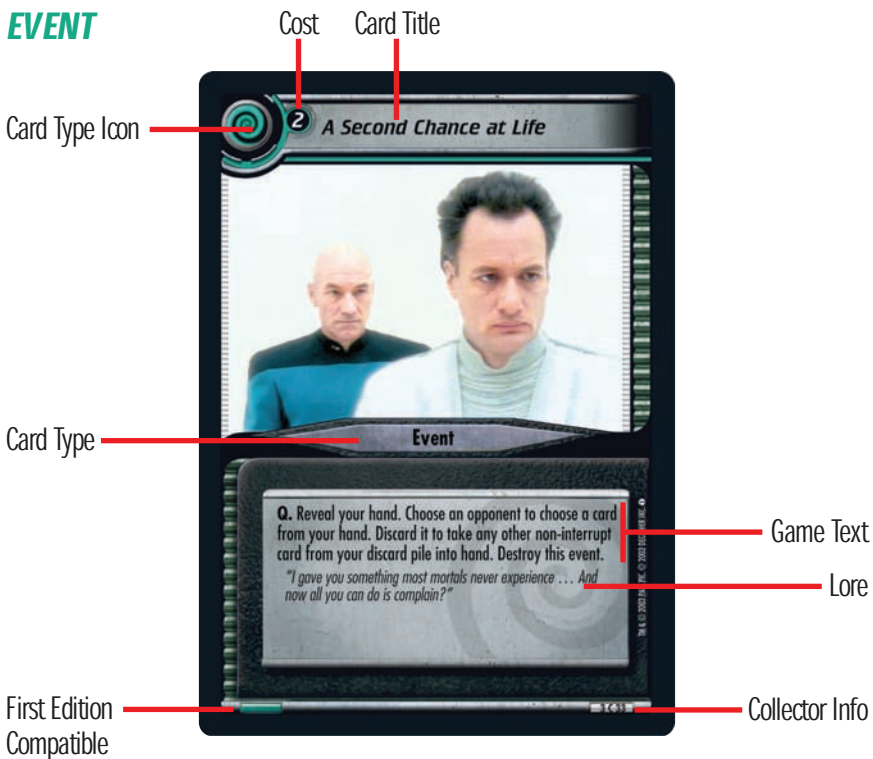**2 A Second Chance at Life**

Card Type

Event

Q. Reveal your hand. Choose an opponent to choose a card from your hand. Discard it to take any other non-interrupt card from your discard pile into hand. Destroy this event.

"I gave you something most mortals never experience … And now all you can do is complain?"
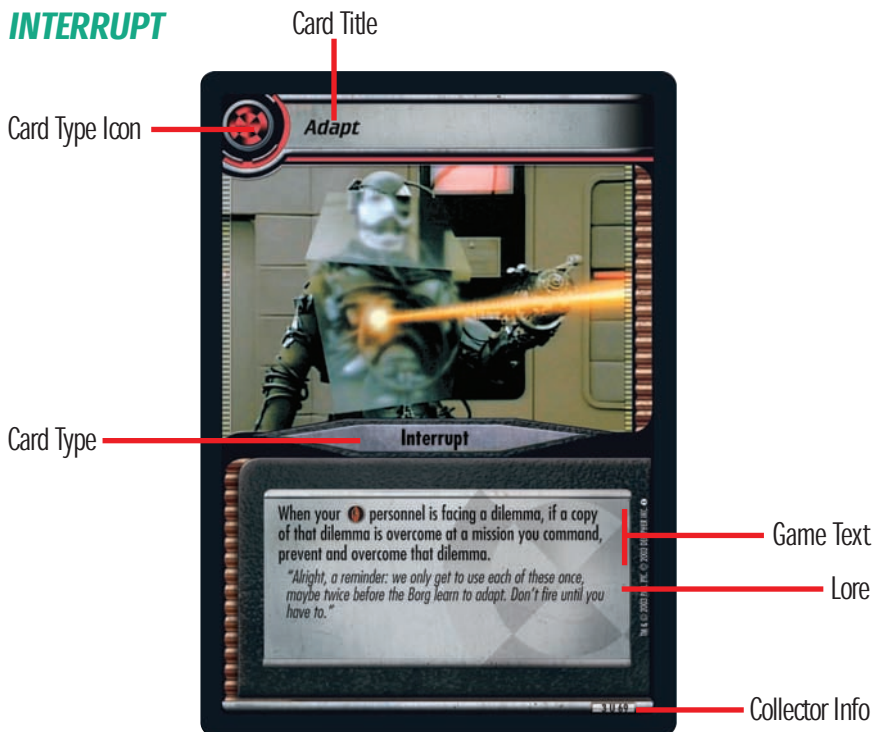
Game Text

Lore

First Edition
Compatible

Collector Info

An **event** is a card representing a significant change in the universe. Some events instruct you to destroy them (place them in your discard pile) after you play them. All others stay in play until something else destroys them. Some events are played on other cards, such as a personnel or a mission.

Some cards (of all types) have a First Edition Compatible indicator as shown above. Read more about First Edition compatibility on page 32.

INTERRUPT

Card Title

Card Type Icon —

Adapt

Card Type —

Interrupt

When your ⬡ personnel is facing a dilemma, if a copy of that dilemma is overcome at a mission you command, prevent and overcome that dilemma.

"Alright, a reminder: we only get to use each of these once, maybe twice before the Borg learn to adapt. Don't fire until you have to."

Game Text

Lore

Collector Info

An **interrupt** is a card representing an important occurrence, which you destroy (place in your discard pile) after you play it. Interrupts have no cost. Unlike the other kinds of cards explained so far, interrupts can sometimes be played during an opponent's turn.

MISSION

Card Title

Mission Type

•Expose Changeling Influence

Quadrant

Requirements

Anthropology, Engineer, Honor,
2 Security, and Integrity>36

You may attempt and complete this mission using your
🜚 personnel with these requirements: **Anthropology,
Diplomacy, Intelligence, Security, Treachery, and Cunning>40.**

Ty'Gokor: "...do whatever it takes to prove that Gowron's a shape-shifter."

40

Points

Game Text

Lore

Affiliations

Span

3

3 U 90

Collector Info

Each player has exactly five **mission** cards, representing the places that personnel
and ships travel to and from. Missions are kept separate from the deck and played in a
row in front of their owner at the start of the game.

There are three types of missions. *Planet* missions and *space* missions are worth
points to you, and you must complete one of each to win the game. *Headquarters*
missions are where your personnel and ships are played; from there they move out to
the other missions.

Mission Type Icons include: 🜚 headquarters
                                          🜚 planet
                                          🜚 space

Cost   Card Title

Dilemma Type

3 **An Old Debt**

Card Type ———————— **Dilemma**

Game Text

Unless you have **Biology, Physics, and Cunning>32**
or **Intelligence and 2 Medical**, randomly select a
Leadership personnel to be killed.

Lore ————

*"I have been waiting a long nine years for this, Picard! . . .
You murdered my only son! . . . And I have spent these years
searching, seeking a proper blood revenge. And I found it!"*

Collector Info
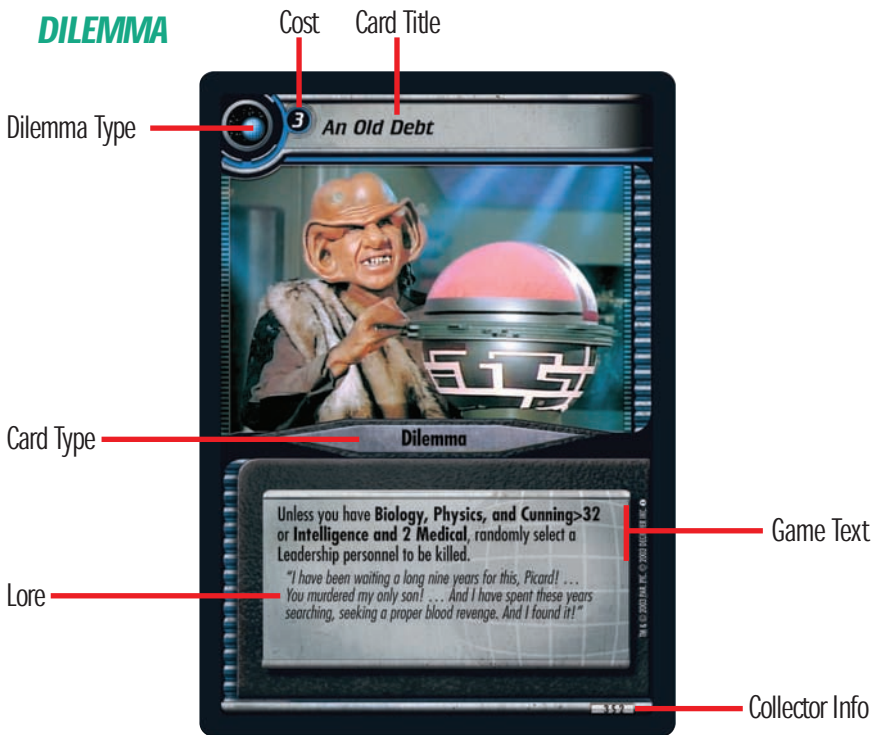
A **dilemma** is a problem or obstacle an opponent's personnel must face when
attempting to complete a mission. Dilemmas are kept separate from your deck and
missions, in a dilemma pile containing only dilemma cards.

There are three types of dilemmas. *Planet* dilemmas and *space* dilemmas correspond
to missions that have the same icon, and may be used only against personnel attempting
that type of mission. *Dual* dilemmas may be used at planet missions or space missions.

Dilemma Type Icons include: ⬤ dual
⬤ planet
⬤ space

AFFILIATIONS

Each personnel and ship belongs to a specific affiliation. Color, background texture, and an icon in the upper left corner indicate the affiliation of a personnel or ship. There are nine affiliations in the *STAR TREK* CCG Second Edition: Bajoran, Borg, Cardassian, Dominion, Federation, Ferengi, Klingon, Romulan, and Non-Aligned.

You'll find it easier to play with cards from just one or two affiliations. However, your deck may contain cards from several different affiliations if you like. Once a personnel or ship is played, it may mix freely with any other affiliation.

COMMAND AND OWNER

These words are used to refer to a specific player.

- You **command** each card you have in play. You do not command cards which are in your deck, dilemma pile, hand, or discard pile. It is possible for an opponent to take command of one of *your* cards during a game.
- You are the **owner** of each card you begin the game with. You remain the owner of a card for the entire game, even if an opponent takes command of that card.

The word "your" is often used as shorthand to refer to a card you command. *For example: Each of your ⬤ Treachery personnel is Cunning +2.* This game text affects the Cunning of each ⬤ Treachery personnel you command.

The words "an opponent's" are used similarly, as shorthand for a card your opponent commands.

DISCARD, DESTROY, AND KILL

These words refer to placing a card in its owner's discard pile.

- **Discard** is used when the card comes from a player's hand or deck.
- **Destroy** is used when the card comes from in play.
- **Kill** means the same thing as "destroy," but is used when the card in question is a personnel.

SKILLS

Personnel have a number of skills included in their game text, each one marked by a skill dot icon (🔴). Some personnel excel at certain skills, and have a number showing that they have 2 or more "levels" of that skill.

During the game, other cards require you to use these skills. Unless told otherwise, you may group personnel together to provide those skills. *For example, if a card requires 2 Leadership, you can use two different personnel who each have Leadership, or one personnel who has 2 Leadership.*

If a personnel has 2 or more levels of the same skill, he or she can meet a requirement for just one level of that skill. *For example, a personnel who has 2 Diplomacy can meet a requirement of Diplomacy.*

Some cards allow personnel to gain skills. If a personnel gains a skill he or she already has, it increases his or her level of that skill. *For example, a personnel who already has Astrometrics and gains another Astrometrics now has 2 Astrometrics.*

KEYWORDS

Many cards have one or more keywords in boldface type at the beginning of their game text. (On a personnel, keywords are listed on the next line *after* their skills.) Keywords have no special rules associated with them, but are sometimes referenced by other cards.

A single keyword can consist of more than one word. Examples of this include **Bajoran Resistance** and **Region: Neutral Zone**. On a card, each different keyword ends with a period.

> *The words "Damage" and "Order," though printed on cards in boldface, are not keywords. These two words are always followed by a dash (–), and do have special rules associated with them, described later.*

WHEN AND WHILE

These words tell you when you can use some actions. Each such action has a trigger describing when it can happen. The trigger is always described first, and followed by a comma.

- **When** indicates an effect can be used in response to something happening. You may use such text only once each time the described trigger occurs. *For example: When an opponent discards, examines, or reveals a card in your hand or deck, you may draw a card.* If an opponent discards the top card of your deck, you may use this game text once; if an opponent discards another card, you may use this game text once more, and so on.
- **While** indicates an effect is intermittent. *For example: While this personnel is facing a dilemma, he gains Anthropology and Security.* If this personnel is facing a dilemma, this game text is activated; if he is not, then this game text "turns off."

DOWNLOAD

This word allows you to retrieve a card directly from your deck. Look through your deck for the specified card and place it in your hand. Whenever you download a card, you must reveal that card to all players so they can verify that the correct card was downloaded. Afterward, shuffle the remaining cards in your deck.

Downloads can refer to an exact card title or a certain characteristic. *For example: When you play this personnel, you may download Prejudice and Politics.* This game text downloads only the card named "Prejudice and Politics." *For example: When you play this personnel, you may download an Honor Klingon.* This game text downloads any Klingon who has Honor.

There is no penalty if you don't find (or choose not to take) a card you are allowed to download.

SETTING UP THE GAME

The 60 cards in the fixed portion of your starter deck are designed to work together, but the three rare cards in your starter deck are inserted at random, and may not work well with the rest. If this is your first experience with the STAR TREK *CCG Second Edition, you should set your rare cards aside. Rare cards have an "R" in their collector's info in the lower right corner.*

Take all five of your mission cards and place them face up in a row on the table in front of you. You may place them in any order you choose. Shuffle your dilemma pile and place it off to your left. Shuffle your deck and place it off to your right. (See table layout on pages 18-19.)

Determine randomly who goes first. Draw seven cards from your deck to form your opening hand.

PLAYING THE GAME

Each player, going clockwise around the table, takes a turn according to the following turn sequence.

1. Play and draw cards
2. Execute orders
3. Discard excess cards

When one player finishes his or her turn, the next player in clockwise rotation (to the left) takes a turn, and so on.

TURN SEQUENCE

When your turn begins, you may complete any actions that happen "at the start of each of your turns." Each of these actions may be performed only once per turn. You may perform them in any order.

1. PLAY AND DRAW CARDS

During this segment of your turn, you may play cards from your hand and draw cards from your deck.

PAYING COSTS

You have seven counters to spend each turn. Each time you play a card (except an interrupt), you subtract its cost from this limit of seven. You may play more than one card each turn, but you cannot play a card if you do not have enough counters remaining to pay its cost.

You cannot play a card with a dot (•) in its title if you already command another copy of that card.

PLAYING SPECIFIC KINDS OF CARDS

Personnel are played at a headquarters mission, if a mission's game text allows. *For example: You may play* ⬟ *cards,* ⬤ *cards, and equipment at this mission.* This game text allows ⬟ personnel and ⬤ personnel to be played; other affiliations would require a different headquarters mission. Place personnel crosswise in a single stack on top of the mission where you play them.

Ships are played at a headquarters mission, if a mission's game text allows. *For example: You may play* ⬤ *cards,* ⬤ *cards, and equipment at this mission.* This game text allows ⬤ ships and ⬤ ships to be played; other affiliations would require a different headquarters mission. Place ships just behind the mission where you play them. If you have multiple ships at one mission, place them in a line behind the mission.

Equipment is played at a headquarters mission. All headquarters allow any kind of equipment to be played there. Place equipment with your personnel, crosswise in a single stack on top of the mission where you play them.

Events are played either in a part of your play area called your *core*, or on another kind of card, as indicated in the game text of the event card.

Interrupts are simply revealed to all players, then destroyed after you follow their instructions. Interrupts are not limited to this segment of your turn. Many interrupts use the word "when" (as described earlier), and may be played only when the described trigger occurs. Others use the word "Order" (as described later), and may be played only during the execute orders segment of your turn. Within these limitations, you may play an interrupt in any segment of your turn, or during an opponent's turn.

SHOWING YOUR CARDS

Your opponents may examine any card at the time you play it. After you play a personnel or equipment card, you may turn it face down to conceal it from your opponents. They may only examine the personnel and equipment cards you command:

- When you use their game text, attributes, icons, or other characteristic; or
- When an opponent uses game text that will affect part of a group of your personnel or equipment in a non-random manner.

In these situations, an opponent may only examine the relevant portions of a card. *For example, when you use an icon, you need to reveal only that icon; when you use*

skills, you need to reveal only those skills, etc. Other cards in play may be examined freely by any player at any time.

DRAWING CARDS

You may pay one counter to draw a card. You may draw multiple cards each turn, paying one counter for each card.

ORDER OF PLAYING AND DRAWING

You may play and draw cards in any order.

You might begin your turn by paying one to draw a card, then decide to play the card you just drew. If that card's cost was 2, you would still have four counters remaining with which to play or draw more cards.

As long as you have cards remaining in your deck, you must spend all seven counters each turn. If you cannot play enough cards to use up your seven counters (or if you do not wish to), you must spend any remainder to draw cards from your deck.

Once you are done playing and drawing cards, proceed to the next segment.

2. EXECUTE ORDERS

During this segment of your turn, you make use of the cards you have already played. The different "orders" you can give your cards are:

• Beaming
• Moving a ship
• Attempting a mission
• Other Order actions

GENERAL RULES ON EXECUTING ORDERS

You may use the same cards to execute multiple orders during a turn. There is no limit to the number of orders you can execute during this segment of your turn.

You may execute only one order at a time. This includes playing interrupts; if an interrupt uses the word "Order" in its effect, you cannot play it while you are executing another order.

Your personnel and ships may become *stopped* by rules or by game text while they are executing orders (and they will remain stopped until the end of your turn). You may

use only *unstopped* personnel and ships to execute orders; a stopped card cannot execute any further orders.

BEAMING

Beaming allows you to move around your personnel and equipment at a mission. You must command a ship at that same mission. Choose any number of your personnel and equipment at that mission and move them in one of the following three ways.

- **From a planet or headquarters mission up to one of your ships.** Take the cards you're beaming from their stack on top of the mission and place them "aboard" the ship, directly beneath the ship card (in any order).
- **From your ship down to a planet or headquarters mission.** Take the cards you're beaming from their stack beneath your ship and place them crosswise on top of the mission (as though you had played them there).
- **Between two of your ships.** Take the cards you're beaming from their stack beneath one of your ships, and place them "aboard" one of your other ships.

You cannot beam aboard an opponent's ship, but you may beam down to any planet or headquarters mission, regardless of who played the mission. Beaming cannot be used to move from one mission to another mission.

MOVING A SHIP

Ships may move from one mission to another, taking along any other cards aboard them. A ship must be "staffed" in order to move.

Staffing ships

Your ship is staffed when you can meet both of these conditions:
- all the icons in the ship's staffing requirements can be found among your personnel aboard that ship; and
- you have a personnel of the ship's affiliation aboard.

Each icon in the staffing requirements must be provided by a different personnel. A personnel with a 🌟 icon can substitute for a 🔷 icon requirement, but not the other way around.

A stopped personnel cannot help staff a ship.

The Federation ship U.S.S. Galaxy *has staffing requirements of* ✦ ✦ ✦ ✦. *It is staffed when you have aboard it one unstopped personnel who has the* ✦ *icon, three other unstopped personnel who have* ✦ *or* ✦ *icons, and one unstopped* ⬤ *personnel (which could be one of the four providing the* ✦ *or* ✦ *icons).*

Using Range

Move a staffed ship by taking it from the mission above it and placing it behind any other mission, yours or an opponent's.

The ship's Range must be high enough to allow this move. When you want to move from one mission to another, add the span numbers of the two missions together. If this total is not higher than the Range available on your ship, you may move to the new mission.

A portion of a ship's Range is used each time you move it, and this Range is not restored until the end of your turn. Keep track of the spans of the missions you move to and from, subtracting them from the ship's available Range each turn.

Moving from Earth (span 2) to Intercept Renegade (span 3) requires 5 Range. If the U.S.S. Galaxy *made this move, it would be unable to move again; the 3 Range it would have remaining is enough to cover the span of Intercept Renegade again, but not the span of the mission it would be trying to move to. You would have to wait until your next turn, when the ship's full Range of 8 has been restored.*

ATTEMPTING A MISSION

Personnel at one of your planet or space missions may attempt to complete it. If successful, you will score points and come closer to winning the game.

- You attempt a planet mission using all of your unstopped personnel on that planet.
- You attempt a space mission using all of your unstopped personnel aboard one of your unstopped ships at that mission.
- Headquarters missions cannot be attempted.

You may attempt only your own missions, not an opponent's. To attempt a mission, the affiliation icon on a personnel you are using must match one of the icons on that mission. Sometimes, missions use text rather than icons to tell you which affiliations may attempt them. Once you begin a mission attempt, you cannot "abort" that attempt.

Facing dilemmas

When you begin a mission attempt, count the number of personnel involved and reveal the total. The player on your left sets his or her hand aside, then draws that number of cards from his or her dilemma pile.

That opponent examines those dilemmas and chooses which ones your personnel must face during the mission attempt. The total cost of the dilemmas he or she chooses cannot be higher than the number of personnel you have attempting the mission.

Your opponent cannot choose more than one copy of the same dilemma. He or she cannot choose any space dilemmas if you are attempting a planet mission, and cannot choose any planet dilemmas if you are attempting a space mission. Dual dilemmas may be used in either case.

Any dilemmas your opponent does not choose (or is unable to choose) are returned face up to the bottom of his or her dilemma pile. Any time a player reaches a face up card in his or her dilemma pile, that player shuffles the entire pile and places it face down.

Your opponent takes the dilemmas he or she has chosen and places them in a face down stack in the order of his or her choice. Your opponent then reveals the top card of that stack to you. You must read and follow the instructions on the dilemma.

A dilemma will typically have a negative effect on your personnel attempting the mission, or require they have certain skills or attribute totals to prevent such an effect. Dilemmas do not normally affect personnel, ships, and equipment not involved in the mission attempt.

Sometimes a dilemma will tell you to place it in specific location, like back in your opponent's dilemma pile (place such cards face up on the bottom of that pile) or on your ship. If you carry out all instructions on a dilemma and have *not* been told where to place it, then you have *overcome* that dilemma; place it face up beneath the mission you are attempting. Your opponent then reveals the next dilemma in the stack he or she created.

As you continue through your opponent's dilemmas, some of your personnel may be killed or stopped. Remove stopped personnel from the mission attempt; they are not subject to the effects of any further dilemmas, nor can you use them to help overcome more dilemmas.

STAR TREK®

CUSTOMIZABLE CARD GAME™
SECOND EDITION

Opponent's Deck
& Discard Pile

Oppo
Personne

Your Missions

Your
Dilemma Pile

Your
Brig
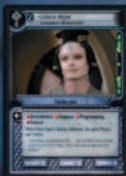
Your P

Opponent's
Core

Opponent's
Brig

Opponent's
Dilemma Pile

nent's
el & Ships

Opponent's Missions

Personnel & Ships

Your Deck
& Discard Pile

Your
Core

If all the personnel you have attempting a mission are killed or stopped by dilemmas, you do not face any remaining dilemmas your opponent has chosen. Instead, those remaining dilemmas are overcome.

If your opponent selects a space dilemma for a planet mission (or a planet dilemma for a space mission), you do not face that dilemma and it is overcome. If your opponent selects a dilemma that would make the total cost of dilemmas higher than he or she was allowed, you do not face that dilemma and it is overcome, along with any remaining dilemmas (regardless of their cost).

Checking mission requirements

A mission's requirements list a number of skills and an attribute. If you face all the dilemmas your opponent chose and still have personnel remaining, check to see if they meet those requirements. (You are not required to have a personnel with a matching affiliation icon to complete the mission.)

You may use the same personnel to provide more than one skill.

You meet an attribute requirement by totaling all your personnel remaining in the attempt.

If your personnel have all the required skills, and their attribute total is higher than the required total, you have successfully completed the mission. Pull it half a card length toward you. Add its points to your score. Any dilemmas that have been overcome there remain beneath that mission. You cannot attempt it again for the rest of the game.

When your attempt fails

If you cannot meet the mission's requirements, your mission attempt has failed, and all your remaining personnel in that mission attempt are stopped.

You can try again later to attempt that mission, either with different personnel, or with the same personnel if they become unstopped. If you attempt a mission where you have already overcome dilemmas in an earlier attempt, the number of those dilemmas is subtracted from the number your opponent may use to select new ones.

If you attempt a mission with eight personnel where there are three dilemmas already overcome beneath the mission, your opponent draws only five dilemmas during the attempt, and cannot exceed a total cost of 5 in choosing dilemmas for

your personnel to face. Your opponent may choose a copy of a dilemma that you have overcome in a previous attempt.

OTHER ORDER ACTIONS

Some cards describe actions that begin with the word **Order**. You may use these actions *only* during the execute orders segment of your turn. The game text will describe what to do when you execute that order.

You may also play interrupts using the word Order during this segment of your turn.

Once you are done executing orders, proceed to the next segment of your turn.

3. DISCARD EXCESS CARDS

During this segment of your turn, you may be required to discard cards from your hand. If you have more than seven cards in your hand, you must choose and discard until you have only seven.

Next, you may complete any actions that happen "at the end of each of your turns." Each of these actions may be performed only once per turn. You may perform them in any order.

Once you have done these things, your turn ends. At this time, all stopped cards commanded by all players become unstopped, and all ships commanded by all players have their full Range restored.

WINNING THE GAME

A player wins the game when he or she has:
- scored 100 points (or more);
- completed at least one planet mission; and
- completed at least one space mission.

The game ends immediately when all three of these conditions are met. (The winner does not finish the rest of his or her turn.)

The game also ends if all players have no cards remaining in their decks. In this situation, the winner is:
- the player with the highest score who has completed a planet mission and a space mission; or if there is no such player,

- the player with the highest score who has completed any mission; or if there is no such player,
- the player with the highest score.

If multiple players meet one of these conditions and their score is the same, the game ends in a tie between those players.

BUILDING A DECK

The *STAR TREK* CCG universe truly expands when you customize your deck using cards from your collection.

Each player brings to the game at least 60 cards:

- 5 *different* missions,
- a dilemma pile of at least 20 dilemmas, and
- a deck of at least 35 cards.

You may use no more than three copies of each card title (ignoring subtitles).

*You may have three copies of Jean-Luc Picard, Explorer in your deck, or you may have two copies of that card and one copy of Jean-Luc Picard, Argo Pilot. You cannot have three copies of **each** of those cards, since they have the same title.*

OTHER IMPORTANT RULES

UNIQUENESS

Many cards (especially personnel and ships) represent something that there is only one of. Such a card has a dot (•) before the card title, marking that you may command only one of that card at a time.

You can have only one card with the card title of • Jean-Luc Picard in play at one time. Other players may also have a card with the title of • Jean-Luc Picard in play, but only one is allowed per player.

Two cards represent the same thing if they have the same card title, even if their subtitles are different. You cannot play a card to replace another card in play, even if those cards have the same card title or represent the same thing.

You cannot take command of an opponent's unique card if you already command a copy of that card.

All cards that do not have a dot (•) before their card title are non-unique. This means that all players may have many copies of those cards in play at one time.

Most events are non-unique, and you may have multiple copies of these events in play at one time. The effects of these cards are cumulative.

PRESENT

This word is a way one personnel or equipment card refers to other personnel and equipment cards.

- If a card is on a headquarters, it is present with any other personnel and equipment on the same headquarters.
- If a card is on a planet, it is present with any other personnel and equipment on the same planet.
- If a card is aboard a ship, it is present with any other personnel and equipment aboard the same ship. If that ship happens to be at a planet mission or headquarters mission, the card is present only with the cards on that ship, *not* with the cards on that planet or headquarters.

COMBAT

Some cards have game text allowing you to begin combat between personnel. For you to do so, you must have any number of personnel present with any number of an opponent's personnel. The combat involves all of your unstopped personnel there, and all personnel there commanded by that opponent. If more than one opponent has personnel present, you choose which opponent to involve.

You cannot begin combat at a headquarters mission.

Often, a card will require a certain skill or characteristic to begin the combat. *For example: Destroy this event to begin a combat involving your* 🔘 *personnel.* You must have at least one 🔘 personnel involved in the combat.

Total the Strength of all your personnel involved in the combat. Your opponent does the same for his or her personnel. Compare totals. The player with the higher total is the winner. If the totals are tied, there is no winner.

The card allowing you to begin combat also describes an effect you may use if you win the combat. Apart from this game text (or that of another card with a combat-related effect), there are no other effects caused by winning or losing the combat.

When combat ends, all your personnel who were involved are stopped. (Your opponent's personnel are not stopped.)

ENGAGEMENTS

Some cards have game text allowing you to begin an engagement between ships. For you to do so, you must have a ship at the same mission as an opponent's ship. The engagement involves one of your ships (which must be staffed), and one opponent's ship of your choice (which may or may not be staffed). If more than one opponent has a ship at that mission, you choose which opponent to involve.

You cannot begin an engagement at a headquarters mission.

Often, a card will require a certain skill or characteristic to begin the engagement. *For example: Destroy this event to begin an engagement involving your* 🔴 *Treachery personnel.* You must have at least one 🔴 personnel who has Treachery aboard a ship involved in the engagement.

Some cards allow additional ships to join an engagement. *For example: When an engagement involving your* 🔴 *ship begins at this mission, if this personnel is aboard a ship, that ship may join that engagement.* When that ship joins the engagement, you will have two ships to your opponent's one. Each player may use different cards to add any number of ships to an engagement. Only staffed ships may join an engagement.

Total the Weapons of all your ships involved in the engagement. Your opponent totals the Shields of all his or her ships. Compare totals. The player with the higher total is the winner. If the totals are tied, there is no winner.

The card allowing you to begin the engagement also describes an effect you may use if you win the engagement. Apart from this game text (or that of another card with an engagement-related effect), there are no other effects caused by winning or losing the engagement.

When an engagement ends, all your ships and all your personnel that were involved are are stopped. (Your opponent's ships and personnel are not stopped.)

DAMAGE

Some cards (most often, events that cause engagements and dilemmas) instruct you to place them on an opponent's ship, then use the word **Damage** before describing the effects they have on that ship. Once a card is placed on a ship in this way, any game text other than the damage effect is ignored.

Each ship can carry only two damage cards. When a third damage card is placed on a ship, that ship is destroyed, and all cards on that ship are placed in their owners' discard piles. *Exception:* Any dilemma is returned to the bottom of its owner's dilemma pile instead.

You may remove damage by taking a ship to a headquarters mission where you would be allowed to play that ship. At the end of each of your turns, you may remove one damage card from each such ship.

You are allowed to play a D'deridex *at Romulus (Romulus allows you to play* ● *cards there). At the end of your turn, if a* D'deridex *with two damage cards on it was at Romulus, you could remove one of those damage cards.*

When you remove a damage card, place it in its owner's discard pile. *Exception:* Any dilemma is returned to the bottom of its owner's dilemma pile.

You cannot use game text to remove damage cards unless that text specifically refers to damage cards. *For example: Destroy an event. Lose 5 points.* This game text cannot remove a damage card that happens to be an event.

BRIG AND CAPTIVES

Some cards allow you to take personnel belonging to your opponent and place them in your **brig**. Your brig is a part of the play area (like your core). A personnel in a brig is called a **captive**.

When your personnel is a captive, you cannot use any of its game text, attributes, icons, or other characteristics. You may take no actions involving that captive. *For example, you cannot play a card requiring that you command a Leadership personnel if your only Leadership personnel is a captive.*

If your unique personnel is a captive, you cannot command another copy of that personnel.

When a card uses the phrase "your captive" or "you have a captive," this refers to an opponent's personnel in *your* brig, not to your personnel in an opponent's brig.

You do not command a personnel in your brig. *For example, you may play Gowron when you have a Gowron from each of two other players in your brig.*

GLOSSARY

This glossary explains additional terms and rules not covered thus far, and expands on some terms you've already read about. It also provides rulings on some individual cards from the Second Edition premiere set and *Energize* expansion; these entries are marked with an asterisk (*).

ability – Any action in the game text of a personnel is an ability.

actions – Nearly everything that occurs during the game is some kind of action. Players perform actions to play cards, draw cards, use game text, execute orders, and so on. Normally, a player takes actions only on his or her turn. However, there are also *response actions*, which can take place on any player's turn.

Response actions – The game text of a response action always begins with the word "when" and has a trigger describing the situation that allows you to use that game text. Any time the trigger is met, you may use the text one time.

Sometimes the trigger for more than one response action will be met at the same time. In these situations, a player may use as many response actions as he or she wishes, in the order of his or her choice. The player may use different copies of the same card to perform the same response action more than once.

Sometimes more than one player will wish to use a response action. The player whose turn it is always has the first opportunity to do so, then the player to his or her left, and so on clockwise. If a player does not wish to perform a response action, he or she may simply pass. Passing once does not prevent a player from performing a response action later. If each player passes consecutively, the opportunity to respond is over.

Sometimes a response action prevents another action before its effect takes place. When this happens, any costs of the prevented action remain paid.

Requirements – Check all requirements to perform an action (such as playing a card) before paying its costs. *For example, some cards require you command personnel with specific skills or characteristics.*

Costs – A cost of an action could be paying counters, stopping a personnel, discarding a card from hand, destroying a card, or any number of other possibilities. The costs for an action are usually listed before the word "to" (so the action takes the form of "pay X to do Y," with X being the cost and Y the effect).

If you command two or more cards that have actions with the same costs, you must pay for each separately. You cannot pay one cost to perform two or more actions.

Effects – If the effect of a card's game text requires you to perform an action and you cannot, you must perform as much as you can and ignore the rest. *For example, if the effect of a dilemma stops two Medical personnel and you only have one Medical personnel attempting the mission, stop the one you have and ignore the rest.*

If you meet all the requirements and pay all the costs for taking an action, you may take that action even if it will have no effect. *For example: Order – Discard a card from hand to draw a card.* You may discard a card from hand even if you have no card to draw remaining in your deck.

When separate effects combine to create a repeating loop, the player taking his or her turn decides which effect takes place. *For example, a Treachery personnel reads: While an opponent does not have an Intelligence personnel at this mission, his or her personnel at this mission cannot use their abilities. An opponent's non-Intelligence personnel reads: While an opponent's Thief or Treachery personnel is at this mission, that personnel cannot use his or her abilities.* When these two personnel are at the same mission during your turn, you decide which of them cannot use his or her ability.

Commander – This keyword used on personnel is always followed by a colon and the name of a ship, establishing a corresponding relationship between the personnel and ship. *For example, Jean-Luc Picard, Explorer has the keyword* **Commander:** **U.S.S. Enterprise-E.** As with all keywords, there are no special rules associated with this relationship, but the game text of other cards may allow you to take advantage of it.

*****Crowd Control –** This event from the *Energize* expansion can affect the cost of only one personnel each turn.

dilemmas – A dilemma's requirements are any skills, attributes, or characteristics that appear in boldface in its game text. *For example: While this personnel is facing a dilemma, you may meet Integrity and Cunning requirements of that dilemma using*

Strength instead. If a dilemma references Integrity or Cunning in non-bold type, that is not a requirement, and this personnel does not let you use Strength instead.

Each of your personnel involved in a mission attempt is "facing" a dilemma (regardless of whether its game text has an effect on him or her). They face only one dilemma at a time. *For example, a dilemma that is placed on a mission or placed on a ship as a Damage card is no longer being faced by your personnel.*

You may use game text that works when you have "drawn dilemmas" even if you drew 0 dilemmas or 1 dilemma. *For example: When you have drawn dilemmas, you may remove this event and those dilemmas from the game to search your dilemma pile and choose a dilemma for your opponent's personnel to face that costs no more than the number of dilemmas you removed.* If your opponent begins a mission attempt and due to overcome dilemmas you draw no dilemmas, you may use this game text to search your dilemma pile for a dilemma that costs 0.

discarding – Discard piles are kept face-up, and cards are discarded one at a time so all players can see what is being discarded. The order of your discard pile is irrelevant.

You may look through your own discard pile at any time, but you cannot look through an opponent's discard pile. Whenever you take a card from your discard pile, you must reveal that card to all players so they can verify that the correct card was taken.

When a card leaves play for any reason, any cards played on that card are placed in their owners' discard piles. *Exception:* A dilemma is returned to its owner's dilemma pile.

equipped with – Some game text requires a personnel to be "equipped with" a specified equipment. If a personnel is present with an equipment, and that personnel could be affected by that equipment's game text, he or she is "equipped with" that equipment. *For example, Miles O'Brien is a* 🔵 *personnel with Engineer, but not Medical. He can be equipped with a Starfleet Type-2 Phaser* (While in combat, each of your 🔵 personnel present is Strength +1) *and an Engineering Kit* (Each of your Engineer personnel present gains Physics), *but not a Medical Kit* (Each of your Medical personnel present gains Biology).

examine – When an effect says a player should examine a card, that card is shown only to that player. He or she may look at the entire card. If you are not told where to place the card afterward, return it to where it came from.

***Explore Black Cluster** –* This mission from the *Second Edition* premiere set has received an erratum. Its requirements should be: **Astrometrics, Leadership, Physics, Science, and Cunning>34**.

***Feldomite Rush** –* This mission from the *Second Edition* premiere set has received an erratum. Its requirements should be: **Engineer, Geology, Cunning>28, and (Acquisition** or **Law** or **2 Treachery)**.

***For the Cause** –* This event from the *Energize* expansion does not allow you to attempt or complete an opponent's mission.

***Investigate Massacre** –* This mission from the *Second Edition* premiere set has received an erratum. Its requirements should be: **Diplomacy, 2 Science, and Cunning>28**.

missions – If more than one player has played a copy of the same mission, all of the personnel, equipment, and ships at those copies are at the same mission, as if they were all at the same card. You may relocate such cards as you find convenient. *For example: Order – Return this personnel to his owner's hand to kill an opponent's Honor personnel present.* If this personnel is at your mission, he may kill an Honor personnel at an opponent's copy of that same mission. You could also use game text to begin combat involving both of those personnel.

modifiers – When all modifiers are applied to a number (like attributes or points), if its final value is less than zero, then that number is zero.

moving a ship – These additional rules can affect the Range required for you to move a ship.

• When you add the span numbers of two missions with different quadrant icons, add 2 to that total.

• Some missions have a keyword indicating they are part of a specific *Region*. When you add the span numbers of two missions that are in the same region, subtract 2 from that total.

naming cards – When you "name" a card, you do so by card title only, not subtitle.

***Nothing That Happens is Truly Random** –* When you play this event from the *Second Edition* premiere set, if you have more than one opponent, you choose which opponent will choose one of the revealed cards to be discarded.

play and place – When you "place" a card somewhere in play (or "exchange" or "replace" a card in play with another card), you have not "played" that card. *For example, a unique ⦿ personnel in your deck reads: When you play this personnel, you may download a Punishment card. You play a card which reads: Download a unique ⦿ personnel, then place him or her on your Cardassia Prime.* You cannot download a Punishment card when you place that personnel on Cardassia Prime.

remove from the game – When game text instructs you to remove a card from the game, do not place it in any discard pile. Instead, separate it from all other cards in the game. Return the card to its owner's deck only after the game has ended.

reveal – When an effect says to reveal a card, that card is shown to all players. They may look at the entire card. If you are not told where to place the card afterward, return it to where it came from.

selections – 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.

When game text allows an opponent to choose a card, that opponent may fully examine each eligible card before making the selection.

When a card specifies a selection that is not normally made by any player and there is a tie ("most Cunning personnel," "personnel with the highest cost," etc.) the player who commands the card specifying the selection chooses from each eligible possibility.

skills – A personnel "uses" one of his or her skills:
- When meeting a mission or dilemma requirement, or
- When you use game text on one of your cards that requires that skill.

For example, a dilemma reads: The most Cunning Science personnel who does not have Treachery is killed. Neither Science nor Treachery is a requirement (as neither is in boldface), so neither skill is being used.

If a personnel is not restricted from using a skill, he or she must do so. *For example, your Diplomacy personnel faces a dilemma which reads: Unless you have **Diplomacy** or **Telepathy**, all your personnel are stopped.* Your personnel must use the Diplomacy. *For example, in the same situation, your opponent has a personnel at the same*

mission which reads: While an opponent's Diplomacy personnel is at this mission, that opponent must discard a card from hand to use that Diplomacy. This text now restricts your Diplomacy personnel from using that skill; you may choose to not discard a card from hand and not use that Diplomacy.

If game text requires you pay a cost to use a personnel's skills (as a whole), you may use any number of that personnel's skills at the time you pay the cost. *For example: While a Diplomacy personnel is at this mission, that personnel's owner must discard a card from hand to use his or her skills.* If you are completing a mission and have a Diplomacy personnel who could provide three skills in that mission's requirements, you need only discard one card from hand to use all three of those skills.

When a personnel gains all skills from another personnel, all levels of those skills are gained. However, when a personnel gains a single skill from another personnel, only 1 level of the skill is gained. *For example: When your* 🔶 *personnel is facing a dilemma, he or she gains all skills and attributes on a* 🔶 *personnel in your discard pile.* If the skills of the personnel in the discard pile include 2 Diplomacy, the other personnel gains 2 Diplomacy. *For example: Order – This personnel gains one skill from one of your captives.* If this personnel is gaining Diplomacy from a personnel who has 2 Diplomacy, she gains only 1 Diplomacy.

species – Some personnel are members of species which share the same name as an affiliation. Affiliations are always referred to by an icon. Any use of the actual word (Klingon, Romulan, etc.) is a reference to species.

> *For example, if a card required you to command a* 🔴 *personnel, a* 🔵 *Worf would not meet this requirement, despite being Klingon. If a card required you to command a Romulan personnel, a Reman would not meet this requirement, despite being a* 🟢 *personnel.*

Two personnel are the same species if their species is an exact match. *For example, two Alien personnel are the same species, while a Human personnel and a Betazoid/Human personnel are different species.*

stopped – Stopped cards do not prevent you from taking actions with other unstopped cards they are present with.

For example, you may begin an engagement involving your ship that has stopped personnel aboard, as long as you have enough unstopped personnel aboard to meet any requirements. You may attempt a planet mission using your unstopped personnel on that planet; any stopped personnel on the planet are ignored.

Though stopped personnel cannot staff ships, they are still carried along with that ship if it moves using unstopped personnel.

You cannot use the game text, attributes, icons, or any other characteristic of any of your personnel or ships that is stopped. (Though you must still obey the uniqueness rule for any of your stopped unique cards.) *For example: To play this interrupt, you must command a (A) Anthropology personnel.* You cannot play this interrupt if every (A) Anthropology personnel you command is stopped.

You cannot use another card's text to affect one of your stopped personnel or ships. *For example: When your ( ) personnel is about to be killed, randomly select another of your personnel present to be killed instead.* This game text does not allow your stopped personnel to be killed instead of the ( ) personnel about to be killed.

Equipment does not become stopped, even if all the personnel present with that equipment are stopped.

this mission – When these words are used in the game text of a personnel or a ship, they refer to the mission where that personnel or ship is currently located.

STAR TREK *CCG: FIRST EDITION*

In the lower left corner of some cards, you'll see a First Edition Compatible indicator like the one shown here. These cards may be mixed with cards from the First Edition

of *STAR TREK* CCG and played under the older, First Edition rules.

When playing with Second Edition rules, ignore this indicator.

Some of these cards require additional rules to "convert" them for First Edition use. These rules may be downloaded for free from decipher.com.
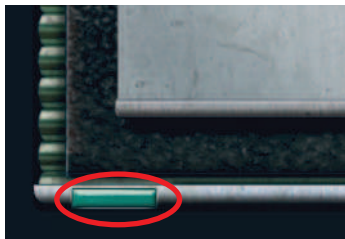
COLLECTOR INFORMATION

The *Call to Arms* expansion for *STAR TREK* CCG Second Edition comes in 63-card starter decks (there are two different starter decks) and 11-card booster packs. Each 11-card booster pack contains 1 rare card and a mixture of 10 uncommon and common cards. Sixty of the cards in your starter deck are fixed – you get the same ones in each of that type of starter. Three of the cards in a starter are randomly-inserted rare cards.

A complete set of *Call to Arms* has 208 cards: 60 rare, 60 uncommon, and 60 common cards; plus 28 cards found only in the starter decks.

In the lower right corner of every card, you'll see a code like "3 U 47." The first number is the set number, with 3 indicating *Call to Arms*. The letter is the rarity code, with R for rare, U for uncommon, C for common, and S for starter only. Last is the number for that card in the set.

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STAR TREK *CCG SECOND EDITION CALL TO ARMS CARD LIST*