



BLAZE OF GLORY RULES SUPPLEMENT

One hundred and thirty cards. A new battle side deck, two dozen Klingons and Romulans, collectible diffraction foil cards, powerful new starships, new ways to take (and exploit) captives, an arsenal of hand weapons . . .

"It is a good day to die!"

BATTLE BRIDGE SIDE DECK

Blaze of Glory introduces more exciting and realistic ship battles to the *Star Trek* Customizable Card Game. With the new Battle Bridge side deck, battles are less predictable, you can fine-tune your offensive and defensive capabilities to your liking and your opponents will suffer a variety of damage results: shields depleted, transporters off line, exploding computer panels. . . just like we see in *Star Trek*.

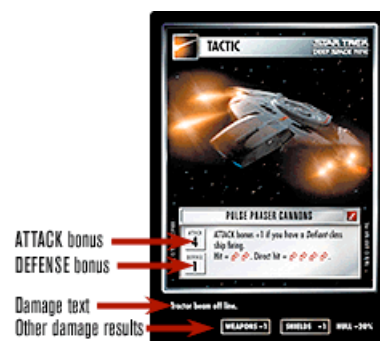
Your Battle Bridge side deck is an optional customized deck of special cards separate from, and in addition to, your normal game deck. It is shuffled and placed face down on the table, then "opened" during the doorway seed phase by the new Battle Bridge Door card. This Doorway card is placed face up on top of your side deck and counts as one of your seed cards (the face-down cards in the side deck do not count toward the 30/30 rule).

There are currently two other side decks available (Q-Continuum and Q's Tent) in the Q-Continuum expansion set. You may use one, two or all three of these side decks in the same game if you like.

Your Battle Bridge side deck is made up of Tactic cards, a new card type introduced in this set. You can have as many Tactic cards in your side deck as you like, even duplicates. (Tactic cards come into play only via this side deck; you cannot stock Tactic cards in your draw deck or your Q's Tent.)

Your used Tactic cards do *not* go to your discard pile. Instead, whenever one of them is discarded or otherwise leaves the table, place it *face up* underneath your side deck. (This is now also true for your Q-Continuum side deck.) When your Battle Bridge side deck runs out of face-down Tactic cards, just shuffle the face-up cards and place them face down again underneath your seeded Battle Bridge Door.

The Tactic cards in your side deck have two main purposes: (1) to increase your offensive and/or defensive capabilities during ship battles and (2) to indicate specific damage affecting your opponent's ships and facilities.



SHIP BATTLES

The new Tactic cards build on the basic ship battle rules to add more excitement and unpredictability when using a Battle Bridge side deck. To accommodate these cards, the sequence and terminology of ship battles are slightly revised as follows:

- After you announce which of your ships and facilities will be firing and which opponent's card they are targeting, your opponent must make the same announcements for his return fire (if any). In other words, he must now choose *during the battle's initiation* which of his ships and facilities will be returning fire and which attacking card they will be targeting.
- The outcome of your attack is now determined by comparing your **ATTACK total** (which is based on your total WEAPONS) to your opponent's **DEFENSE total** (which is based on the target's SHIELDS). When your opponent returns fire during the battle, the situation is reversed: he will have an ATTACK total and you will have a DEFENSE total.

Using Tactic cards in battle – After both players have finished using any cards that play at the "start of battle," each player who has a Battle Bridge side deck may do the following:

- draw up to two Tactic cards 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 to play face down on the table as his *current tactic* (optional); and
- place his unplayed Tactic card(s) underneath his side deck.

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).

Add your current tactic's ATTACK bonus plus your total WEAPONS to compute your ATTACK total. Your opponent adds his current tactic's DEFENSE bonus plus the target's SHIELDS (plus the 50% facility SHIELDS extension, if the target is a docked ship) to compute his DEFENSE total. 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 you are not using a Battle Bridge side deck, damage to your opponent's ship or facility is indicated by rotating the card according to the existing rules.

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

- ↯ This symbol on your current tactic means you place this card on the target as a damage marker.
- ↻ This symbol on your current tactic means you draw a new Tactic card from your side deck to place on the target as a damage marker.

At the end of the battle, discard your current tactic unless it was used as a damage marker.

DAMAGE MARKERS

Some damage results are immediate and have a one-time effect (such as killing a crew member or downloading a Warp Core Breach). Other damage results have an ongoing effect (such as reduced attributes, off-line transporters or fluctuating shields) as long as that damage marker is in play. Most damage markers also specify a reduction to HULL integrity. When a ship's or facility's HULL is reduced to 0%, it is destroyed.

When you use a Battle Bridge side deck, it does not always take two attacks to destroy your opponent's ship or facility. Sometimes it will take only one attack, and sometimes it may take three; it all depends on the mix of Tactic cards you decide to use, and on the luck of the draw.

Multiple copies of the same damage marker are cumulative, including reductions to attributes and HULL integrity.

If your side deck is ever completely out of Tactic cards (because they are all in play as damage markers), you will be unable to further damage your opponent until some of your damage markers return to your side deck.

“Off line” – When a damage result indicates that something is “off line,” the affected item may not be used in any way as long as that damage marker is in play. Attribute enhancements being off line affects all enhancements to the specified attribute (but ATTACK and DEFENSE bonuses are conceptually based on battle strategies and tactics, and thus are not considered enhancements to WEAPONS and SHIELDS).

Default damage – When you are using a Battle Bridge side deck, sometimes your opponent's ship or facility will be damaged when you do not have a current tactic (such as when encountering a dilemma or during a battle in which you choose not to play a current tactic). Whenever this occurs, the default damage is two cards from your side deck (↻↻), or four cards (↻↻↻↻) for a direct hit.

Order of damage results – In most cases, the sequence in which you apply damage results will not matter. Once in a while, though, the order may be significant. In these cases, carry out immediate damage results first and check the HULL reduction last.

For example, suppose the HULL integrity of your opponent's ship has already been reduced by 80% when it is damaged again, and the two damage markers from your side deck each specify one casualty and HULL –30%. Normally the casualties are moot because the ship is about to be destroyed. However, if your opponent wants to play an Escape Pod, he must suffer both casualties first, so the Escape Pod saves only the remaining crew.

Repair – If your ship's damage is indicated by your opponent's damage markers, you may remove one damage marker (random selection) at the end of each of your turns that ship remains docked at an outpost or at a Docking Pylons site for the full turn.

Whenever a ship or facility is fully repaired (for example, by a card such as Defense System Upgrade, Exocomp, Into the Breach, Regenerate or Spacedock), remove all of its damage markers. Damage markers are also removed if the ship or facility leaves play for any reason (for example, being returned to hand or placed out-of-play).

BATTLE BRIDGE AND THE BORG

Borg Ship dilemma – Battle Bridge side decks affect this dilemma as follows:

- When battling the Borg Ship dilemma, you may use a current tactic and may place damage markers on the dilemma if appropriate.
- The dilemma does not use either player's Tactic cards; thus, your ships and facilities it hits suffer default damage if your opponent is using a Battle Bridge side deck (or card rotation damage if your opponent is not).
- When the dilemma is attacking both players' cards, it does so as two separate battles. (As always, the player whose turn it is chooses which happens first.)
- If both players have damaged the Borg Ship dilemma but only one of them has a Battle Bridge side deck, some of the dilemma's damage will be indicated by damage markers and some of it will be indicated by card rotation. The card rotation damage is equivalent to HULL –50% and combines with the damage markers to determine whether the Borg Ship dilemma is destroyed.

Multiple targets – Borg Ship dilemmas and Borg-affiliation ships with a Multiplexor Drone aboard are allowed to fire WEAPONS against two or more targets in the same battle. This expands the fire (or return fire) portion of the battle into two or more engagements. Each engagement has only one target, but it is possible to have multiple cards firing upon that target.



Compute separate ATTACK and DEFENSE totals for each engagement, repeatedly using the appropriate bonuses from each player's current tactic each time. In other words, each player is limited to one current tactic for the battle, but it will apply to each engagement.

If your multiplexed Borg ship scores a hit (or direct hit) against two or more targets and your current tactic has a ↯ symbol, use that card as the damage marker for one of those targets (your choice) and treat that symbol as ↗ for damage to each remaining target. All damage markers drawn from your side deck must be placed on the hit targets *randomly*.

NEW CAPTURING RULES

Presented below are revised rules to make capturing more fun and realistic, and to support the variety of new capturing-related cards in *Blaze of Glory*. The following rules supersede previous capturing rules.

Some cards and rules allow you to capture your opponent's personnel (never a personnel you control). Captured personnel are *disabled* as long as they are captives (unless affected by Brainwash). The captives will be *escorted* by your personnel as follows:

- When first captured, captives are immediately relocated to one of your crews or Away Teams at that location, if possible.
- Otherwise, the capturing card remains in play and serves as a temporary "trap" to hold the captives on your side of that location until your personnel can arrive to take them into custody. (If there is a planet at that location, the trap is on the planet.) Your ship with transporters (in space) or your Away Team (on a planet) can subsequently take custody of the captives if present with the trap, then discard the trap card.

Each of your crews and Away Teams may escort any number of captives, and may move them around like Equipment cards.

At any given time a captive can be in one of three conditions: (1) *held* by a trap or in a Brig or by escorting personnel, (2) *Brainwashed* or (3) left *unattended*. You may change the captive's condition during your turn.

All captured cards are returned to their owner at the end of the game.

Brigs — New cards in this expansion allow you to add a Brig to a ship or facility. While you control the ship or facility, you may move captured personnel into and out of the Brig during your turn (while in the Brig they are *held* but not *escorted*). If your opponent commandeers or assimilates the ship or facility, his personnel may subsequently release any of his other personnel held captive in the Brig (if present).

Rescue — Captives that are *held* or *Brainwashed* may be rescued only by using a card that specifically rescues or releases captives (such as Rescue Captives, His Honor The High Sheriff of Nottingham or Prisoner Exchange). *Unattended* captives, however, are conceptually "tied up and left behind" and thus may be rescued by their owner's other personnel present, without any special card. Whenever a captive is rescued or released, all capturing-related cards played on that captive are discarded.



THE DOMINION IN THE ALPHA QUADRANT



Jem'Hadar "alphas" — *Blaze of Glory* also introduces new Jem'Hadar that were specifically bred in the Alpha Quadrant by the Dominion. Because your alphas do not have a Gamma Quadrant icon, they may not use a Gamma Quadrant facility to report for duty. Instead, they may report using an Alpha Quadrant facility such as Neutral Outpost or Remote Supply Depot. Of course, you can also use other ways of reporting them for duty in *any* quadrant, such as Jem'Hadar Birthing Chamber (for universal personnel) and Devidian Door.

Alpha Attack Ship — This new ship is also specifically designed for the Alpha Quadrant and thus does not have a Gamma Quadrant icon. When it uses a facility to report for duty, it must be an Alpha Quadrant facility at an Alpha Quadrant location.

CLARIFICATIONS

Calamarain — This event from the Q-Continuum set may "damage (not destroy) one ship." When used with a Battle Bridge side deck, this causes default damage. Draw the two damage markers from your side deck, one at a time, and place each one on the ship unless it would destroy that ship (in which case discard that damage marker instead).

"Capturing-related card" — This phrase, used on Prepare the Prisoner, refers to any card that either captures personnel or specifically affects captives. Examples of capturing-related cards include Thine Own Self, Brainwash, Rescue Captives, Ilon Tandro, Holding Cell Door and Prepare the Prisoner.

Commandeering — When your crew or Away Team commandeers a ship or facility, it comes under your control, and its affiliation changes to match the affiliation of one of your commandeering personnel (your choice). However, if all of the commandeering personnel are Non-Aligned or Neutral, the affiliation does not change. You may commandeer only cards which you do not already control, and only if a card allows it. Borg may not commandeer a ship or facility; instead, they must use a card that allows them to *assimilate* it.

Intruder Alert! — When this incident extends Intruder Force Field such that all intruders on your ships "must be three or more to be effective," this means the intruders on each of your ships (whether Rogue Borg or personnel) are *disabled* unless there are at least three of them aboard that ship.



Madred – This *Q-Continuum* expansion set Personnel card (not to be confused with the new Gul Madred card in *Blaze of Glory*) may add 1 to Interrogation or Torture only when Madred and the captive are both aboard the same outpost.

Q-Continuum side deck – Now, whenever one of your used Q-icon cards is discarded or otherwise leaves the table, place it *face up* underneath your Q-Continuum side deck. When your side deck runs out of face-down Q-icon cards, just shuffle the face-up cards and place them face down again underneath your seeded Q-Flash doorway.

Using WEAPONS – You cannot use your ship's or facility's WEAPONS for any purpose unless it is uncloaked, its WEAPONS are greater than zero and you have a personnel aboard. Affiliated cards require a *matching* personnel aboard; Neutral and Non-Aligned cards require a *compatible* personnel aboard. (If the facility is a Nor, the matching or compatible personnel must be in Ops.)

To fire its WEAPONS in battle, the ship or facility must not be “stopped.” Unless returning fire or counter-attacking, the ship or facility must also have a leader (or a 🖖 Borg) in its crew, and must not have any affiliation attack restrictions that prevent it from firing at the target. (If the firing card is a Nor, the personnel required above must be in Ops.) Remember that the card you targeted for your initial attack is automatically “unstopped” and thus is eligible to return fire.

