

Star Trek Customizable Card Game

INTRODUCTION

Welcome to a universe with endless possibilities. The Star Trek^a Customizable Card Game^a universe contains over 1600 common, uncommon, rare, ultra-rare, and premium cards, representing missions, personnel, ships, and more from the Star Trek universe. A game requires two players, each with a deck customized from the cards in his or her collection. 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 1.7 is comprehensive, and contains all Star Trek Customizable Card Game rules and rulings as of August 2000. (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 August 2000.

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

A few cards, such as Tallera, 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 form alliances of two or more. Normally, cards from different affiliations cannot work together (are not compatible), with one exception: Non-Aligned and Neutral cards are compatible with any affiliation except Borg. For example, your Federation personnel cannot board your 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 cards of other affiliations, and do not attempt missions. Before playing the Borg affiliation, you should learn to play with one of the traditional affiliations first, and familiarize yourself with the differences by reading the Glossary entry on Borg (and related entries). (A Borg rulebook is also available from the Decipher website.)

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 deck 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 deck, draw deck, or any side decks.

SEED DECK

Your seed deck may include several types of seed cards.

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

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

* It must include exactly six Mission cards, which also seed "for free." Each of your six missions must be different, except for those that are universal (their card title begins with the universal [univ] 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, Tribble, Trouble, and Q-icon cards), although you should avoid cards that must be seeded rather than played - such as dilemmas - because normally there is no way to use them in your draw deck. You may include as many copies of each card as you like; 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 placed face up on the side deck. (This card counts toward your 30-seed card maximum; the cards in the side deck are not seed cards.)

The four types of side decks are the Q-Continuum, Q's Tent, Battle Bridge, and Tribble side decks. You may use any or all 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 (or by completing objectives, if playing Borg). 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: the doorway phase, mission phase, dilemma phase, and facility phase (formerly called the "outpost phase").

During each phase, players take turns seeding cards on the table. 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. (Cards which are "native" to a time location are an exception.)

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 G symbol; Alpha Quadrant mission point 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 defined regions are listed in the Glossary.

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

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

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

3. DILEMMA PHASE

Next, you and your opponent hide dilemmas and artifacts face down 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 (except Mirasta Yale).
- * You may seed Q-icon dilemmas under missions only when you have previously seeded the Objective card Beware of Q, or if the card's text says it may be seeded (such as Hide and Seek).

Any cards seeded under missions other than described above are mis-seeds and are placed out-of-play 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 complete and score that mission or any objective targeting it.

4. FACILITY PHASE

After the dilemma phase is completed, you and your opponent take turns establishing seedable outposts, headquarters, and stations (and any related sites) in their native quadrant. Facilities with a G Gamma or D Delta icon are native to those quadrants; facilities without either icon are native to the Alpha Quadrant. 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 (unless one allows the other to "co-exist" there). Both players may each seed 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. (You may build more during the game if the text allows it.) An outpost may be seeded (or built) at either a planet or a space mission, seeded by either player, but only if that mission includes the appropriate affiliation icon (e.g., a Cardassian outpost may not be placed at a Bajoran-only mission). 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 [univ] 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

* Some cards have text that specifies that they seed during a different phase than usual for the card type. For example, the Transwarp Network Gateway (a doorway) seeds during the facility phase; Deep Space 9 (a facility) seeds during the dilemma phase. (All sites seed in the facility phase regardless of when the facility is seeded.)

* A few Event, Objective, and Incident cards have game text which allows them to seed. Unless they specify a particular phase, you may seed such cards during any seed phase.

* Cards seeded under a mission and cards with a hidden agenda icon always seed face down (a hidden agenda may not be activated during the seed phase). All other cards seed face up.

* When a card seeded face-up allows an immediate download during the seed phase, the downloaded cards come from your draw deck or Q's Tent (they are not seed cards).

* Regardless of which phase it is or which type of card is being seeded, you and your opponent always take turns seeding or passing.

For example, during the mission phase your opponent might seed a mission, then you might seed an objective, then your opponent might seed his next mission. You may not seed multiple cards at once (e.g., a group of dilemmas, multiple sites at a Nor, or a Cryosatellite and its contents).

* After all the seed phases are over, show any unused seed cards to your opponent and then place them out-of-play.

THE PLAY PHASE

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

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

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 your draw deck is not empty and signals the end of your turn.

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 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 card play step 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 in this segment 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 way to play additional cards is with a card that allows 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 normally report for duty to a compatible outpost, headquarters, site, or other place that allows reporting (i.e., personnel may not normally be reported directly aboard a ship or to a planet). Outposts and headquarters allow all compatible cards to report there (headquarters also allow certain cards to report for free). Stations do not allow reporting unless specified in the text of the station or its sites; 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).

Specific card text may allow reporting for duty in other ways. For example, Bajorans may report where The Emissary is present. Special rules apply to reporting cards which are "native" to a time location in play.

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 aboard 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 [univ] 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 [univ] 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, if appropriate. (Cards may not report for duty at facilities built outside their native quadrant. However, such a facility may perform other functions such as repairing ships or extending SHIELDS.) In addition, all sites may play during the play phase.

You may not build a facility at any location where you already have a facility (unless game text allows the facilities to "co-exist"). However, you could have two facilities at a location as a result of moving or commandeering one.

Outposts may be built only at a mission with a matching affiliation icon (but not at any homeworld). Other facilities may be built only

at the locations specified on the card.

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).

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:

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. Most of these actions are described below; see scouting and commandeering in the Glossary for information on those actions.

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

- * 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" all cards involved in the battle.
- * Carrying (and then dropping) or beaming a Tribble card "stops" the personnel who did so.
- * Some cards may explicitly "stop" one or more personnel or ships.

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

Cards that are "stopped" may not be beamed, move, walk, cloak, phase, participate in a battle, staff a ship, or participate in a mission, commandeering, or scouting attempt. Cards may affect "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. You may move a card any number of times during your turn (except by walking, which is described below). Whenever a card or rule allows or requires your personnel to move, they may carry Equipment cards with them.

Whenever you have personnel, equipment, 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 and Equipment cards aboard a ship docked at an outpost should be stacked underneath the ship card, while those 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). All your compatible personnel aboard one ship or facility (at one site, if a Nor), or on one planet (outside a facility or landed ship) form a single Away Team or crew, excluding personnel who are "stopped," disabled, or in stasis (they form a separate group during your turn). When a dilemma "stops" some of your personnel, they temporarily form

a separate Away Team or crew. Any such separate groups automatically rejoin with other compatible Away Teams or crews present at the end of your turn.

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.)

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).

Entering and Exiting Facilities and Landed Ships

Your personnel aboard a space facility may board any of your ships of compatible affiliation docked 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.

Your personnel in a planet facility (or aboard a landed ship) may exit from the facility or ship. Remove the cards from under the facility or ship and stack them crosswise on the Mission card, signifying that they are located on the planet surface. Similarly, your personnel on the planet surface may enter a planet facility or your landed ship of compatible affiliation.

Beaming

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

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

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

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

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 must actually "pass by" each site in turn; they do not relocate from site to another.) They may walk along more than one site each turn; however, as soon as they stop at any site, for any reason (e.g., to pick up an Equipment card), they may not walk again that turn (although they may perform other actions, such as boarding a ship docked there).

STAFFING AND MOVING SHIPS

Each ship requires a minimum crew aboard before it can move (see movement). 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.) Any compatible personnel can be used to meet a ship's listed crew requirements, but at least one crew member of matching affiliation must be on board. (If a ship lists no specific 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 icon 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.

The minimum crew is not needed for attempting missions, initiating battle, firing WEAPONS, 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").

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 is not "stopped" and 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 to return fire).

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 possible only using Wormhole interrupts, Q-related "relocator cards" (Where's Guinan, Jealous Amanda), or cards that specifically allow such time travel (e.g., Orb of Time or Temporal Vortex), .

ATTEMPTING MISSIONS

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

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.)

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 begin or continue a mission attempt, or to complete the 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. (Also, to attempt a space mission, at least one crew member must match the ship's affiliation.) If you lose all matching personnel during the mission attempt, the mission attempt ends.

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.)

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 mis-seed.

Read the first Dilemma card aloud. Each dilemma must be resolved in turn before the mission can be completed. See dilemma resolution for

more information about the following points.

* 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, they do 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. (If a dilemma "stops," relocates, or disables only part of the crew or Away Team, those personnel no longer participate in the mission attempt.) Other 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" or no personnel remain at the mission location. A mission attempt is all one action. 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. 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.

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

Once you complete a mission, its points are yours to keep. Cards which affect a mission's points or attemptability (e.g., Supernova, Mordock, The Sheliak, Assimilate Planet) do not affect your score if they occur after the mission is completed (unless otherwise specified, as with I Tried to Warn You or Hero of the Empire).

ENGAGING IN BATTLE

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

* You may initiate battle only during your own turn.

* You may attack only cards which you do not control, unless a card or rule requires or allows you to attack your own cards. (The Borg Ship dilemma and Rogue Borg are considered self-controlled.)

* You may attack cards only if they are present with your cards. Ships, space facilities, and the Borg Ship dilemma can be present together in space at the same location (for ship battle). Personnel and Rogue Borg can be present together on the same planet, ship, facility, or site (for personnel battle). Ships (and the Borg Ship dilemma) can also attack planet facilities at the same location.

* Most affiliations have restrictions on whom they may attack. Normally, an affiliation may attack any affiliation other than their own. There are exceptions:

Klingon, Non-Aligned, and Neutral forces may also attack their own affiliations.

Federation forces cannot attack any affiliation (except Borg).

Borg forces may not initiate battle except when allowed or required by a card. When allowed to initiate battle, they may attack any affiliation including opposing Borg.

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

* Each of your ships, facilities, or Away Teams that wishes to initiate an attack must have a leader or (if playing Borg) a [Def] personnel present. A leader is any personnel with Leadership skill or any OFFICER. Each ship or facility must also have at least one personnel of matching affiliation aboard (which may or may not be the leader). If the facility is a Nor, the leader and matching personnel must be in Ops.

* No other actions can occur during a battle unless a card specifically allows them. For example, you cannot beam personnel off your ship during a battle without a card such as Emergency Transporter Armbands.

* When a battle is over, all cards involved in the battle are "stopped."

* If your opponent attacks you, during your next turn you may initiate one or more counter-attacks against any or all of your opponent's ships, Away Teams, facilities, crews (if you have a way to beam through the SHIELDS), etc. which are still at the location of the opponent's attack, regardless of the form of the original attack. When you counter-attack, no leader or [Def] personnel is required and no affiliation restrictions apply. Your opponent, on his next turn, may then initiate his own counter-attack, and so on. Counter-attacking is always optional. A counter-attack is a new battle, not a "continuation" of the previous battle.

Personnel Battles (which may also include Rogue Borg)

1. Announce your attack. Identify which one of your Away Teams or crews is attacking and which one of your opponent's Away Teams or crews they are attacking. (The group that you attack may include personnel which are disabled, though they do not engage in personal combat, but not those in stasis.) The battle has now been initiated. (Throughout the rest of this section, "personnel" should be taken to mean "personnel or Rogue Borg." See Rogue Borg Mercenaries. Special rules also apply to holographic personnel.)

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

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

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

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

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

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

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

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

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

Ship Battles (which may also include facilities)

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

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

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

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

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

- * draw up to two Tactic cards (or more if allowed by a card played in step 3) from the top of his side deck (he may look at each one before deciding whether or not to draw the next);
- * choose one of those Tactic cards (regardless of how many ships are firing) to play face down on the table as his current tactic (optional); and
- * place his unplayed Tactic card(s) face-up underneath his side deck. (Used Tactic cards never go to your discard pile. Instead, whenever one of them is discarded or otherwise leaves the table, place it face up underneath your side deck. When your Battle Bridge side deck runs out of face-down Tactic cards, shuffle the face-up cards and place them face down again underneath your seeded Battle bridge door.)

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

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

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

Your opponent computes his DEFENSE total by adding the SHIELDS of his targeted ship or facility (counting all applicable enhancements) to

the 50% facility SHIELDS extension (if the target is a docked ship) plus the DEFENSE bonus from his current tactic (if any).

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

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

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

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

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

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

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

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

[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.

8. At the end of the battle, discard your current tactic (face-up

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

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

3. DRAW A CARD

After you have finished executing orders, perform any actions that may or must take place at the end of your turn (such as probing or being forced to discard by a Static Warp Bubble), before drawing a card from your draw deck to end your turn. 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).

After all end-of-turn actions are complete, draw one card from your draw deck to signal the end of your turn. (Instead, you may perform an action "in place of one card draw," such as downloading a card using the Borg Queen's skill.)

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

WINNING 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).